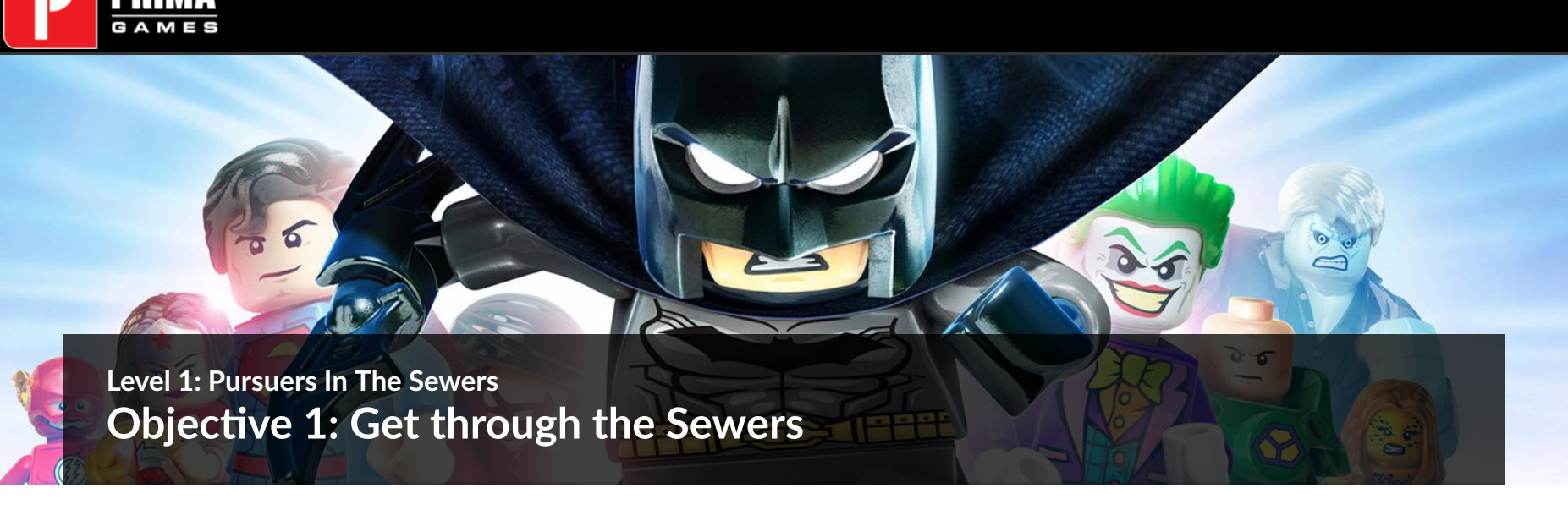


Level 1: Pursuers In The Sewers
Objective 1: Get through the Sewers

WALKTHROUGH
1
LEVEL
Pursuers in the Sewers

The Story Thus Far...

Our story begins with Batman and Robin swooping through the seedy streets of Gotham City, heading for her foul sewers. That monstrous villain Killer Croc has just broken into Gotham City's Hall of Records, and the Dynamic Duo aim to find out why!

Story Characters

Batman
Robin

True Hero Stud Requirement:
70,000

Suits

Icon	Suit	Mode	Notes
	Robin (Hazard Suit)	Story	Obtained through Story progression.
	Batman (Sensor Suit)	Story	Obtained through Story progression.

Minikits

No.	Area	Mode	Notes
1	1	Free Play	Find 25 more LEGO parts and pump them into the contraption (map icons show the extra part locations).
2	1	Free Play	Destroy five gold toilets with lasers or heat vision.
3	1	Free Play	Destroy the gold pipe above the fire jets, then magnetize the water valve.
4	1	Free Play	Mind control the goon in the water tank above the hatch platforms.
5	2	Free Play	Use lasers or heat vision to blast the four gold water barrels in the background above Killer Croc.
6	2	Free Play	Fly to the left, land on a pipe, and blast the silver patch.
7	2	Free Play	Find this hidden behind the pipes on the right.
8	Free Play Room	Free Play	Use lasers or heat vision to cut out the gold wall.
9	Free Play Room	Free Play	Use the swampy spot to dig up a silver crate, then destroy it.
10	Free Play Room	Free Play	Guide a ball through some pipes using magnetic power.

Tokens

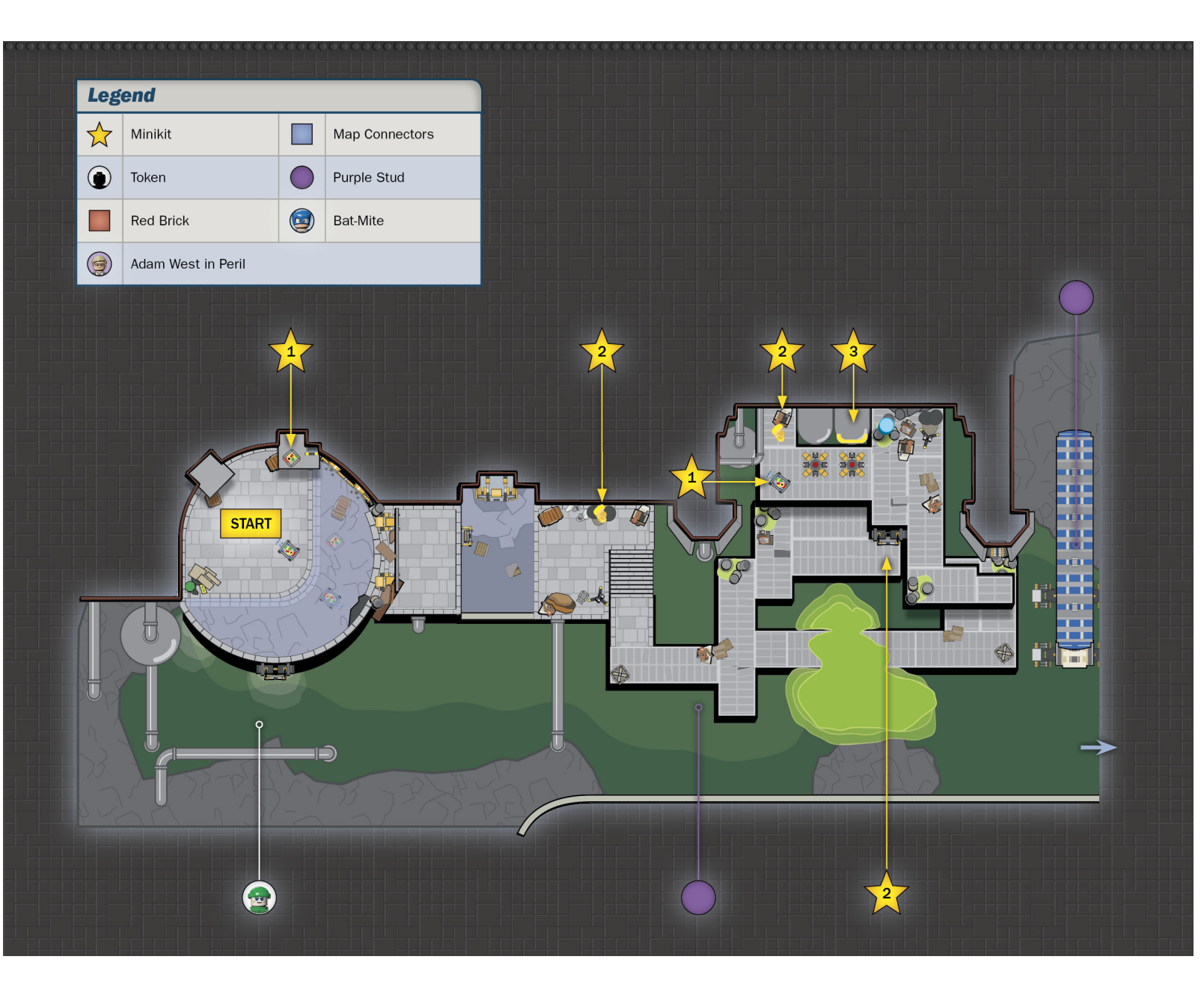
Icon	Character	Area	Mode	Notes
	Croc Henchman	1	Free Play	Ride the rubber ducky around and hit all the others.
	Bane	2	Free Play	Use Superman's super-breath to freeze the puddle near Bat-Mite, then melt it with heat vision.
	Black Manta	2 / Free Play Room	Free Play	Talk to Bat-Mite, enter the Free Play room, and find his pants in the dryer.

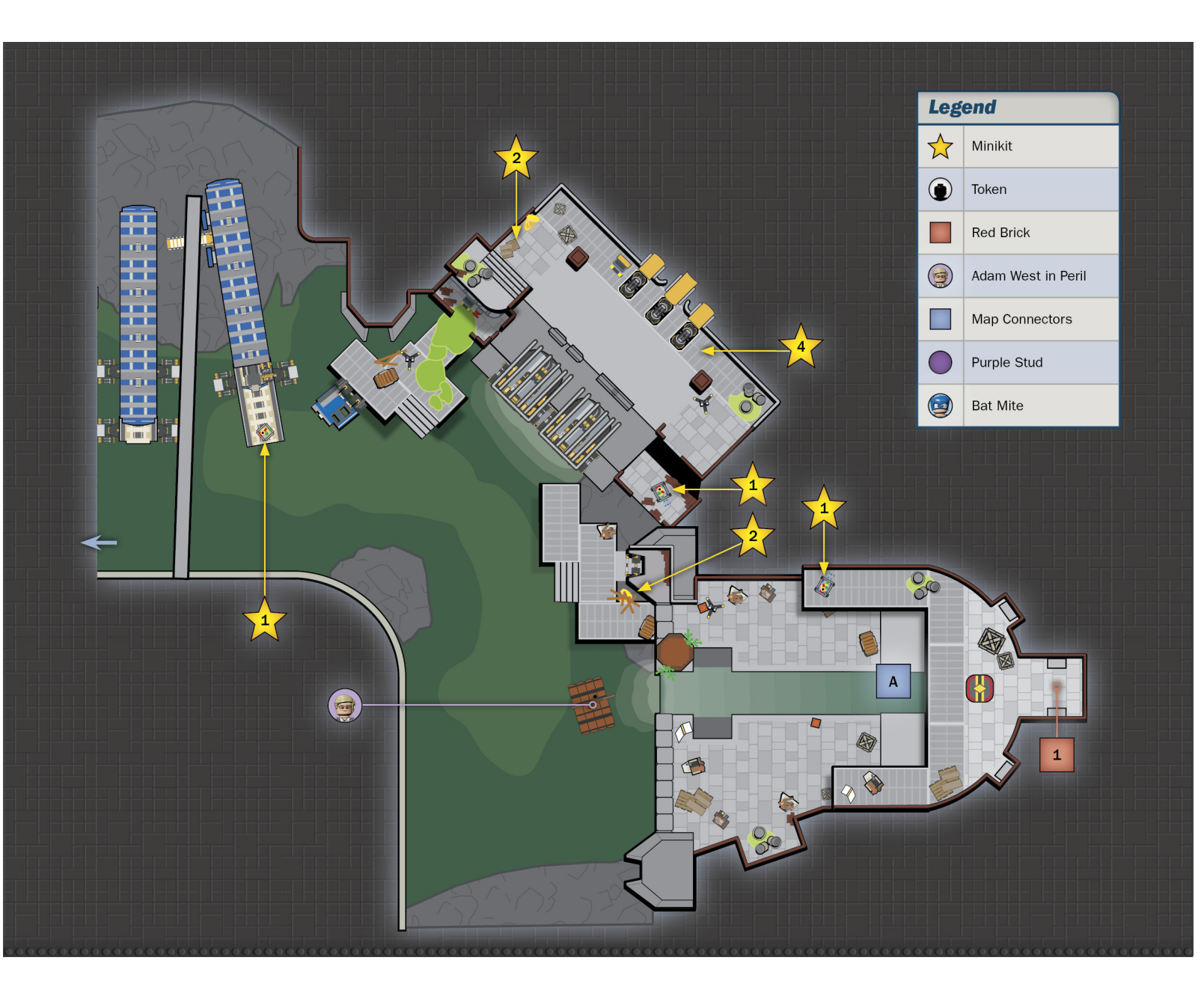
Red Brick

No.	Effect	Area	Mode	Notes
1	Studs x2	1	Free Play	Near the end of the first area, fly up and use the Plastic Man pad above the tunnel that leads to the second area.

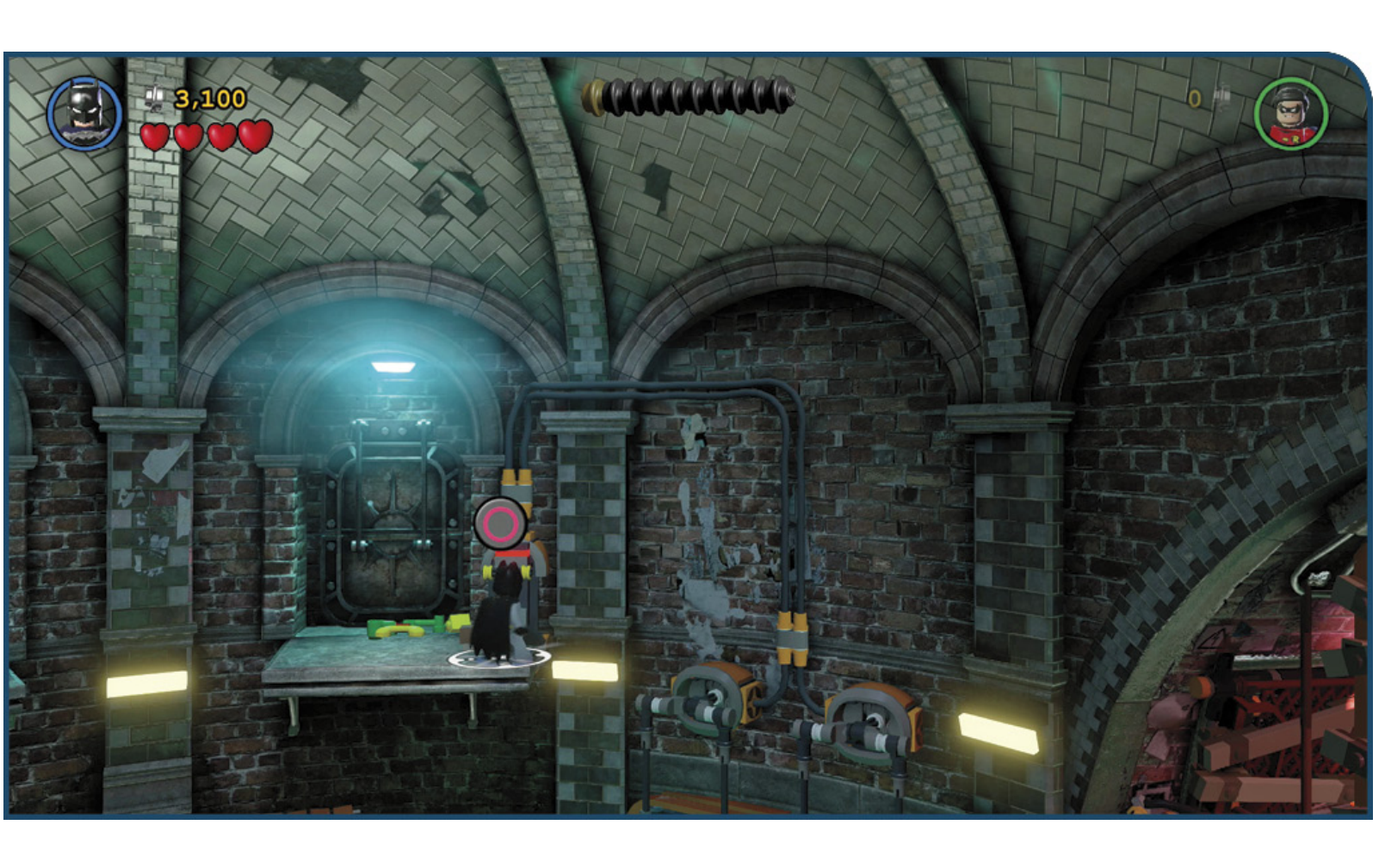
Adam West in Peril!

Mode	Notes
Free Play	Near the end of the first area, use the swampy spot and then jump on the shark repellent sprayer.

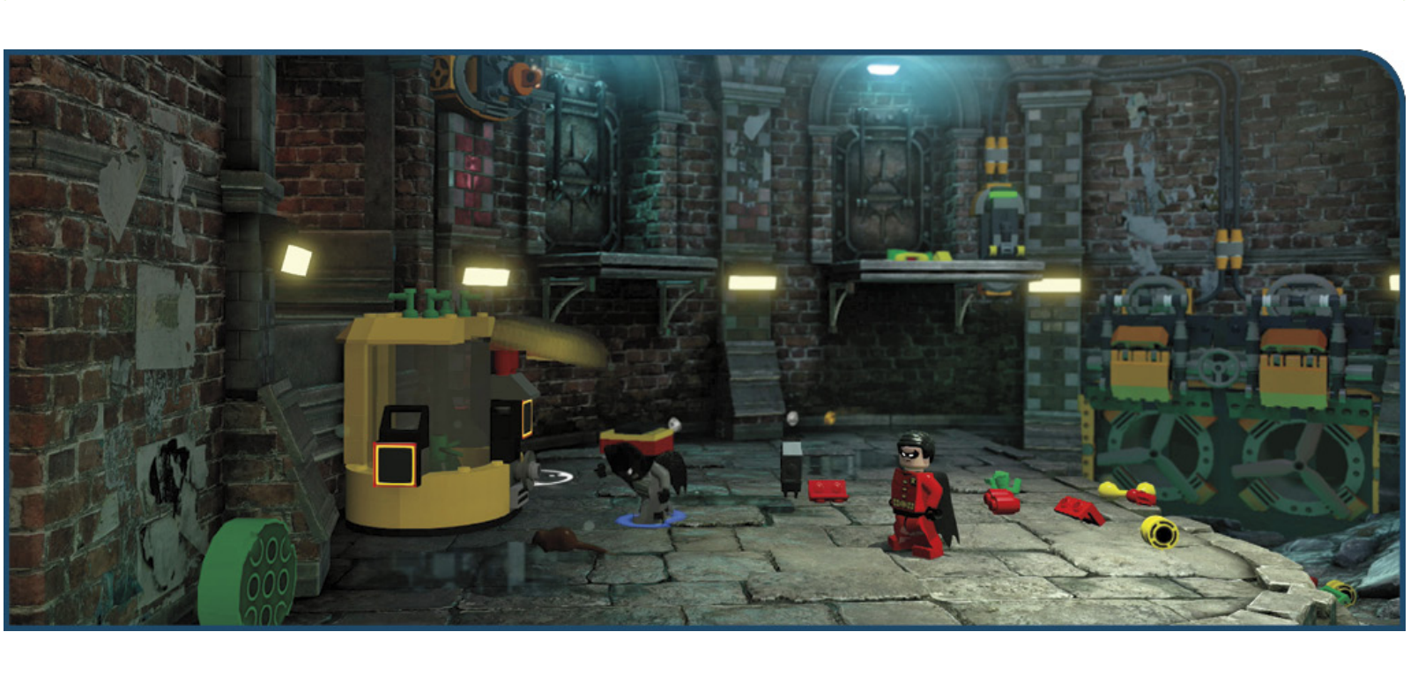




The sewers serve as Killer Croc's stomping grounds, and the menace has built a massive wall of junk to keep out unwanted pests. You've got to break through that blockade! Begin by standing in the circle and pressing the Interact button to grapple up to the background ledges. Hop over to a lever and pull it to drain the nearby water.

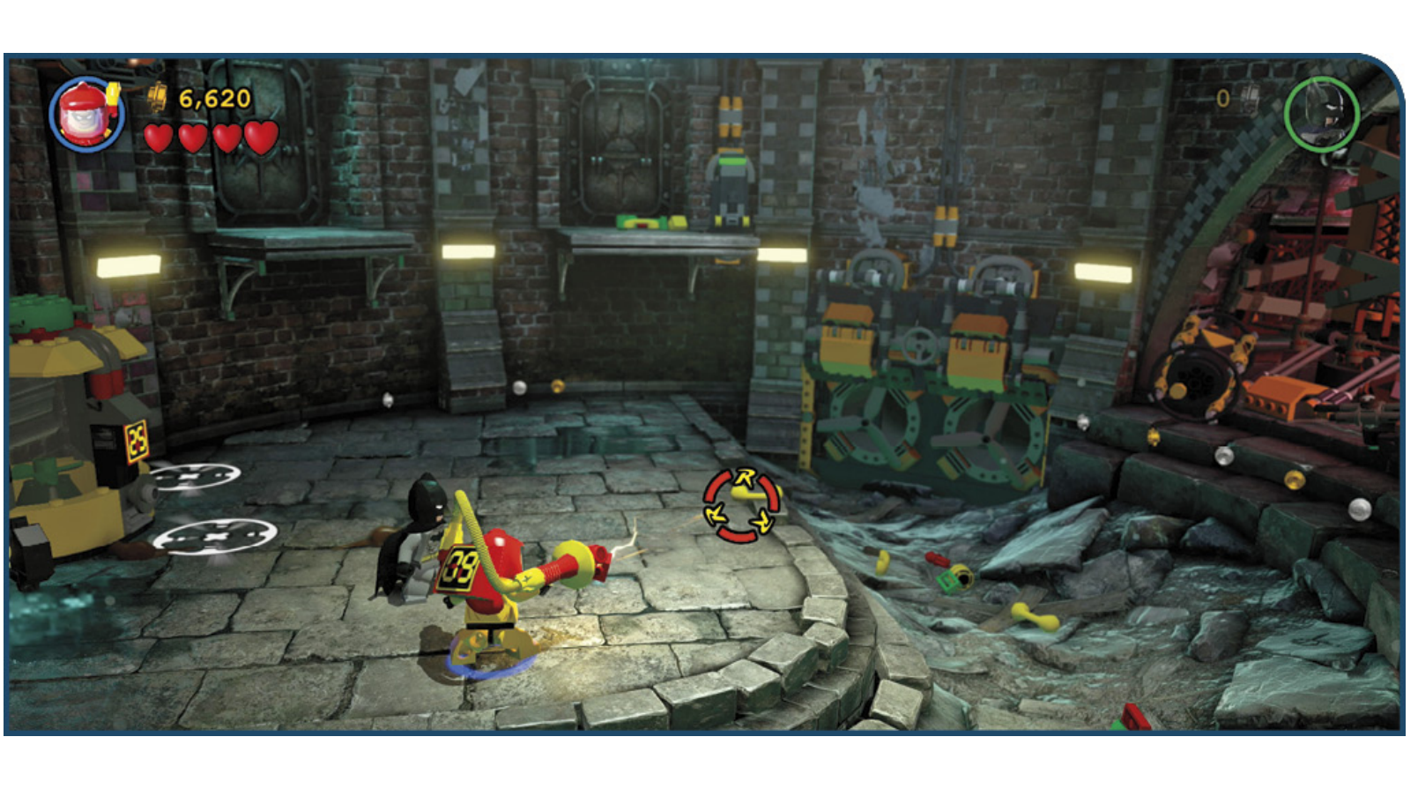


Attack the bat-symbol on the ground to call up helpful advice from Batman's number one fan, Bat-Mite. Keep an eye out for similar Bat-Mite tips as you explore!



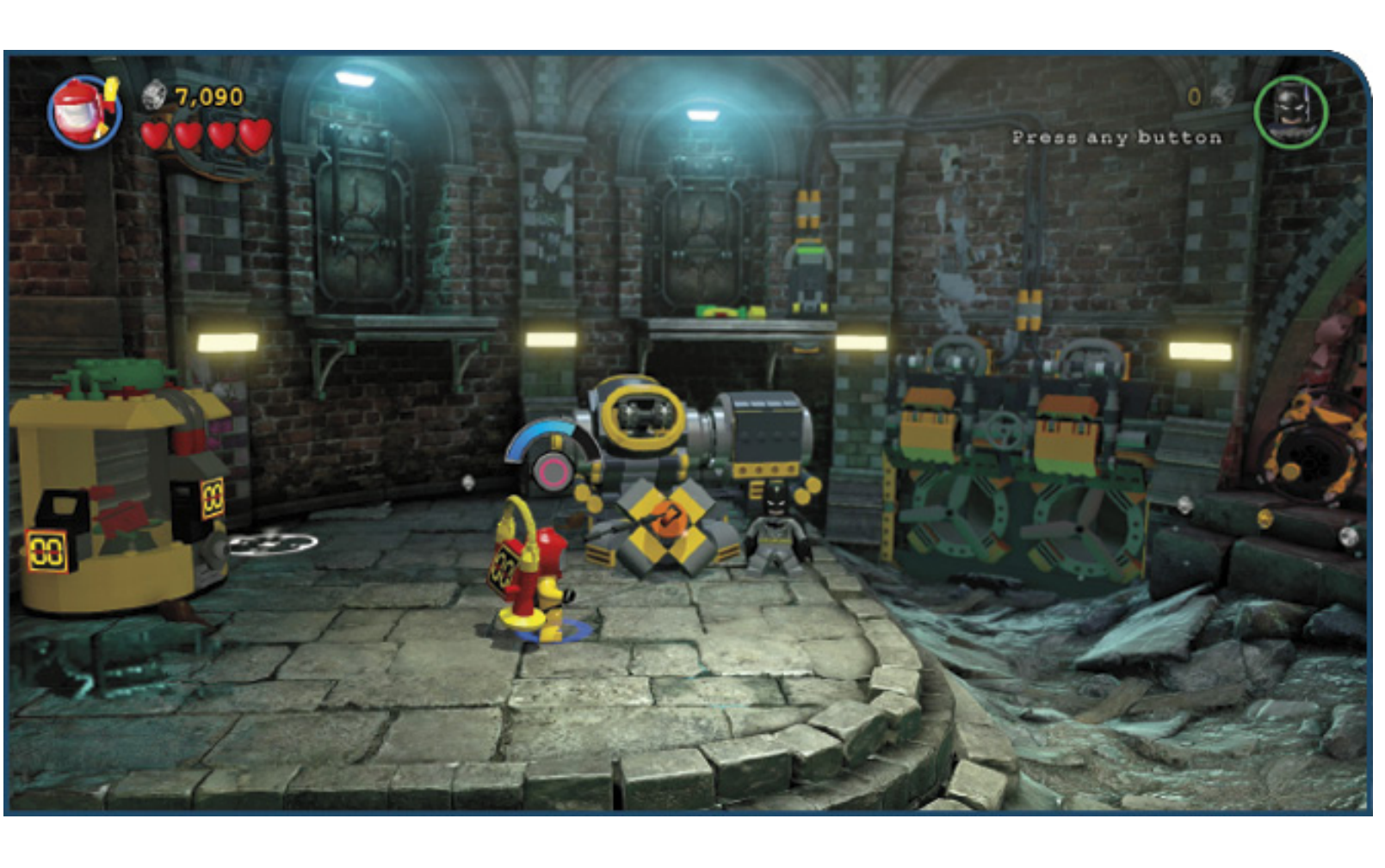
Draining the water exposes a large, brown crate. Smash it, and all of the other brown crates in the area, to discover some hopping LEGO bricks. Stand in the hopping bricks, then press and hold the Interact button to build them into a curious contraption.

HAZARD SUIT ACTION



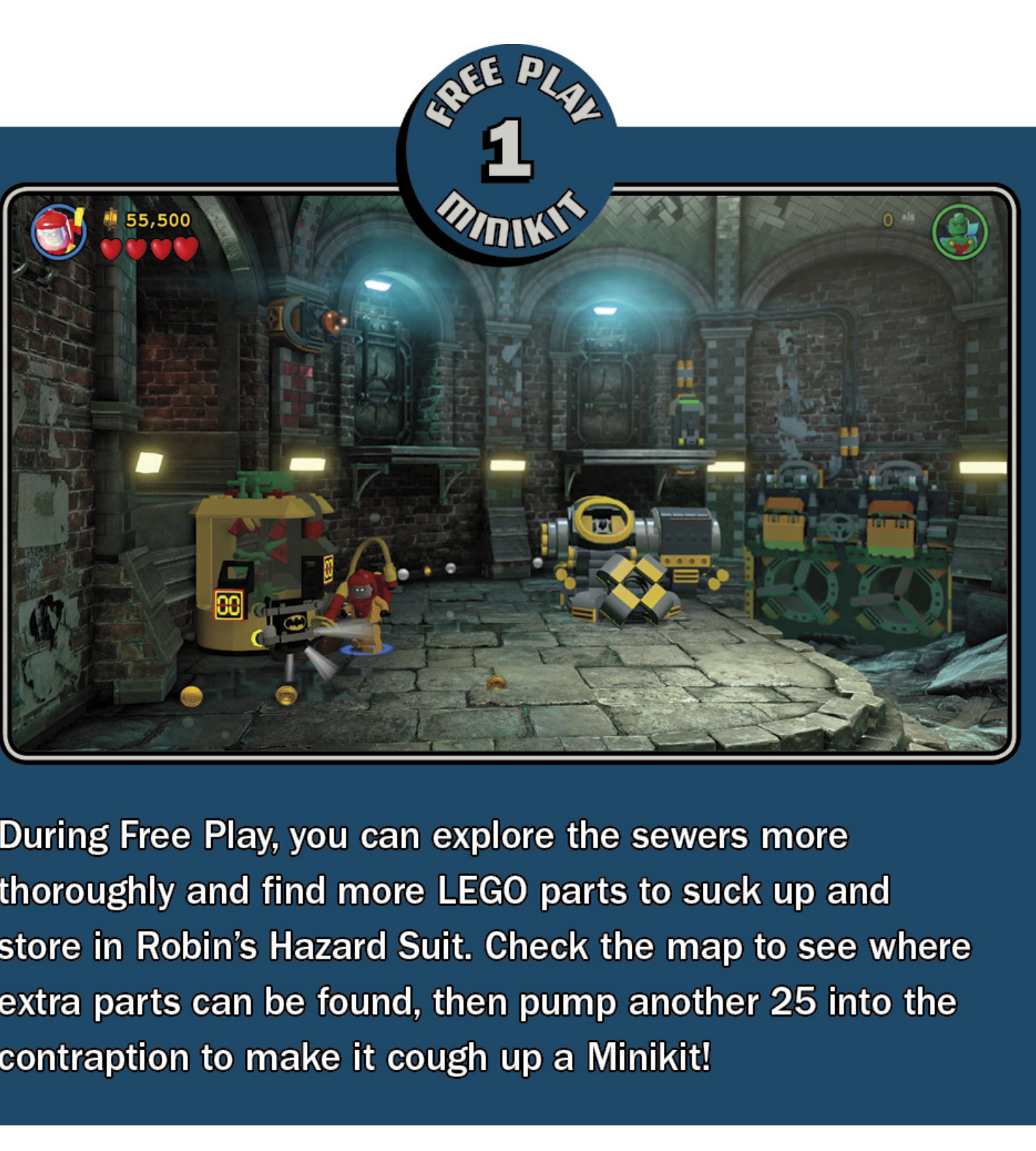
Tag to Robin and collect the Token in front of the contraption. Nice work—you've just obtained Robin's Hazard Suit! Destroy the various carts and crates in the area to scatter 25 red, yellow, and green LEGO parts around, then hold the Attack button to fire up Robin's Hazard Suit and suck up all 25 LEGO parts, storing them for later use.

The panel on the back of Robin's Hazard Suit tells you how many LEGO parts he's carrying. Handy!



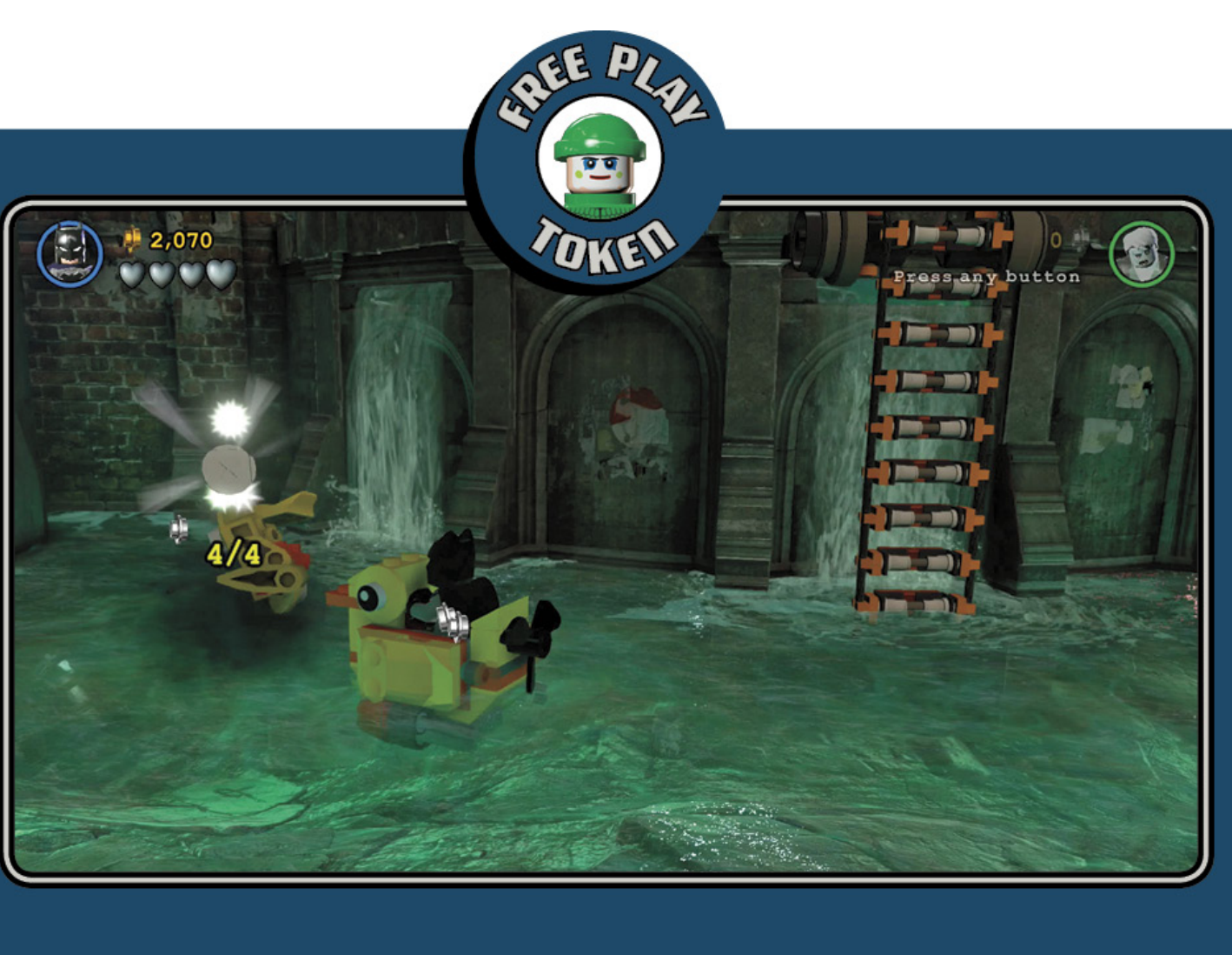
When Robin's Hazard Suit shows that he's carrying 25 LEGO parts, stand before the contraption you built and then press and hold the Interact button. Robin pumps all 25 LEGO parts into the contraption, which crafts them into a giant cannon. Grapple the orange hook on the side of the cannon and keep tapping the Interact button until you pull it off. This fires the cannon, which blows through the blockade.

FREE PLAY 1 MINIKIT



During Free Play, you can explore the sewers more thoroughly and find more LEGO parts to suck up and store in Robin's Hazard Suit. Check the map to see where extra parts can be found, then pump another 25 into the contraption to make it cough up a Minikit!

FREE PLAY TOKEN

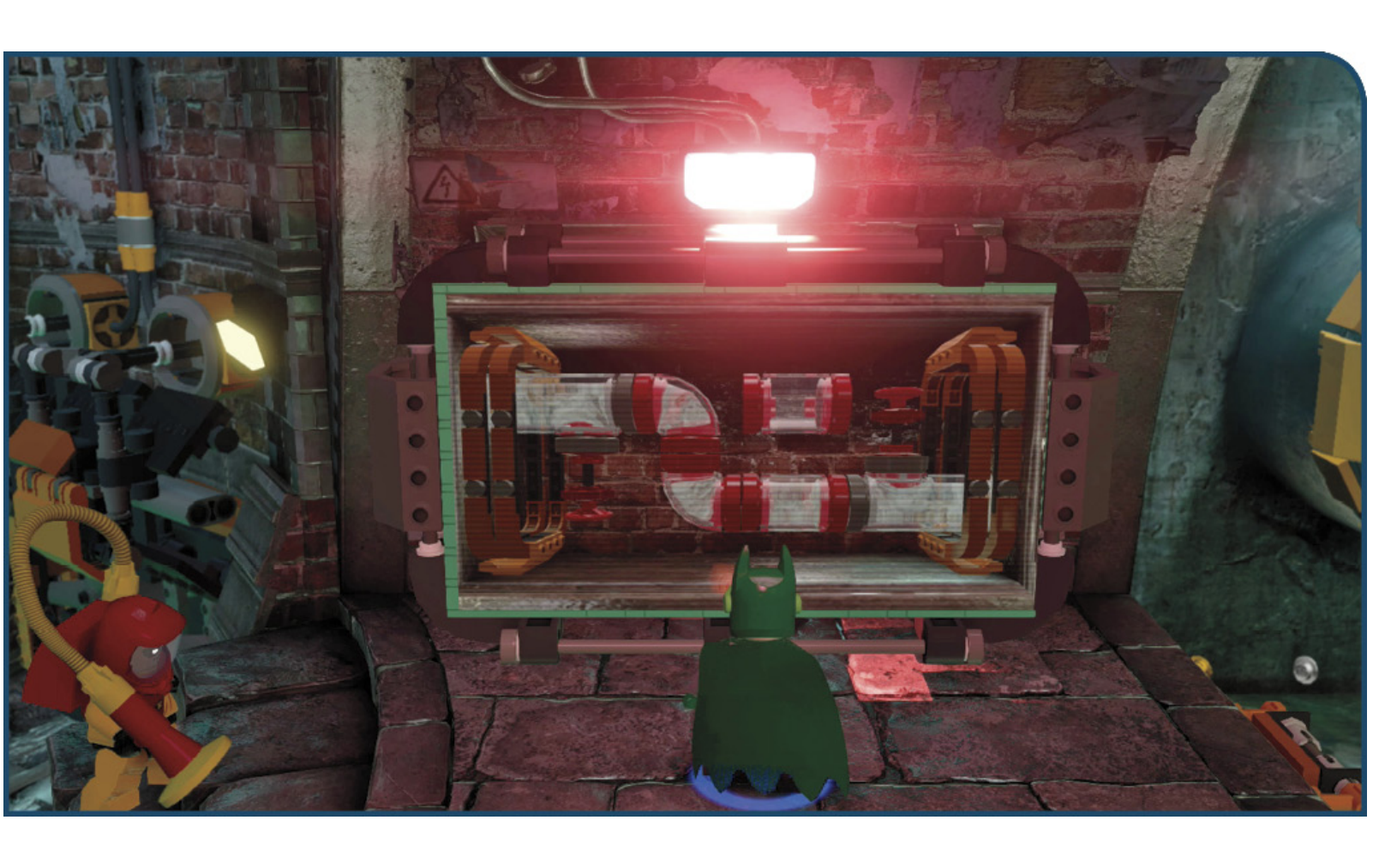


CROC HENCHMAN

Before exploring beyond the blockade, run toward the foreground to discover a ladder. Climb down to the water below, then hop aboard one of the five rubber duckies you find down here. (These only appear in Free Play.) Hold the Jump button to move forward and use the control stick to steer. Steer the rubber ducky into all four of the other rubber duckies to smash them and discover your very first Character Token!

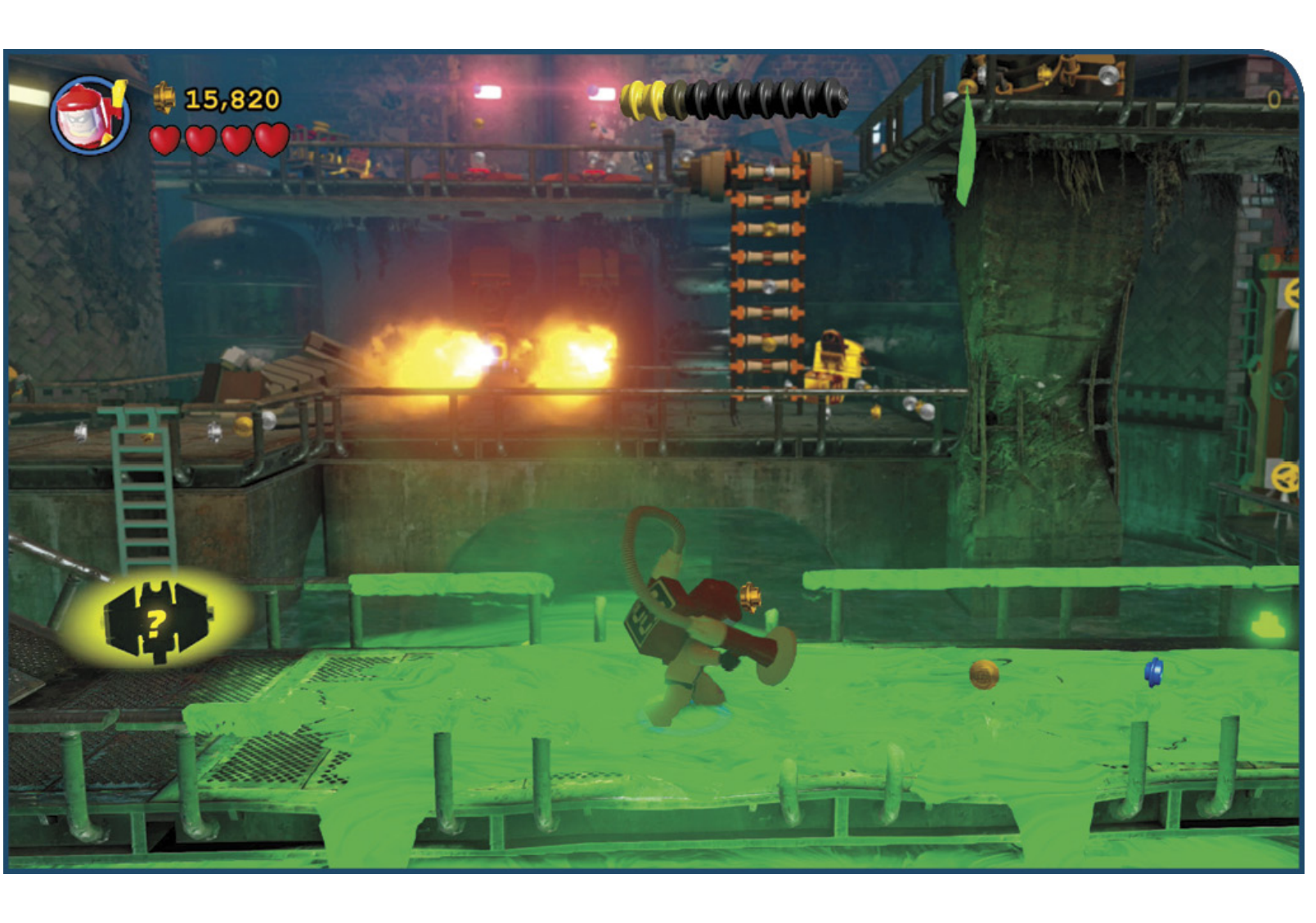
Every level has Character Tokens for you to collect, although many can only be obtained during Free Play. See the "Characters and Vehicles" chapter to learn how to unlock every playable character in the game.

SENSOR SUIT STYLE



Another Suit Token lies beyond the blockade. This one's for Batman—it's his Sensor Suit! Tap the Interact button to engage Batman's senses and detect a hidden orange hook on the nearby wall. Grapple and pull the orange hook out from the wall to expose a big, green LEGO wall. Stand before the wall and press the Interact button to activate Batman's Sensor Suit again. This time, you use X-ray vision to gaze right through the wall! Align the pipes and then use the Attack button to open up the water flow at far left and far right.

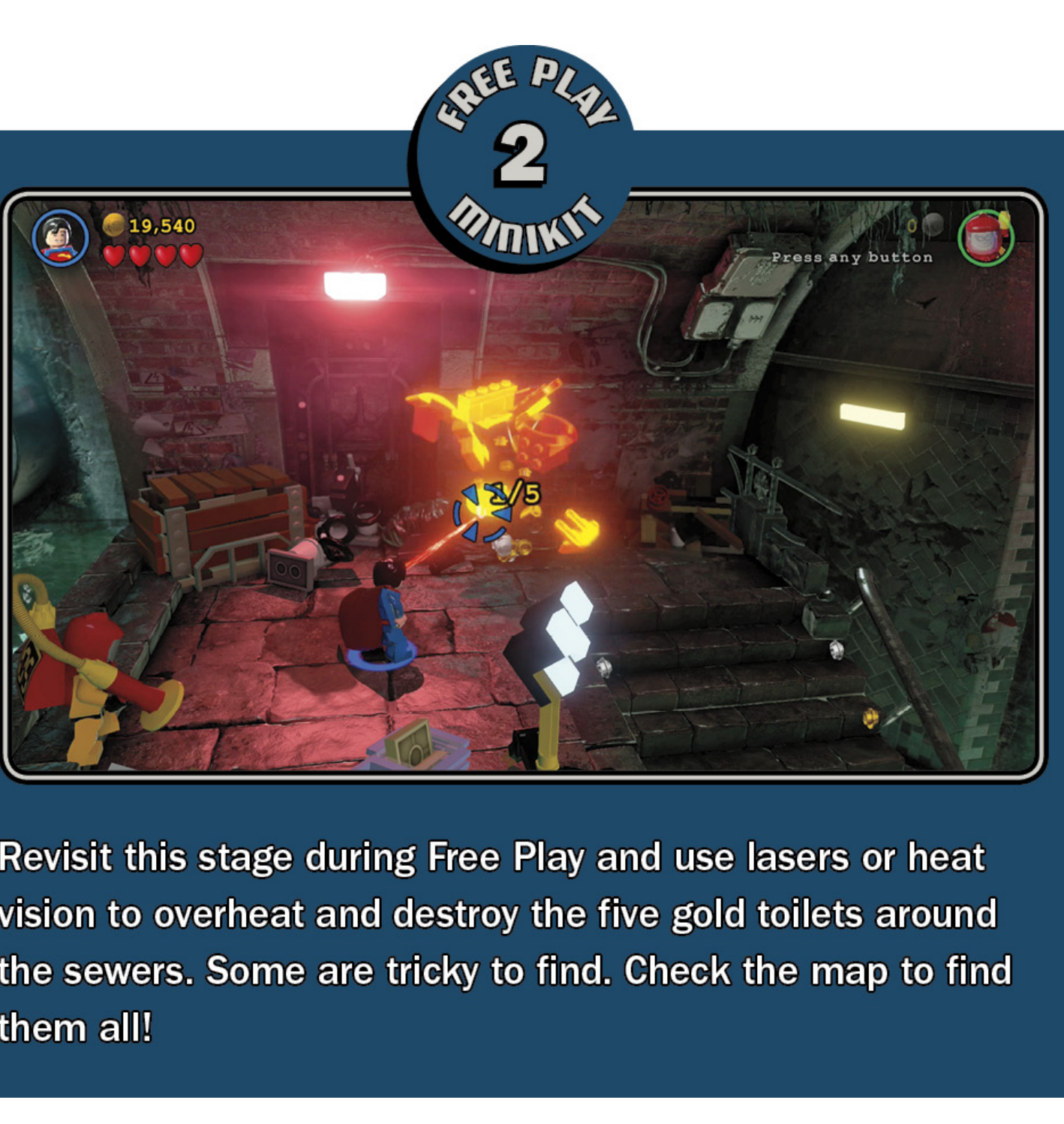
GETTING PAST THE GOO



With water rushing through the pipes, a hatch opens in the nearby wall, flooding the pit on the right. Hop across the floating platforms and advance until a giant heap of toxic goo blocks Batman's progress. Tag to Robin and use his Hazard Suit to safely trudge through the goo.

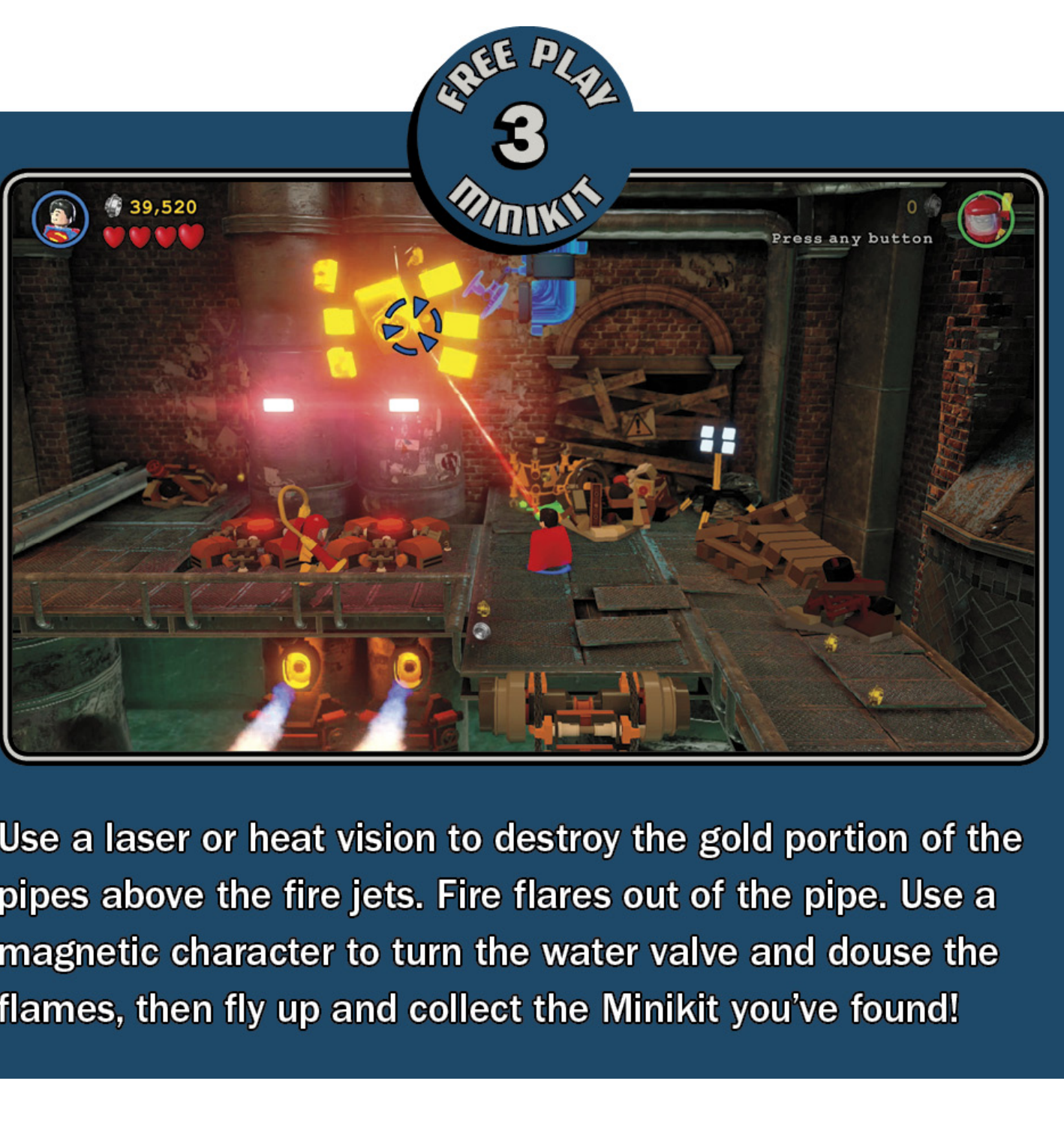
During Free Play, use a character that can explore underwater to collect valuable studs in the foreground to the left of the big pile of goo—including a precious Purple Stud! Just one Purple Stud is worth 10,000 studs, but they're often hidden or require special skills to reach.

FREE PLAY 2 MINIKIT



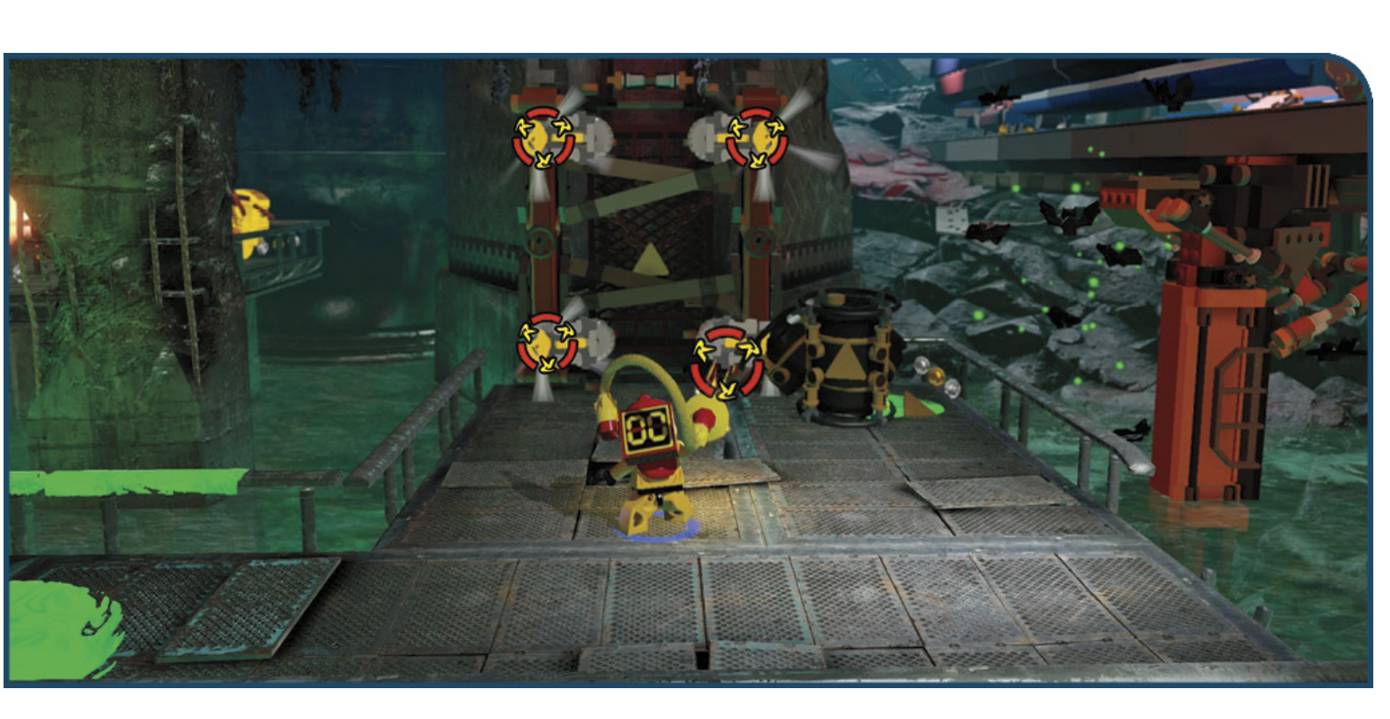
Revisit this stage during Free Play and use lasers or heat vision to overheat and destroy the five gold toilets around the sewers. Some are tricky to find. Check the map to find them all!

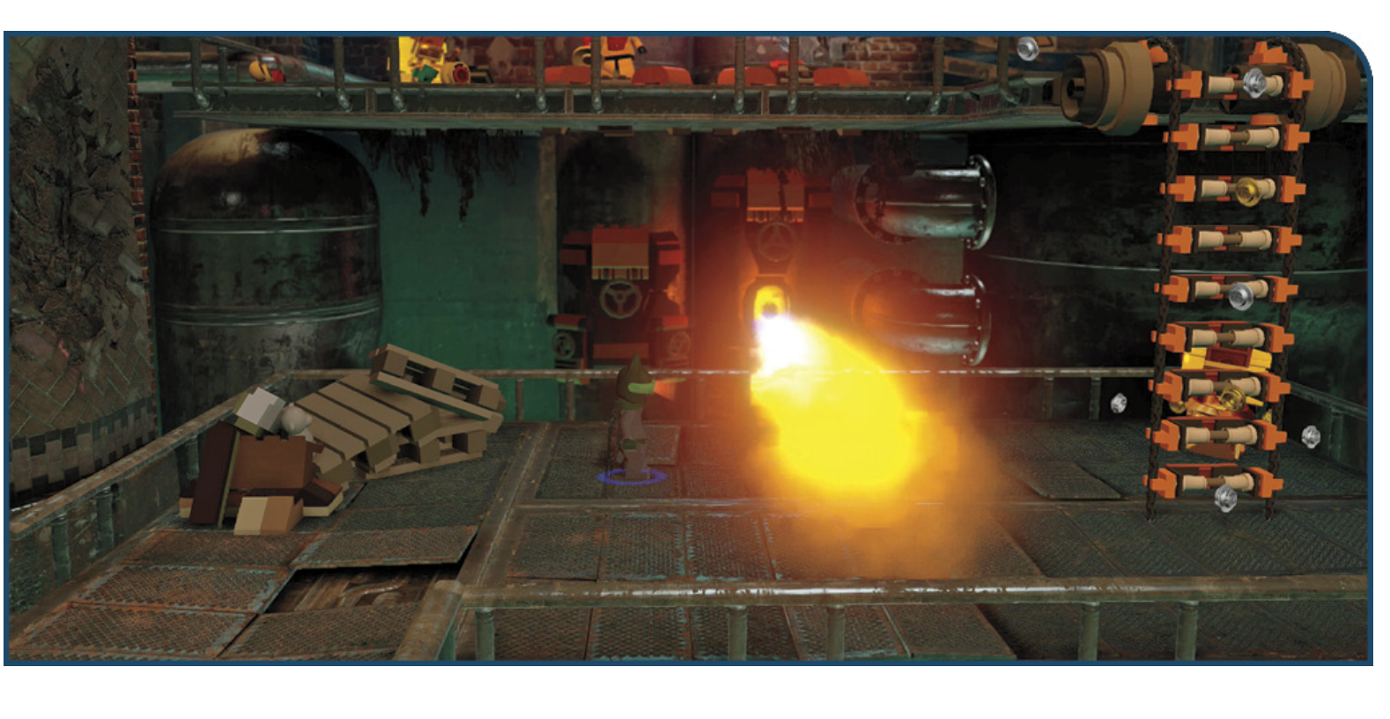
FREE PLAY 3 MINIKIT



Use a laser or heat vision to destroy the gold portion of the pipes above the fire jets. Fire flares out of the pipe. Use a magnetic character to turn the water valve and douse the flames, then fly up and collect the Minikit you've found!

Beyond the goo, hold the Attack button and aim at the four yellow valves on the wall. Destroy them all with Robin's ranged attacks, then target the two remaining wooden planks. Smash everything until you can build the hopping bricks into a mechanism that lowers a ladder for you. Climb the ladder to reach a pair of red buttons. Move Robin onto the left button to shut off the left flame jet below, and tag to Batman and move past. Move Robin onto the other button to shut off the second flame jet, and again tag to Batman, dash past, and climb the ladder, joining the Boy Wonder on high ground.

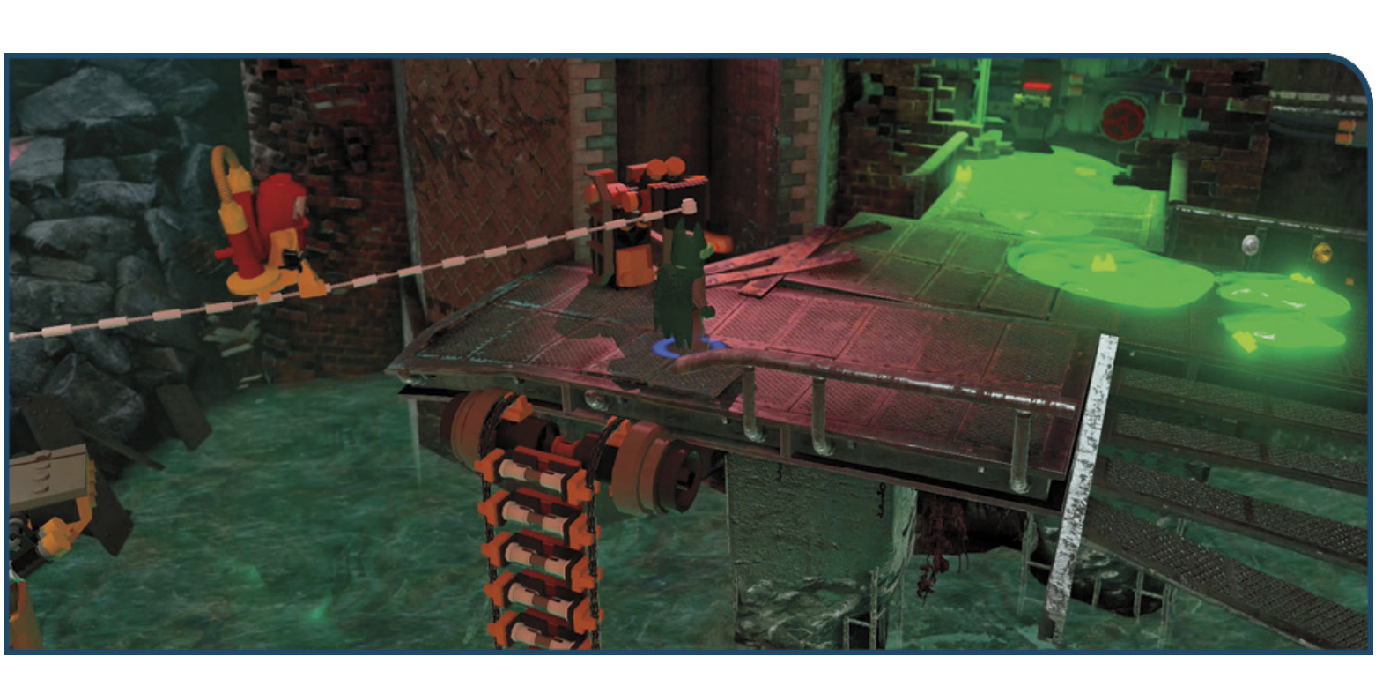


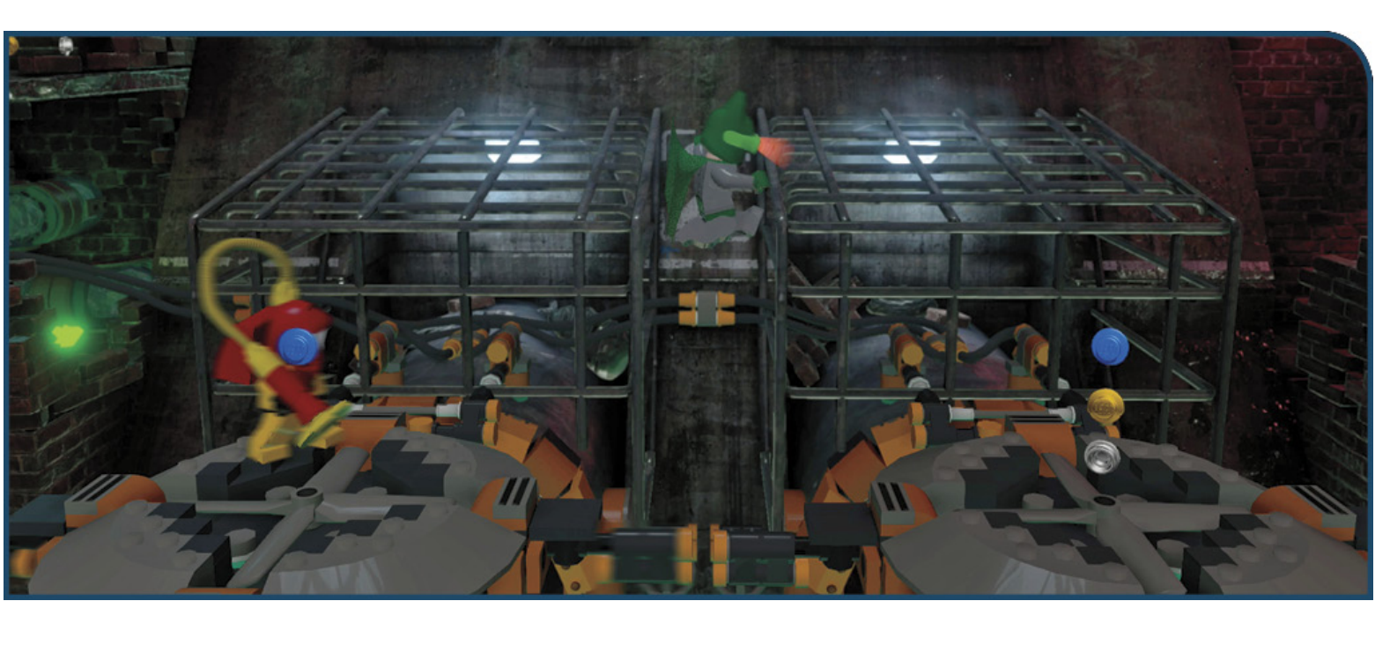


SMASHED SUBWAY

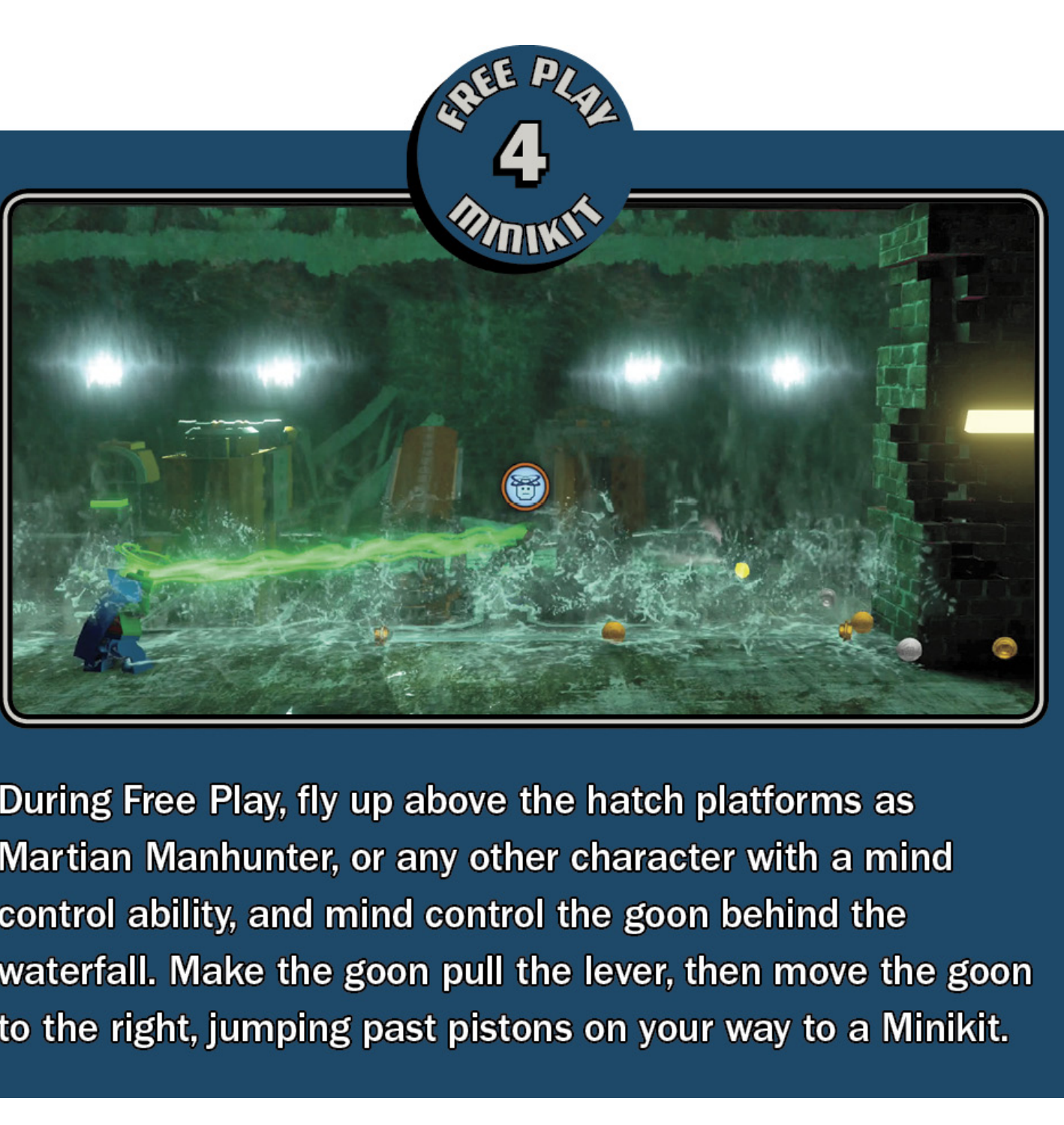
Tag to Batman and descend the ladder that Robin extended before. You'll be right near the remnants of a shattered subway train. Use Batman's Sensor Suit to detect an orange hook on the track's support, then grapple and pull the hook to bring down the train, creating a way forward. Jump onto the fallen train and make your way through the second train. Leap across a gap between the train track and the platform on the right, smash a crate, and build its bricks into a tightrope so that Robin can easily join you.

Tag to Robin and use his Hazard Suit to cross the nearby goo. Pull the lever to wash away the goo for Batman and open two hatches, which you may use as platforms. Hop across the hatches and grapple an orange hook to pull down a ladder.



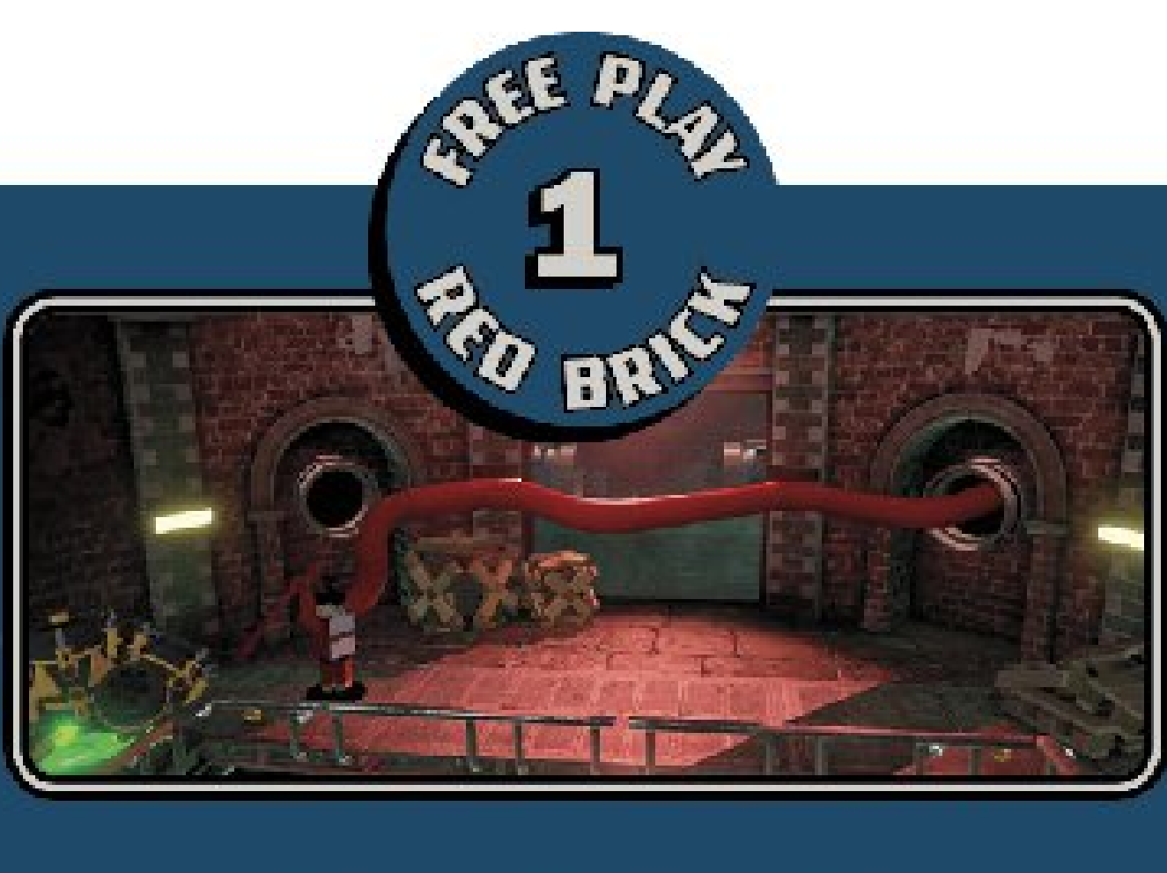


FREE PLAY 4 MINIKIT



During Free Play, fly up above the hatch platforms as Martian Manhunter, or any other character with a mind control ability, and mind control the goon behind the waterfall. Make the goon pull the lever, then move the goon to the right, jumping past pistons on your way to a Minikit.

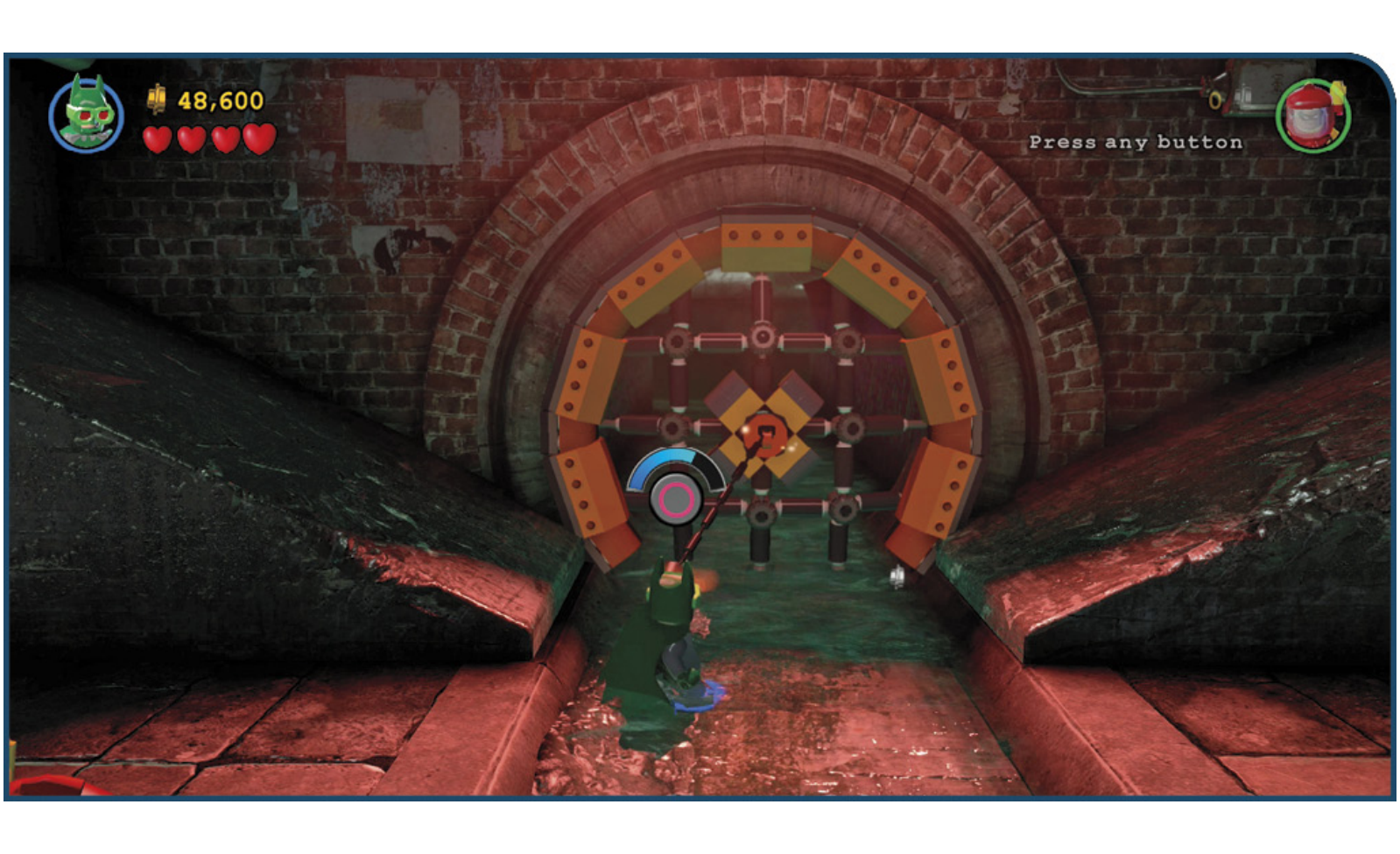
FREE PLAY 1 RED BRICK



STUDS X2

Before chasing after Killer Croc, fly up and locate a Plastic Man pad. Use the pad to make Plastic Man pump a Red Brick through the pipes!

CATCH SIGHT OF KILLER CROC



Smash the crates and clutter above the ladder to claim more studs and discover some hopping LEGO bricks near the background gate. Build the bricks into an orange hook, then grapple the hook and tear down the background gate to expose a tunnel. Peering into the tunnel, Batman and Robin catch sight of Killer Croc as he polishes off a tasty morsel and stomps off. He shouldn't be hard to track now!

FREE PLAY

ADAM WEST IN PERIL!

Have you heard those cries for help? It's TV's Adam West, and he's in peril! Before pursuing Killer Croc, have Solomon Grundy dive into the swampy spot above the area's final ladder. He comes up with a big spray bottle. Jump on top of it to coat Adam West in soothing shark repellent, saving TV's original Batman from that circling shark!

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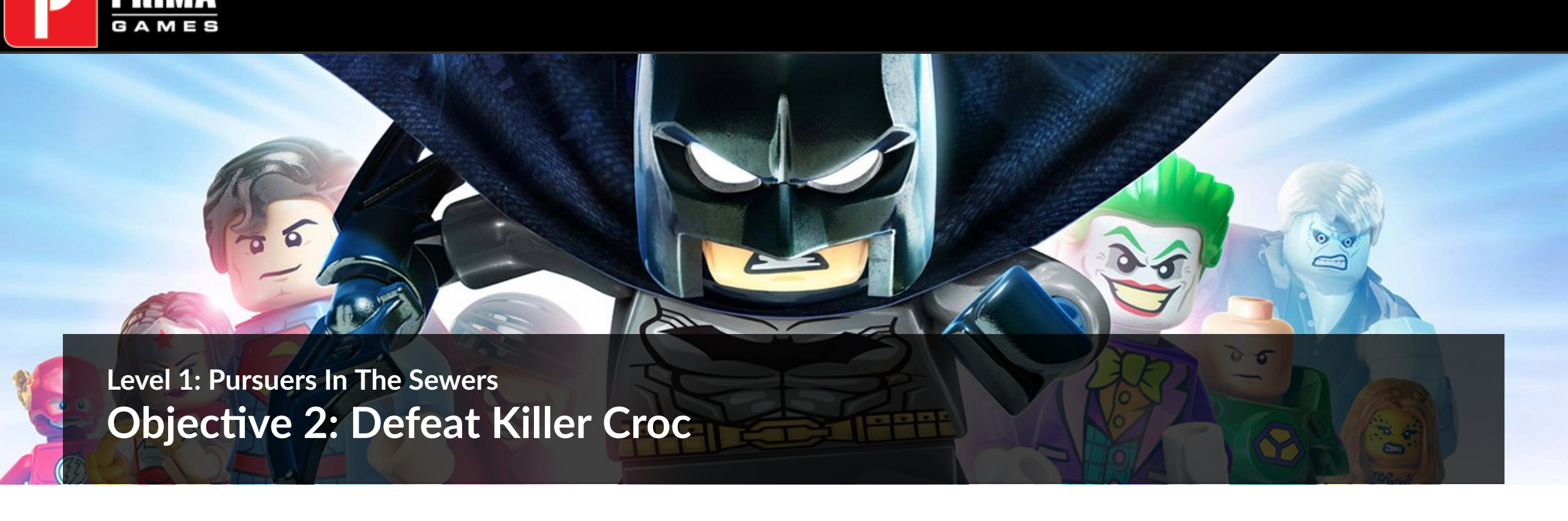
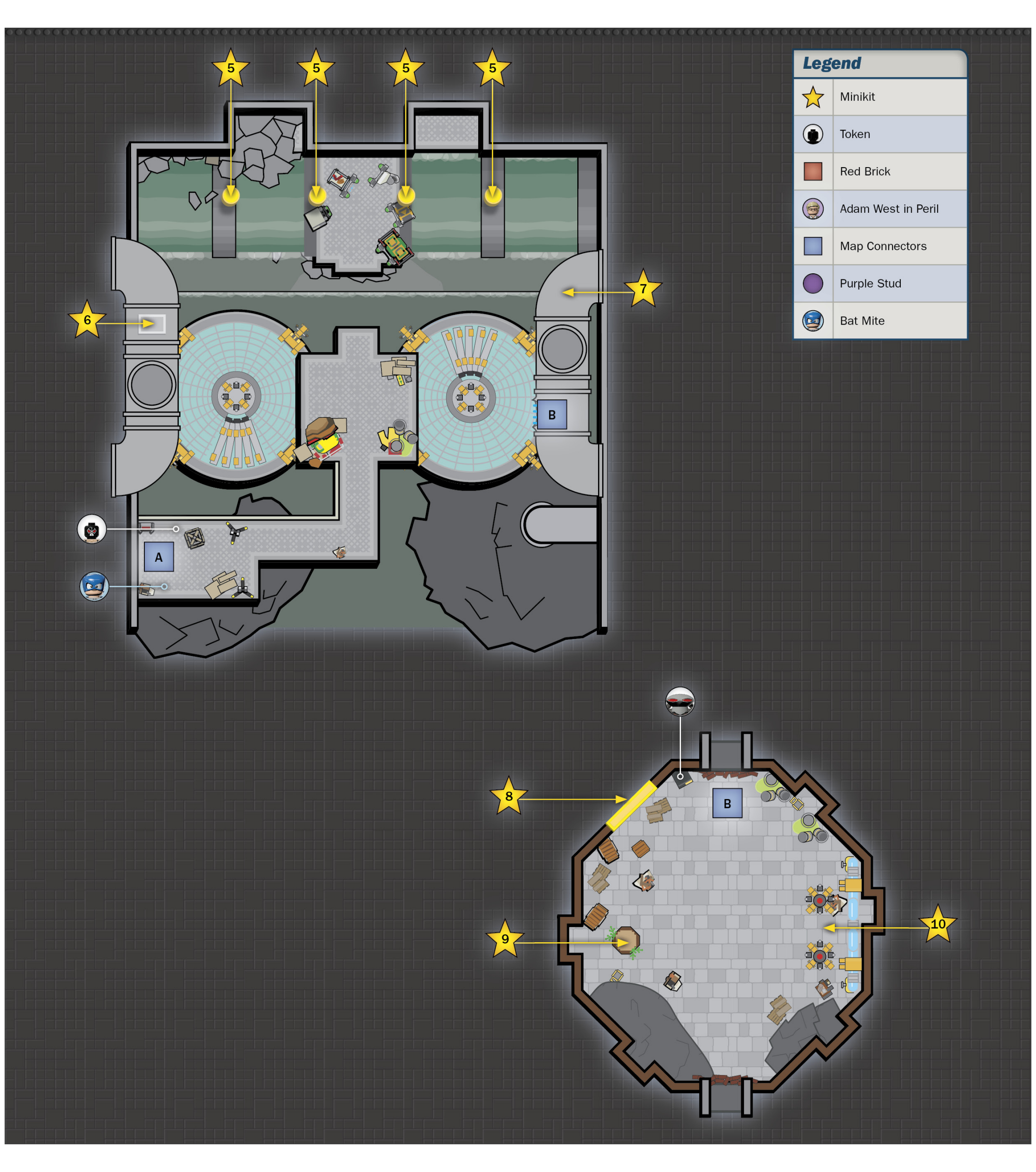


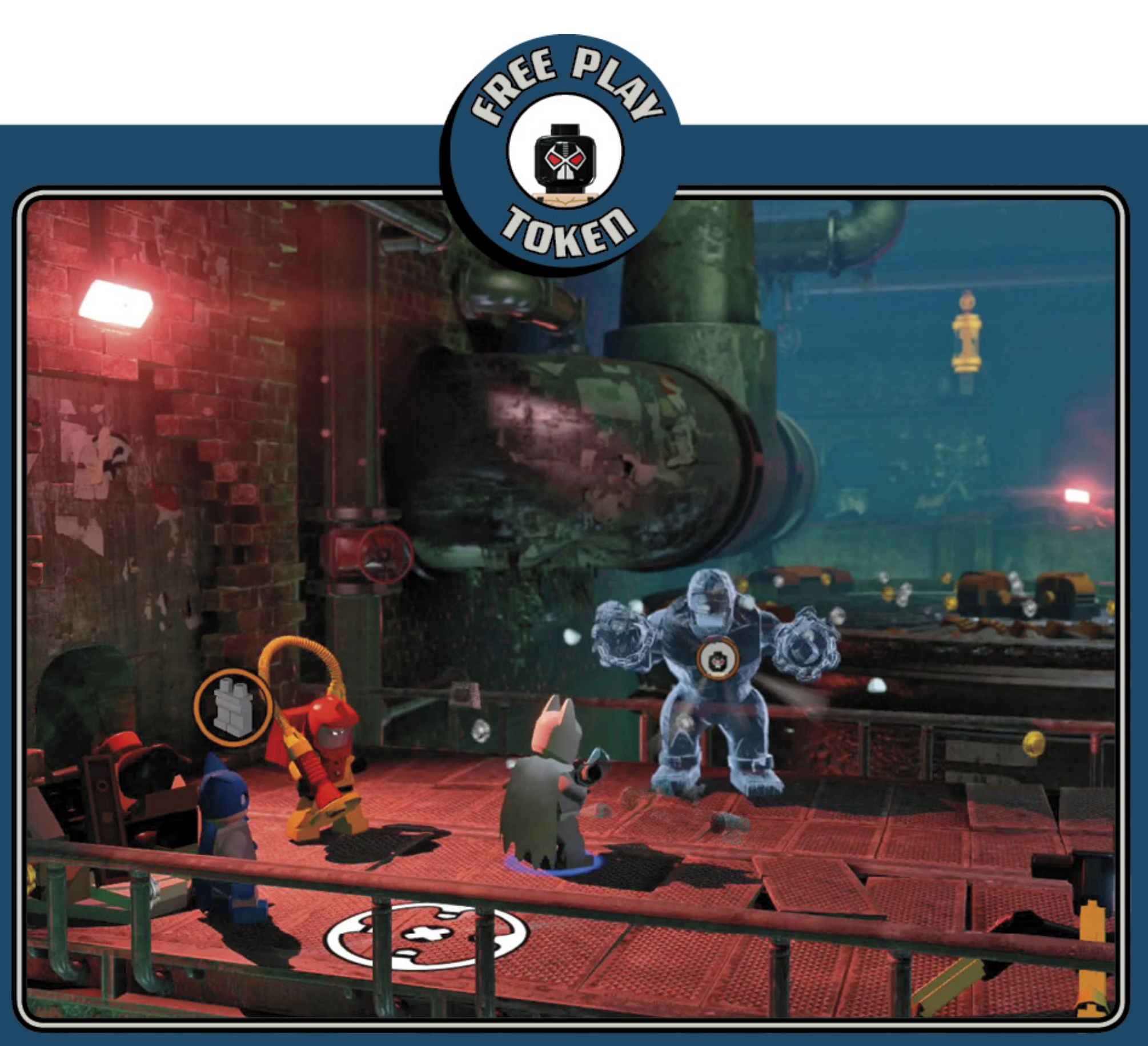
Level 1: Pursuers In The Sewers

Objective 2: Defeat Killer Croc



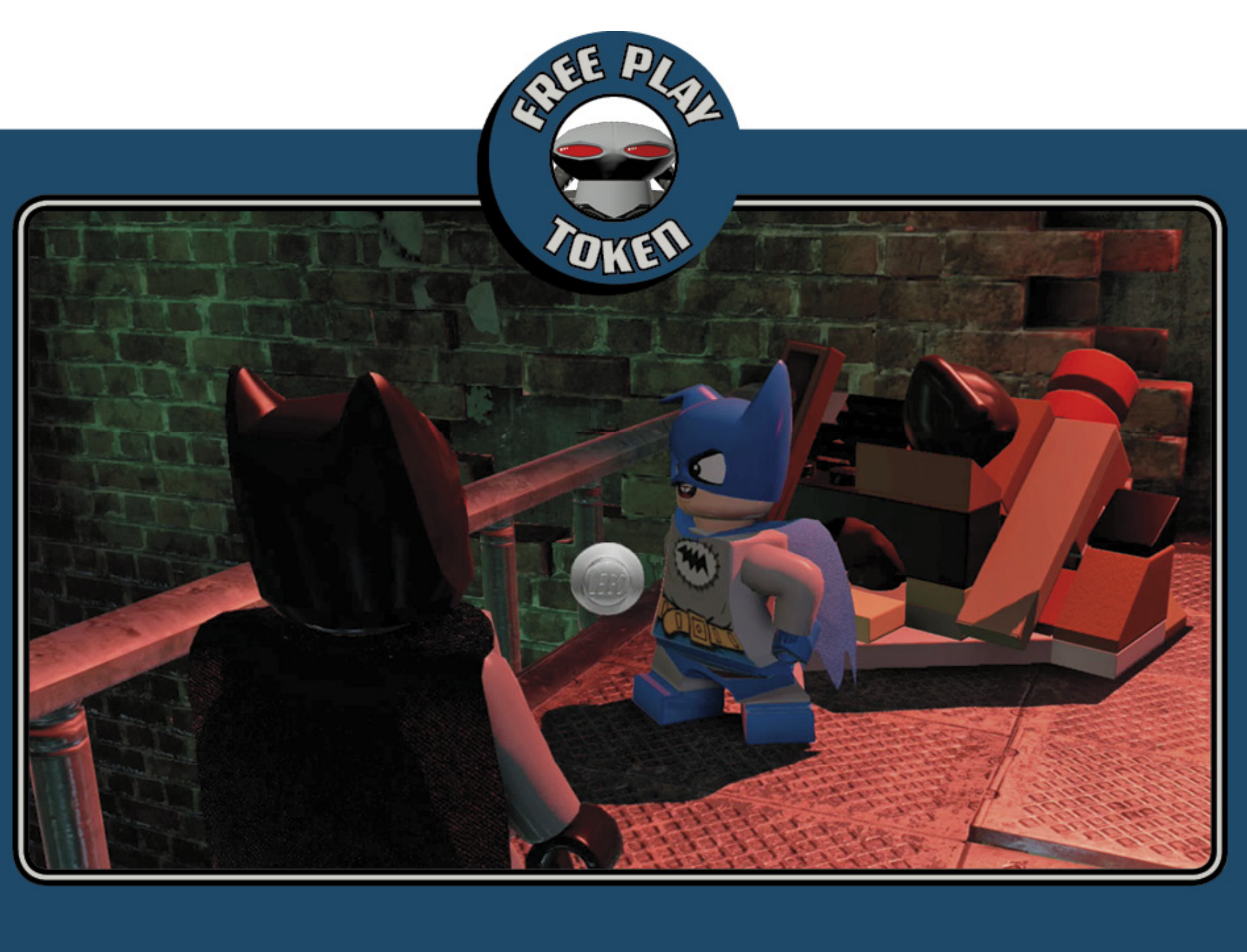
As soon as you enter the sewers' second area, use the nearby checkpoint station to save your game. Then start smashing your way along the ramp until you reach the area's central platform. Once there, Killer Croc emerges from the waters below, and the battle begins!

When using checkpoint stations, you may choose to save and continue playing, or to save and quit. If you save and quit, you'll resume play from the checkpoint station the next time you load your game.



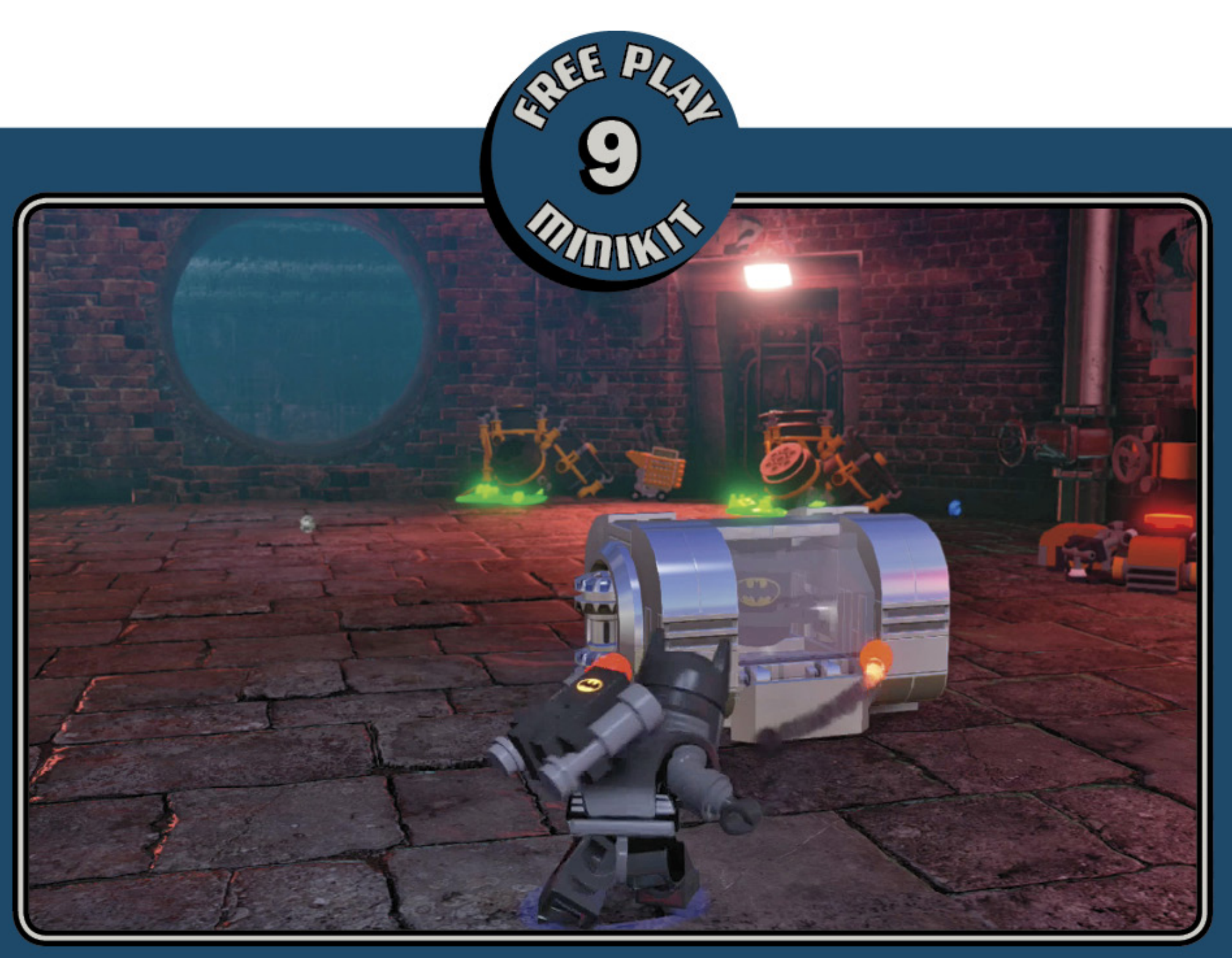
BANE

Use a freeze cannon or super-breath to freeze the puddle near the checkpoint station, creating a sculpture of Killer Croc. This is far from art, so melt it down with a laser or heat vision and then claim the Character Token that's left behind!

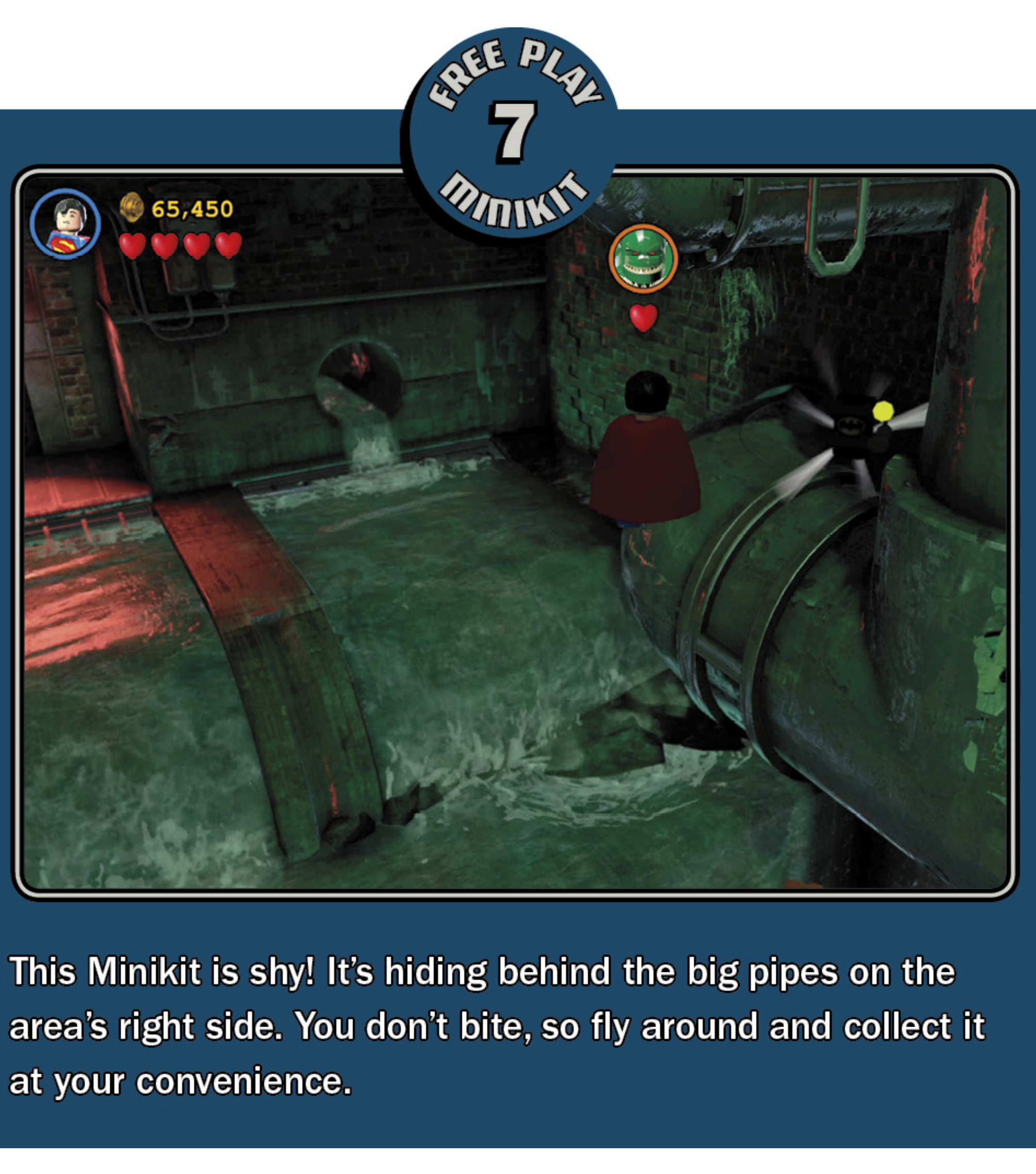


BLACK MANTA

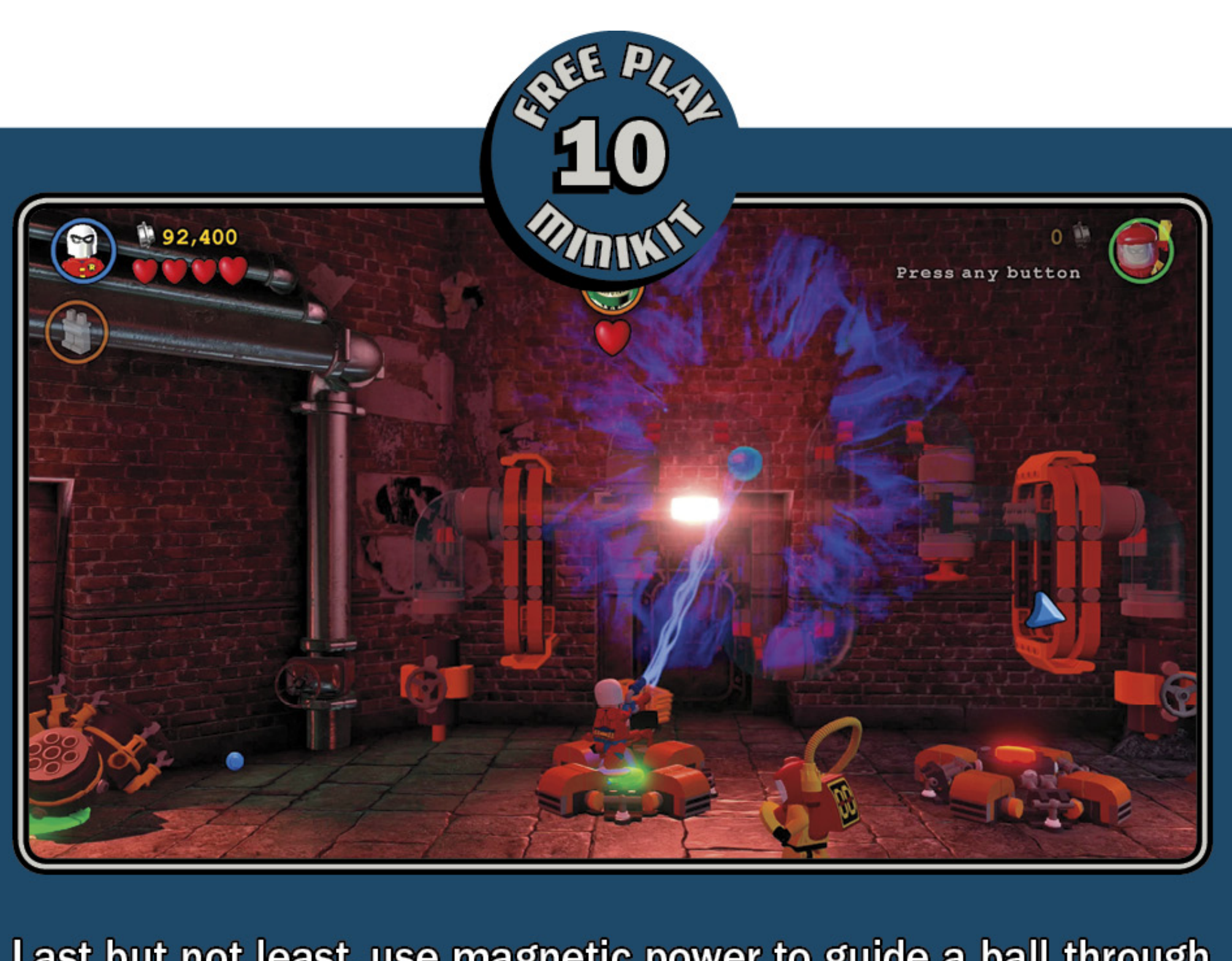
During Free Play, Batman's number one fan, Bat-Mite, stands near the checkpoint station. Talk to him, and he asks you to fetch him a fresh pair of pants. You find these in the Free Play room that's accessible by bending the magnetic pipes on the area's right side. Once you're in the Free Play room, use magnetic power to open the dryer and find Bat-Mite's pants. Bring them back to Bat-Mite to score another Character Token!



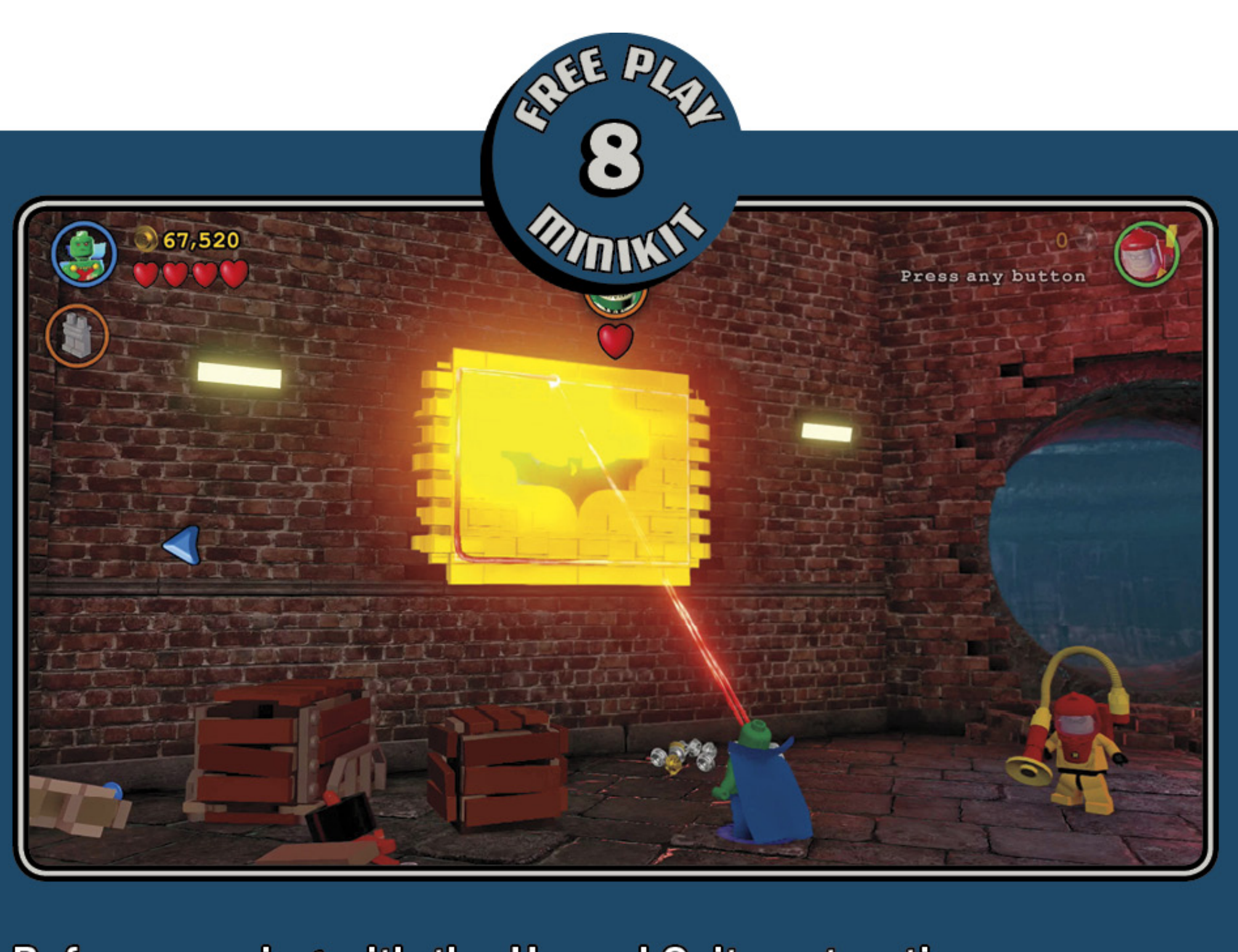
But wait, there's more! Send Solomon Grundy burrowing into the Free Play room's swampy spot, and he comes up with a silver crate. Destroy it with an explosive attack to uncover another Minikit!



This Minikit is shy! It's hiding behind the big pipes on the area's right side. You don't bite, so fly around and collect it at your convenience.

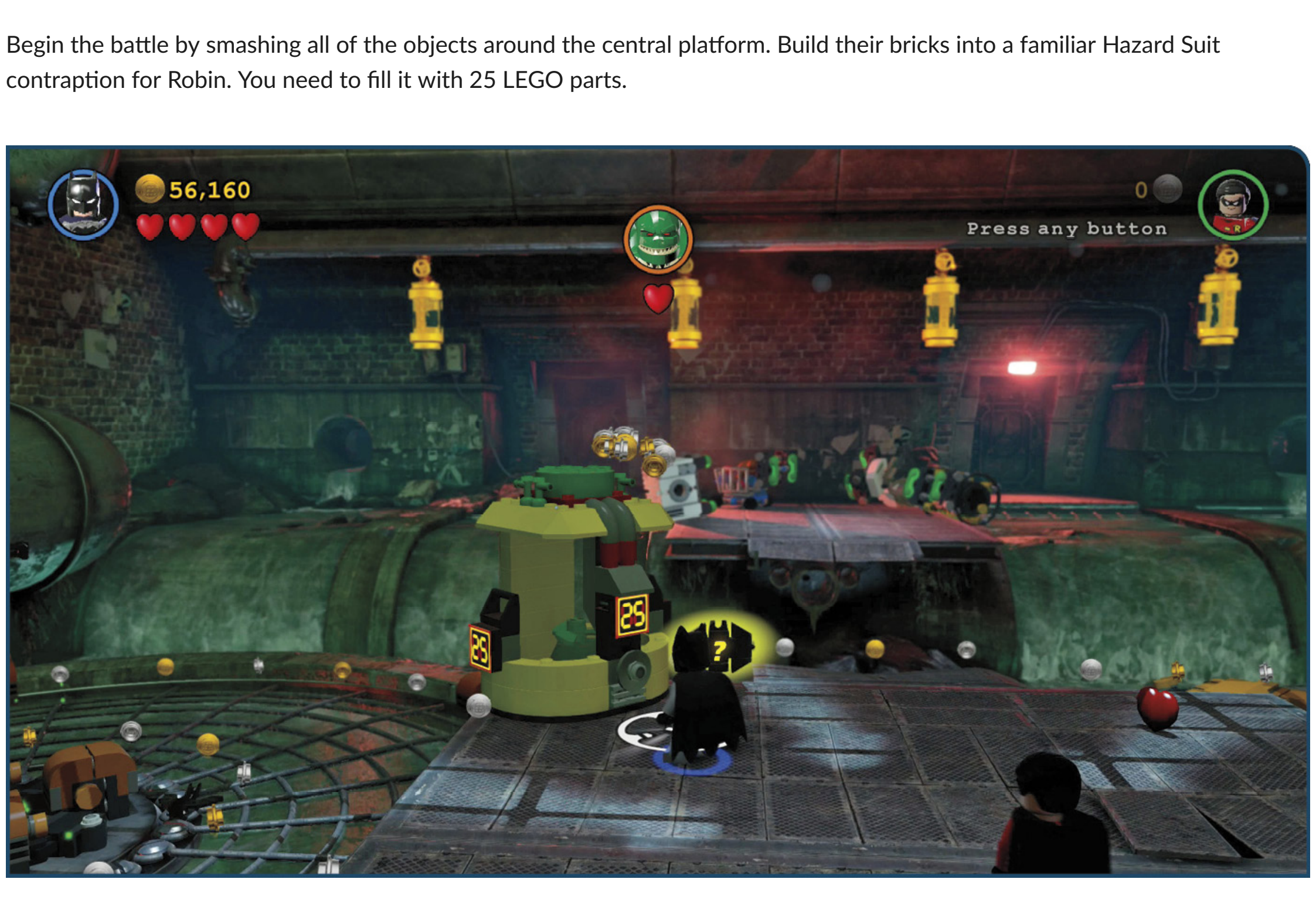


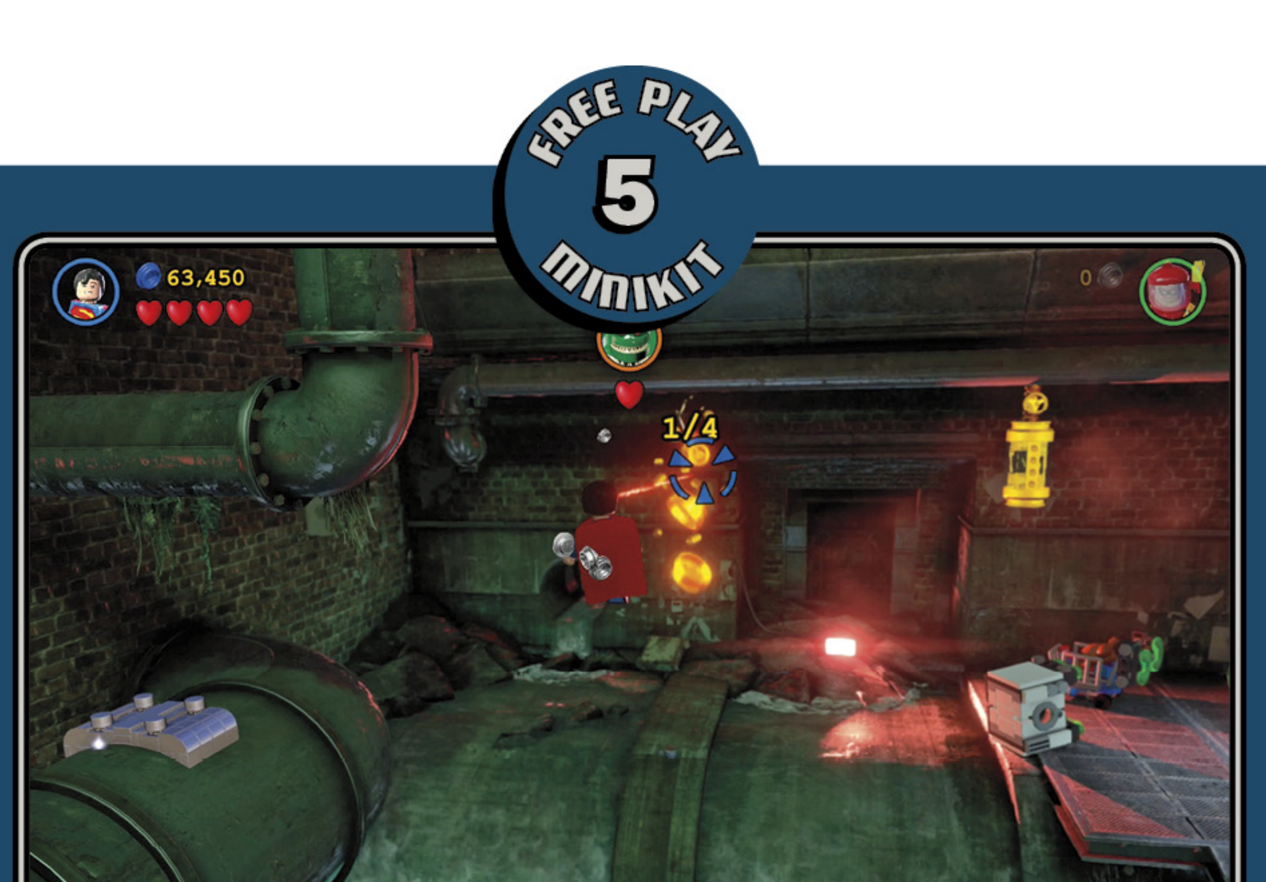
Last but not least, use magnetic power to guide a ball through the pipes on the Free Play room's right side. When the ball gets stuck, step on the buttons to open the way forward. Keep moving the ball with magnetic power until it reaches the end of the pipe. Your efforts draw in another Minikit!



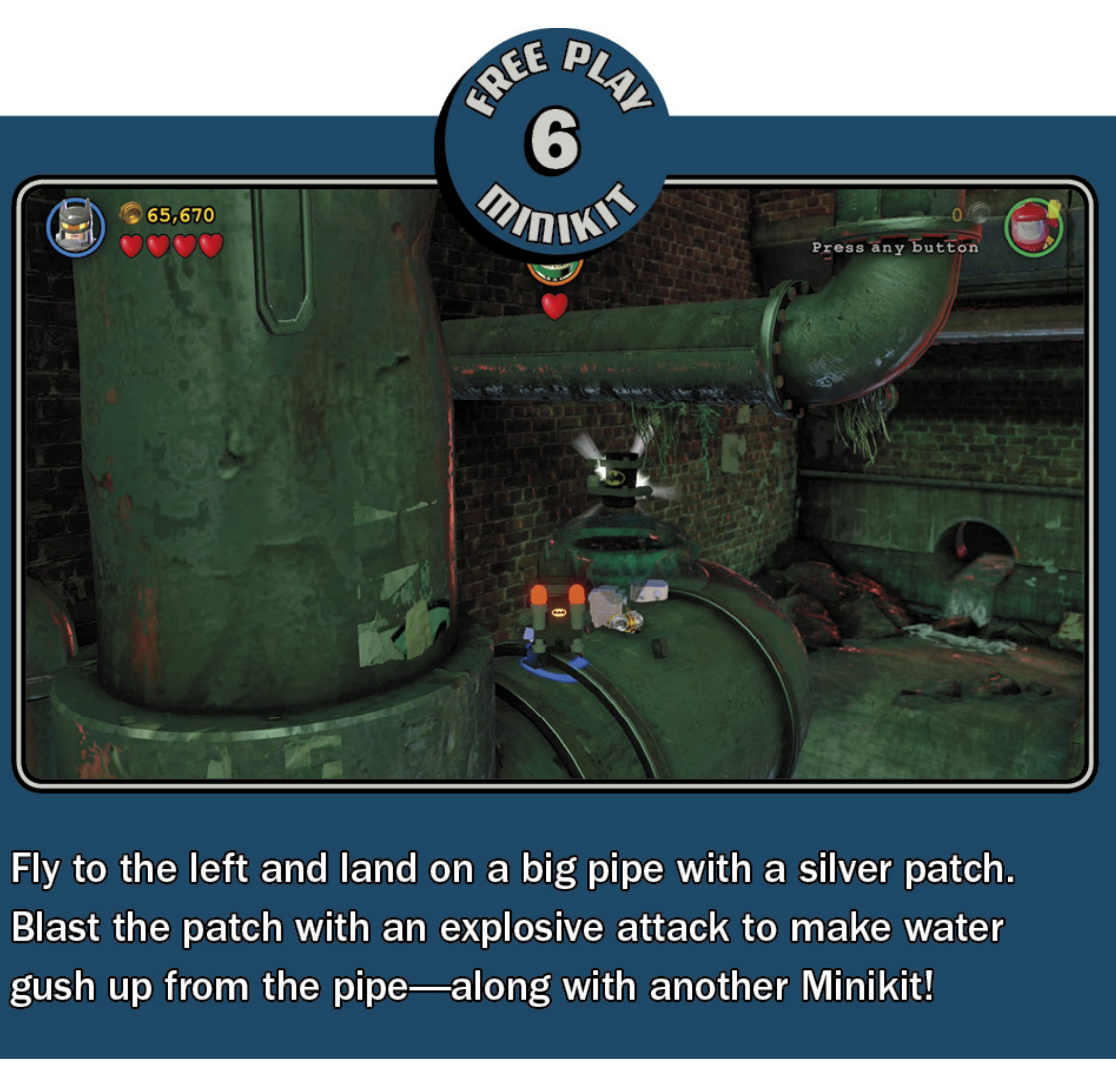
Before messing with the Hazard Suit contraption, use magnetic power to rip the blue bars off the big pipe on the right. Jump into the pipe afterward to visit a very special Free Play room! Inside, use lasers or heat vision to cut a big square out of the gold wall on the left. You discover several precious studs behind the wall, along with a Minikit!

Begin the battle by smashing all of the objects around the central platform. Build their bricks into a familiar Hazard Suit contraption for Robin. You need to fill it with 25 LEGO parts.



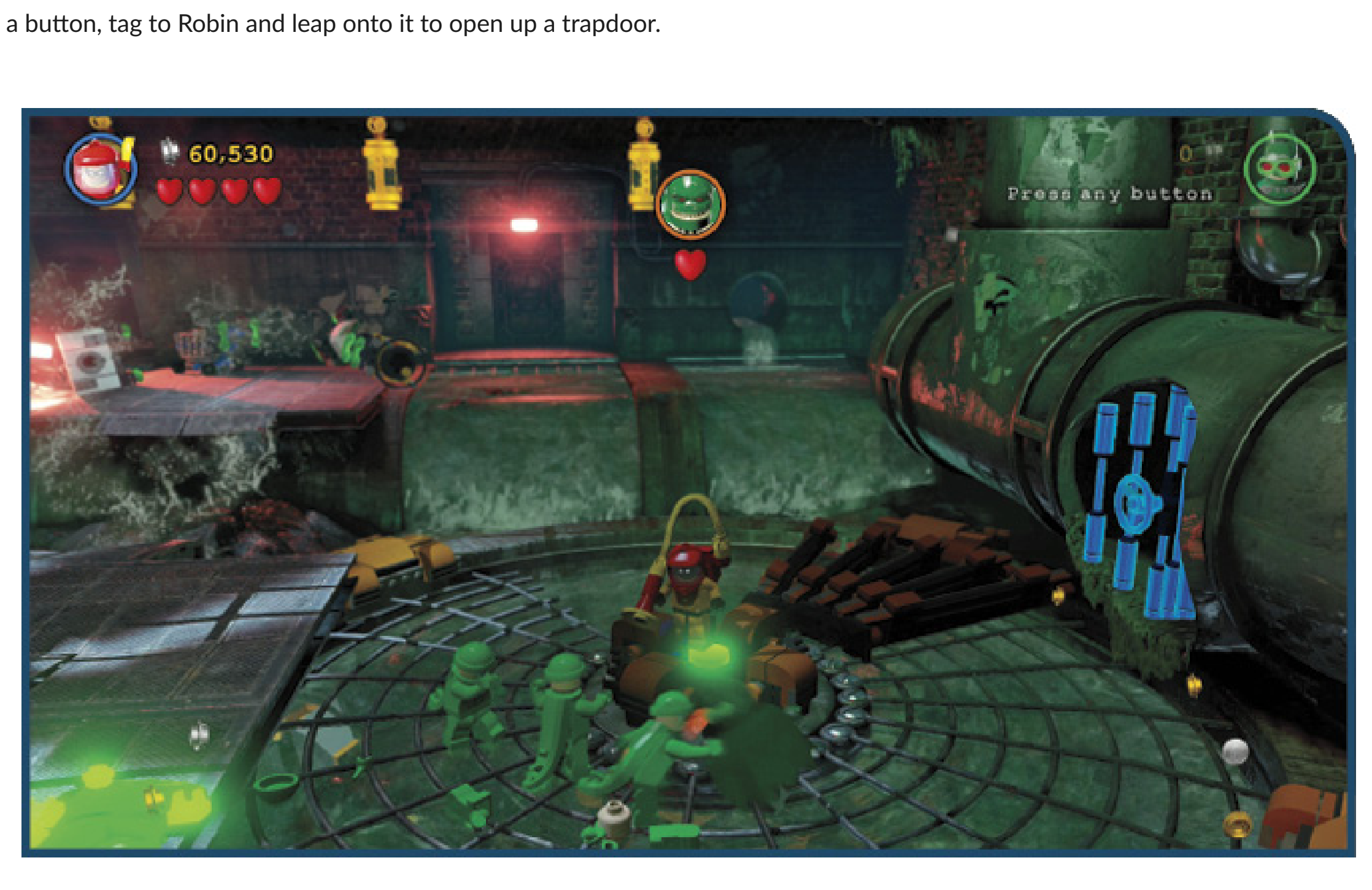


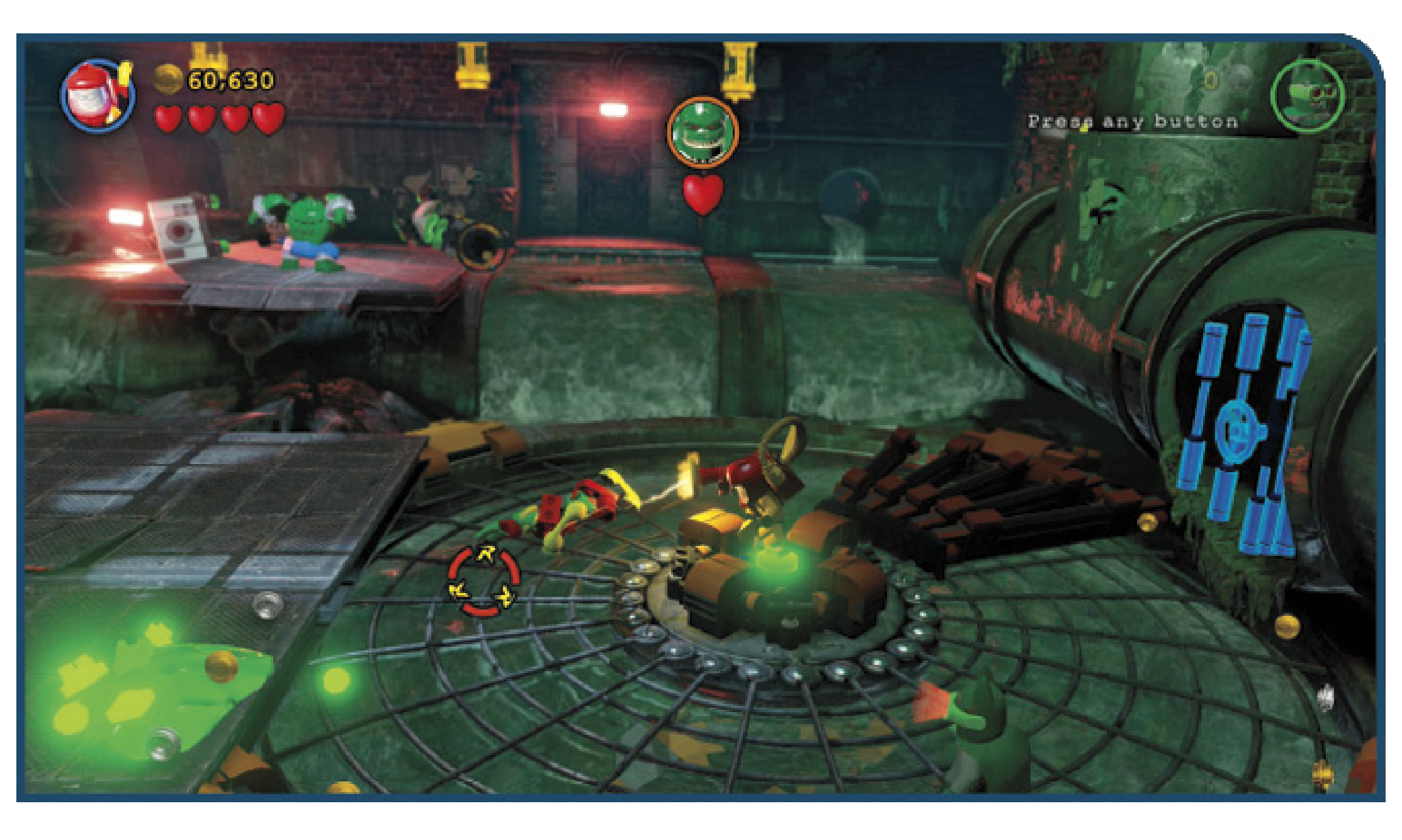
Use lasers or heat vision to blast the four gold water barrels in the background above Killer Croc. This scores you another shiny Minikit!



Fly to the left and land on a big pipe with a silver patch. Blast the patch with an explosive attack to make water gush up from the pipe—along with another Minikit!

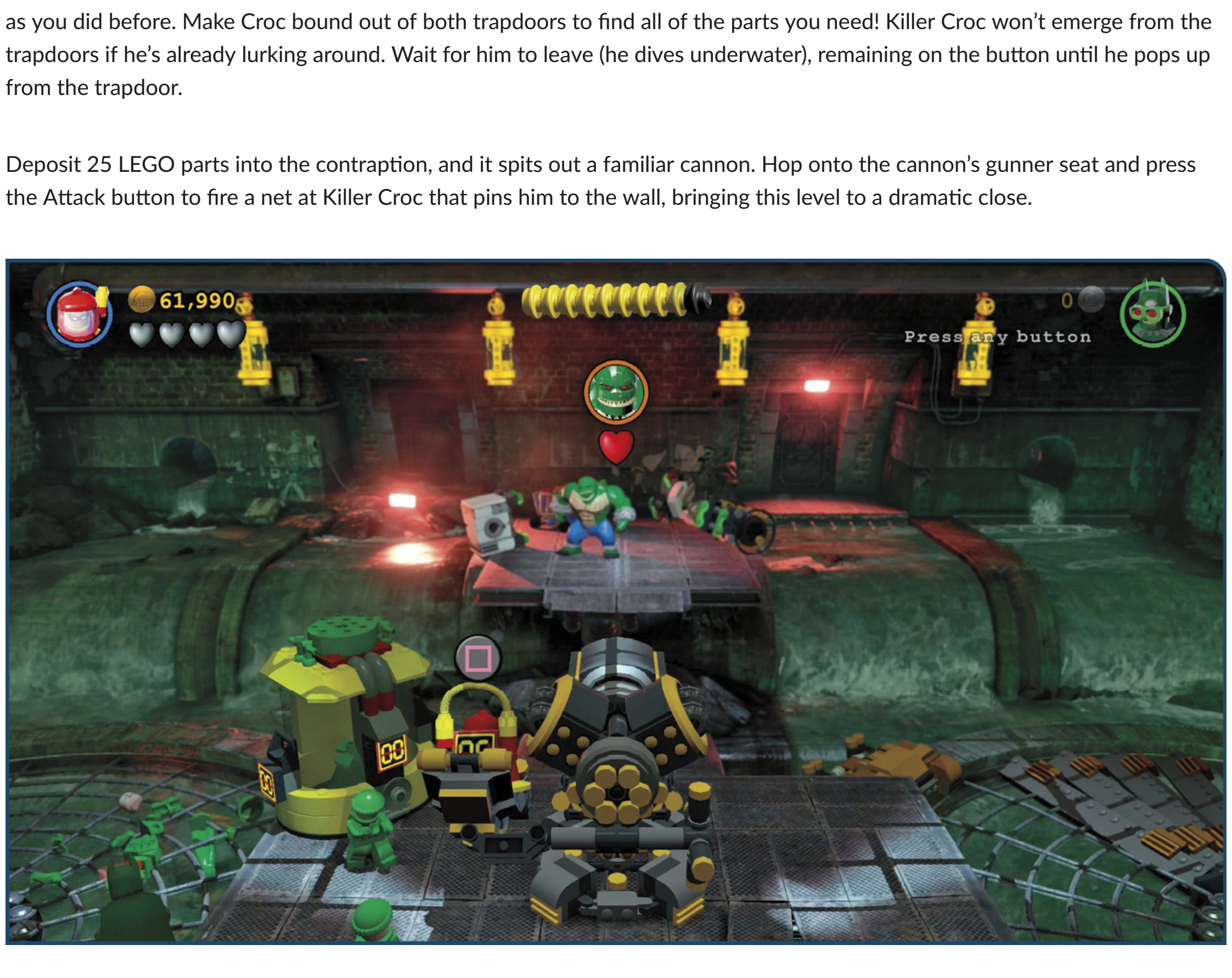
You may have discovered a few LEGO parts while navigating the sewers, but you need more to activate the contraption. Go right or left to find a spot where Batman can use his Sensor Suit to detect a button (there are two such spots). Once you reveal a button, tag to Robin and leap onto it to open up a trapdoor.





Whoa—Killer Croc bounds up from the trapdoor, along with a whole bunch of LEGO parts! Ignore Croc and hold the Attack button to suck in all of those LEGO parts. Repeat this on the other side of the area, using Batman's senses to detect the button as you did before. Make Croc bound out of both trapdoors to find all of the parts you need! Killer Croc won't emerge from the trapdoors if he's already lurking around. Wait for him to leave (he dives underwater), remaining on the button until he pops up from the trapdoor.

Deposit 25 LEGO parts into the contraption, and it spits out a familiar cannon. Hop onto the cannon's gunner seat and press the Attack button to fire a net at Killer Croc that pins him to the wall, bringing this level to a dramatic close.



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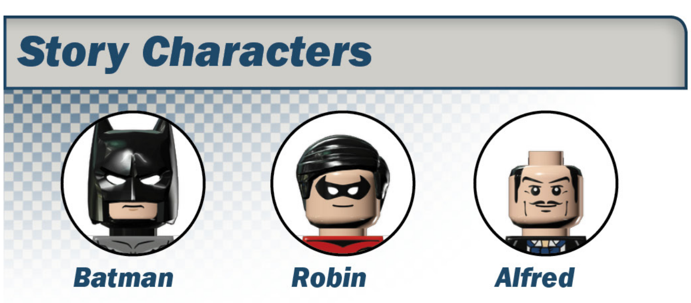
WALKTHROUGH
1
HUB VISIT
Batcave

The Story Thus Far ...

Our heroes have succeeded in catching Killer Croc—but only for a moment. Before the Dynamic Duo could get much out of Croc, the mighty monster managed to make good his escape. The trail's gone cold, and Batman and Robin return to the Batcave to plan their next move.

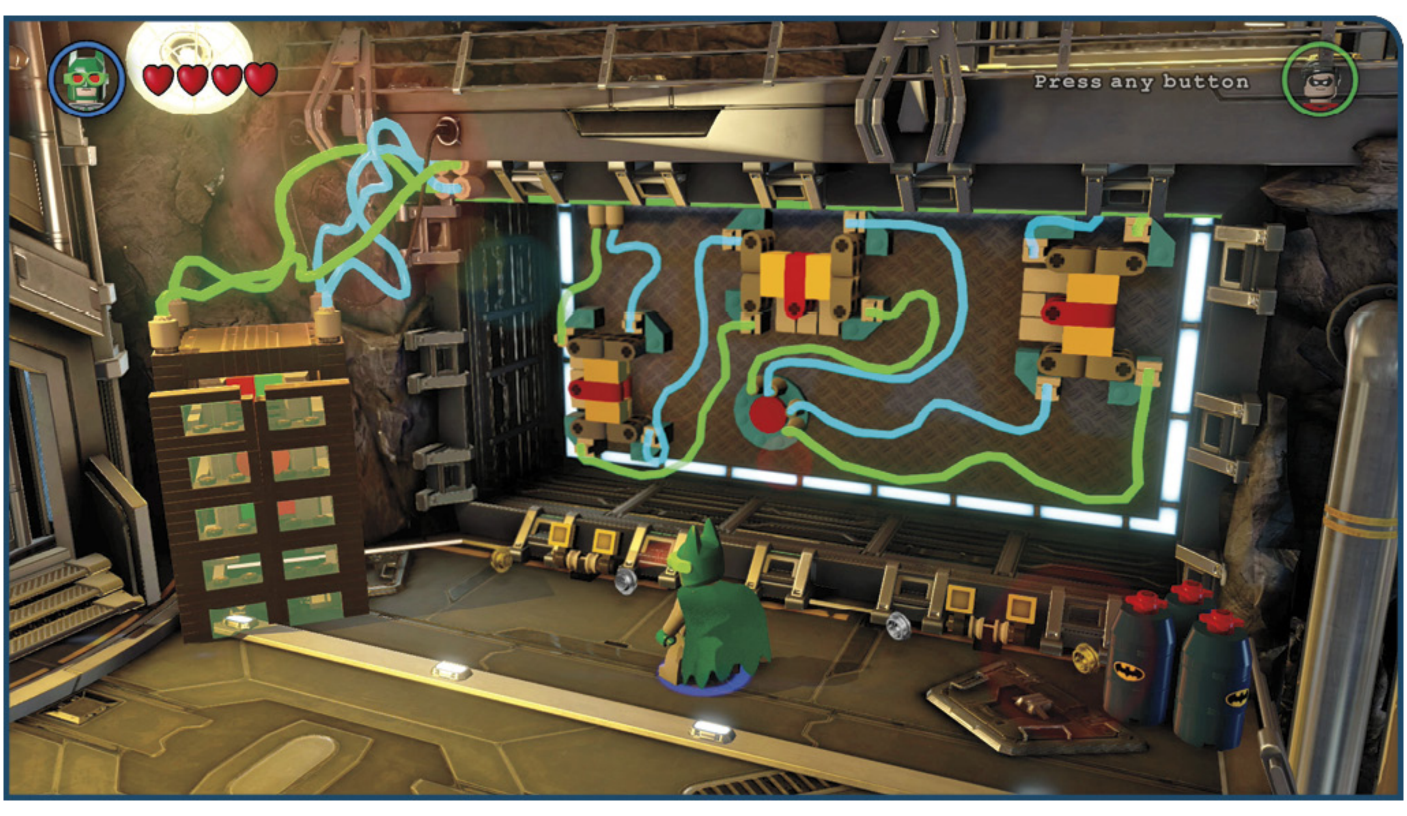
Story Characters



Suits

Icon	Suit	Mode	Notes
	Batman (Power Suit)	Story	Obtained through Story progression.
	Robin (Techno Suit)	Story	Obtained through Story progression.

Unlike regular missions, the Batcave is a hub area. It holds many secrets, but you need to return later to fully explore them all. For now, simply begin by using Batman's Sensor Suit to align three circuits beyond the green LEGO wall. After all three circuits have been aligned, press the button behind the wall in the same fashion to open a nearby locker.

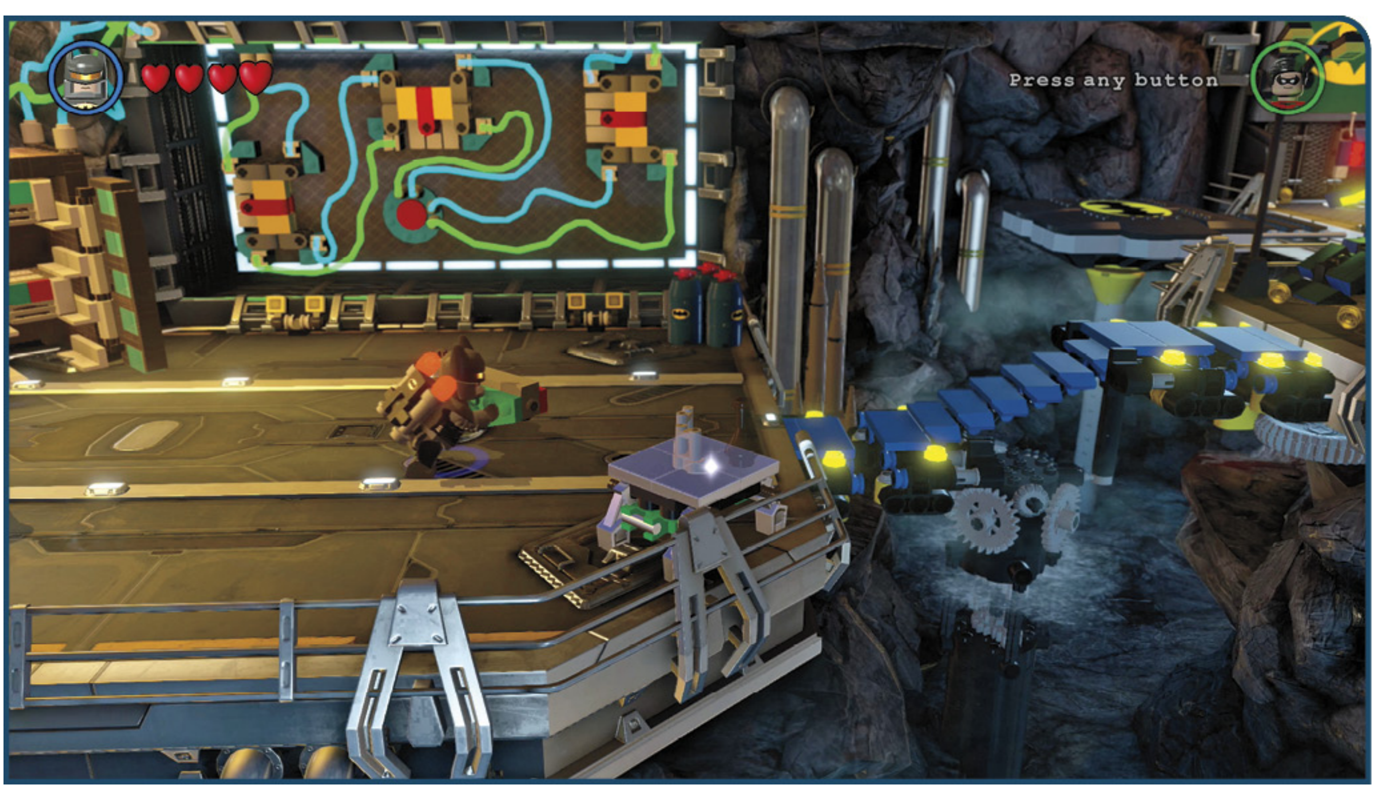


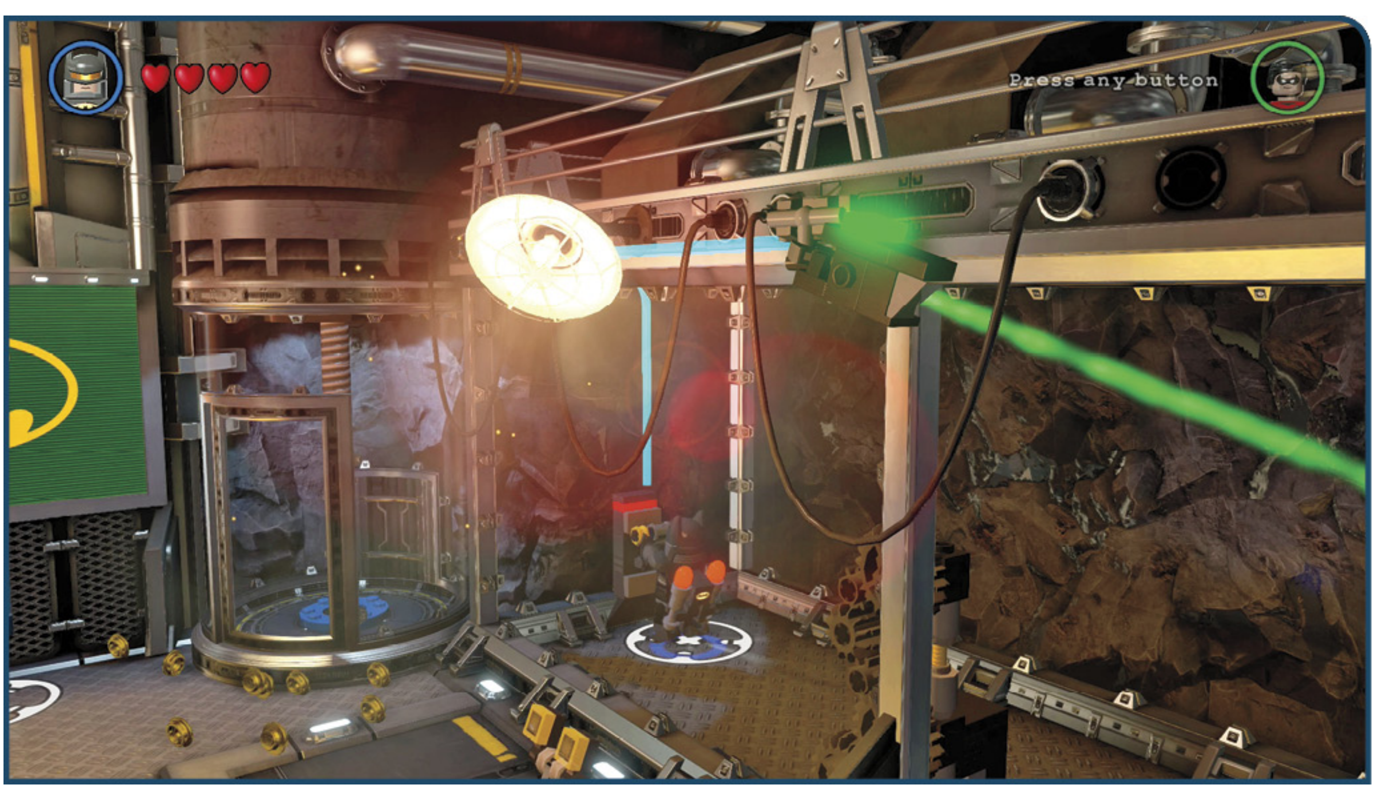
If you're ever unsure of your current location, simply pause the game. Your current level or hub area is named at the bottom of the pause screen, and the nearby icons indicate whether you're in a mission or exploring a hub area. Mission progression counters are shown whenever you're in a level, while overall game progression totals are shown when you're exploring a hub.

PLAYING WITH POWER

The locker features an orange hook. Grapple and pull it to yank out the Suit Token for Batman! Don the Power Suit and then use its explosive attacks to blast through the nearby silver LEGO objects. Build their bricks into a spinner, then push the spinner's green side to extend some stairs to the right.

Scale the stairs to reach a security checkpoint. Change to Batman's Sensor Suit and hold the Interact button to enter stealth mode. Slip past the camera and enter the security room beyond, then use the Power Suit's explosive attacks to blow up everything in the room, exposing a lever.

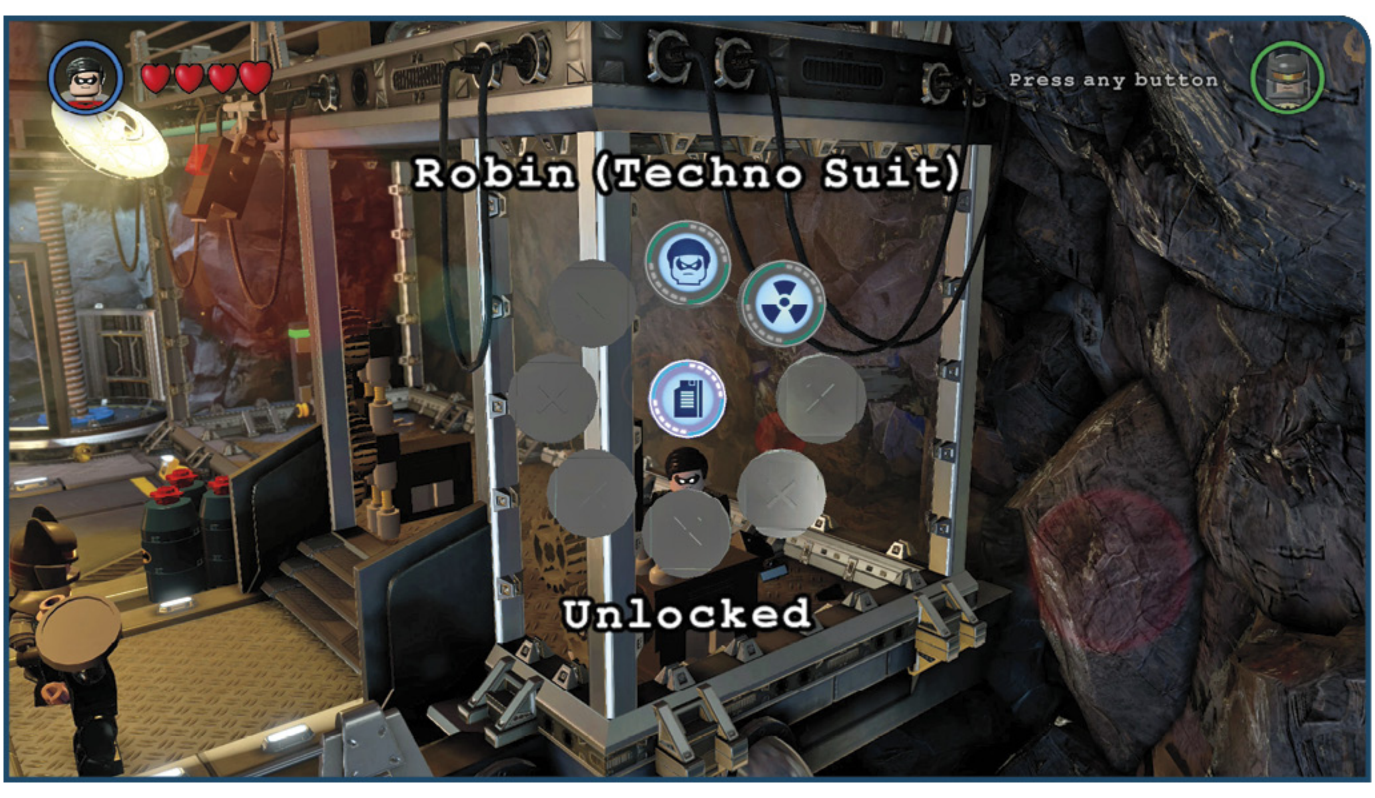


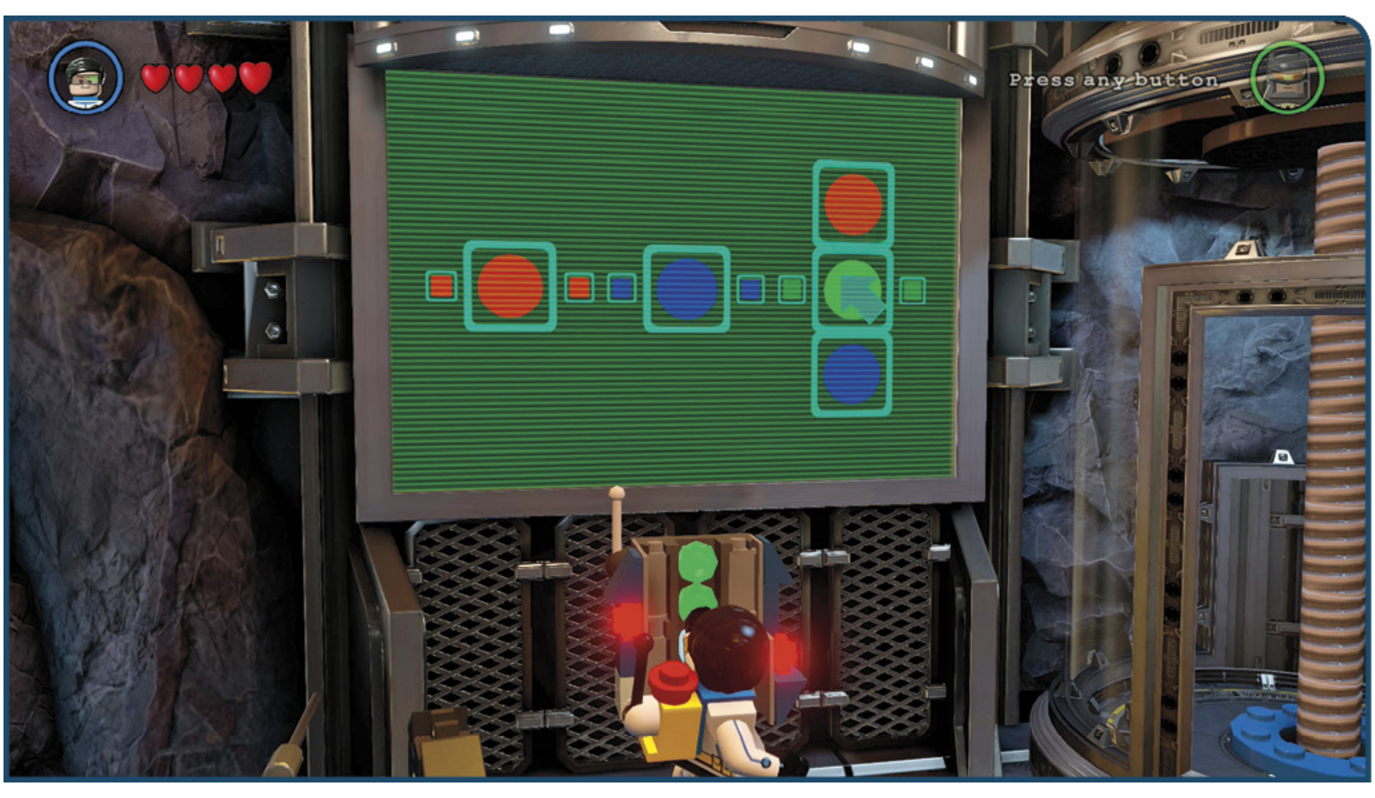


TECHNICALLY AWESOME

Pull the lever to deactivate the security camera and expose a Suit Token for Robin. Break the clear LEGO container and switch to the Boy Wonder and grab the Token to unlock Robin's Techo Suit!

Now that you've got the Techno Suit, exit the security room and approach the techno panel on the background wall. Press the Interact button to begin hacking the techno panel. Three columns of colored circles appear. Position the cursor over the middle circle in each of the three columns and "click it" (press the Attack button) when the middle button's color matches the color of the dots on the circle's sides (as pictured). Keep going until you match all three, then step onto the elevator that arrives and begin your next mission.





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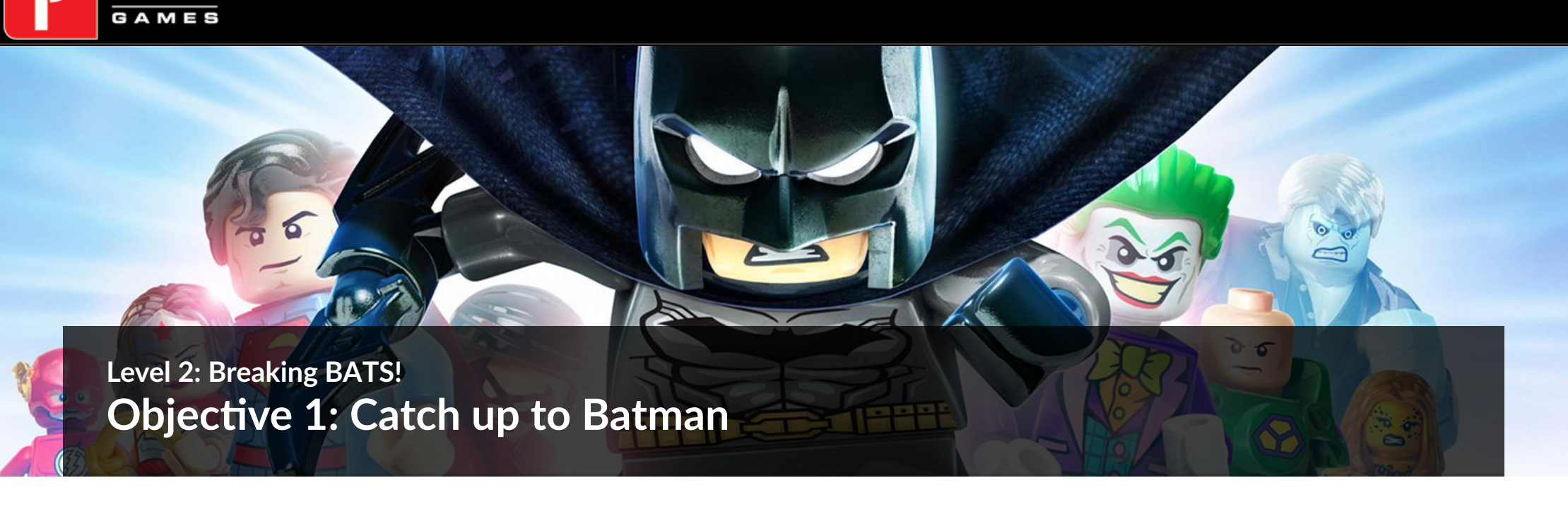


Level 2: Breaking BATS!

Objective 1: Catch up to Batman

WALKTHROUGH
2
LEVEL

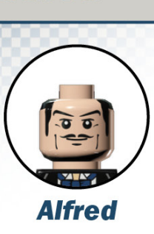
Breaking BATS!

The Story Thus Far …

Peering through a powerful telescope housed within the Batcave, Batman catches sight of a nefarious inbound spaceship. Robin suggests that they contact the Watchtower and have Martian Manhunter check it out, but before his plan can be enacted, Batman suddenly becomes affected by the spaceship—and starts going completely batty!

Story Characters

Robin


Alfred

True Hero Stud Requirement

170,000

Suits

Icon	Suit	Mode	Notes
	Robin (Illumination Suit)	Story	Obtained through Story progression.

Tokens

Icon(s)	Character	Area	Mode	Notes
	Man-Bat	1	Free Play	After aligning the planetary display, build and charge the electric panel with Shazam!.
	Hush	2	Free Play	Use sonar to shatter the glass case on the Batcave's far right side (swim to find it).
	Red Hood	2	Free Play	Complete Bat-Mite's fetch quest (sonar required).

Red Brick

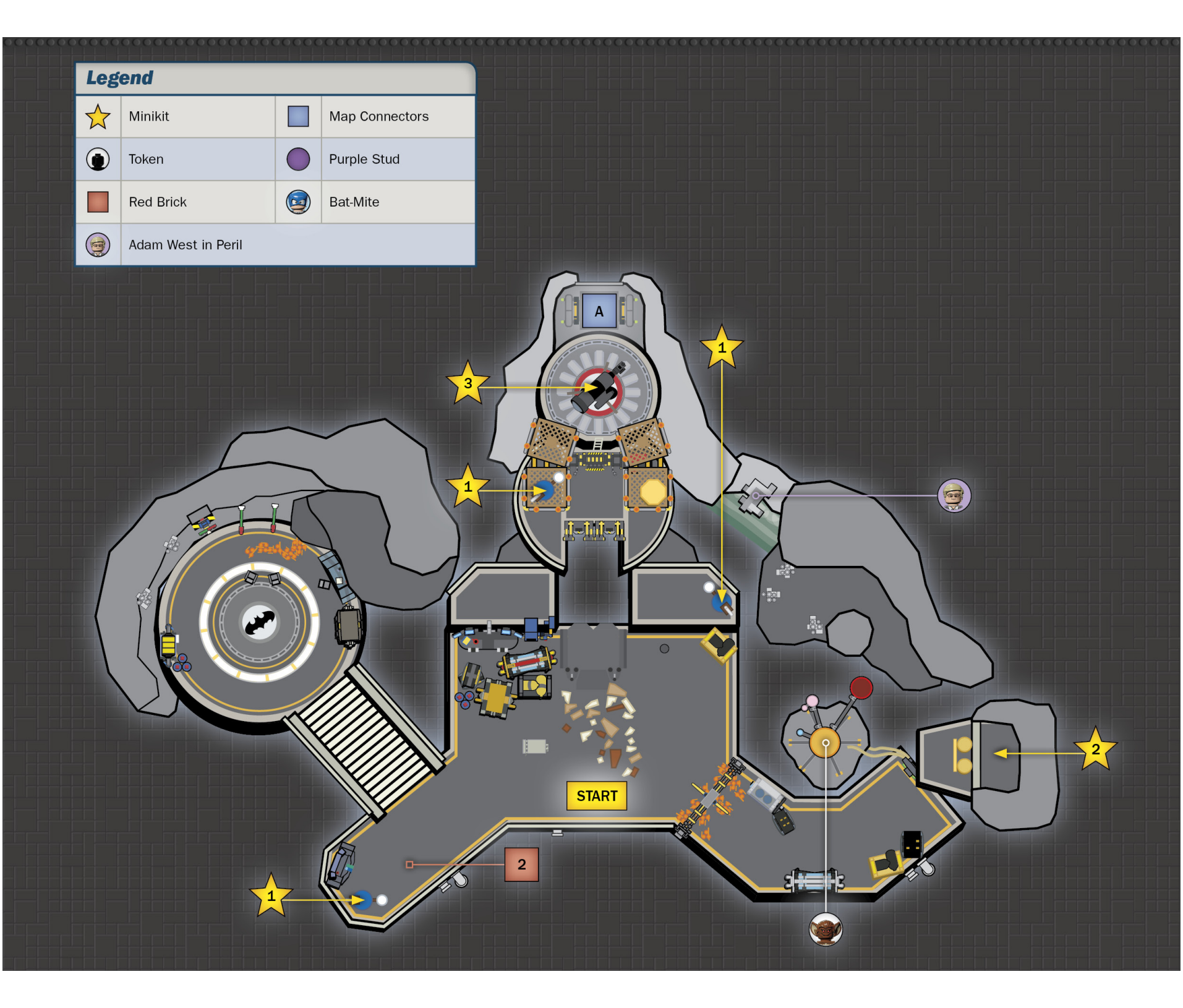
No.	Effect	Area	Mode	Notes
2	Studs x4	1	Free Play	Go left from the start and use senses to detect a Plastic Man pad. Use the pad to find the brick.

Adam West in Peril!

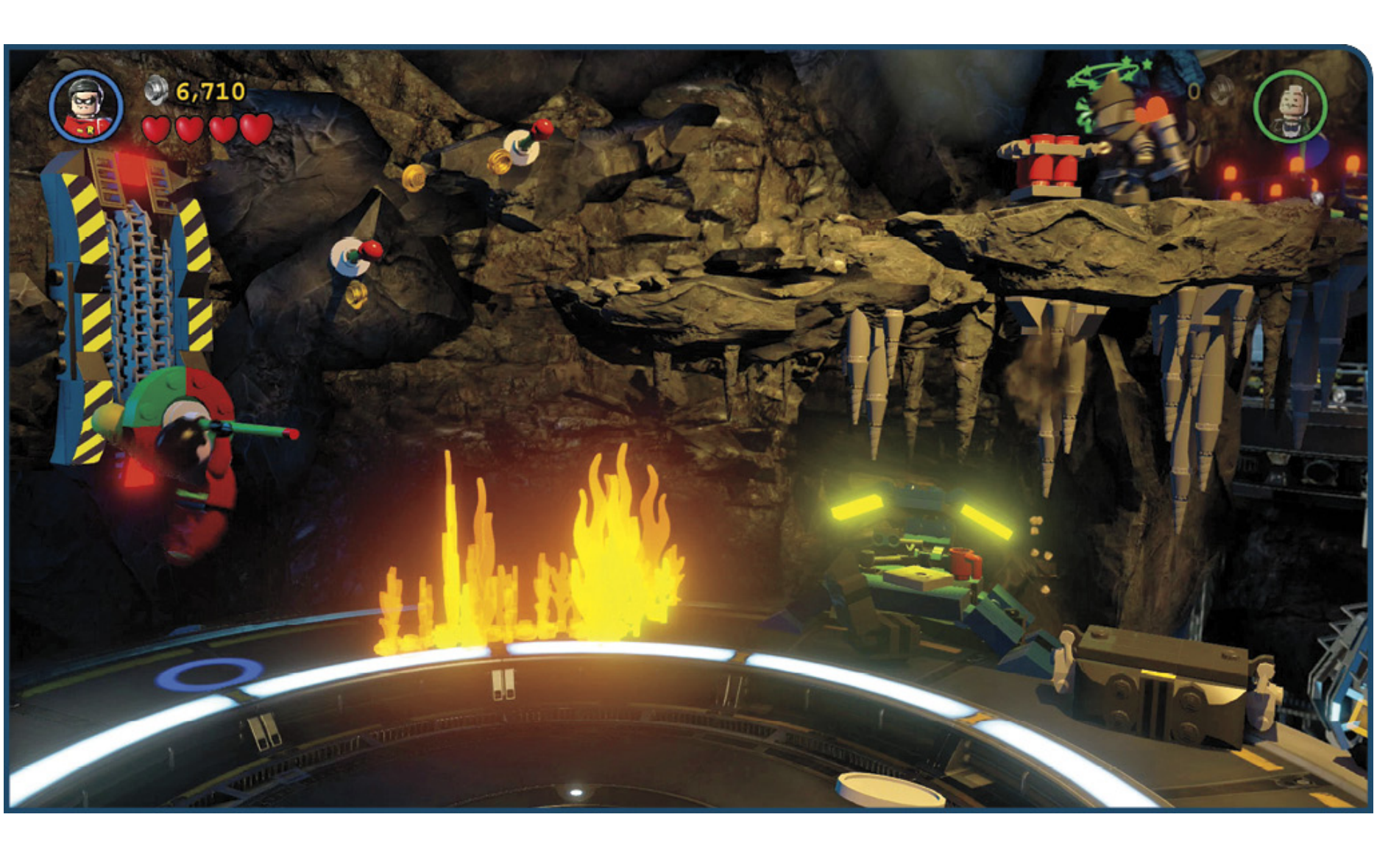
Mode	Notes
Free Play	Destroy the gold crate above the Illumination Suit charging station and build the crate's bricks into a Lantern pad. Use the pad.

Minikits

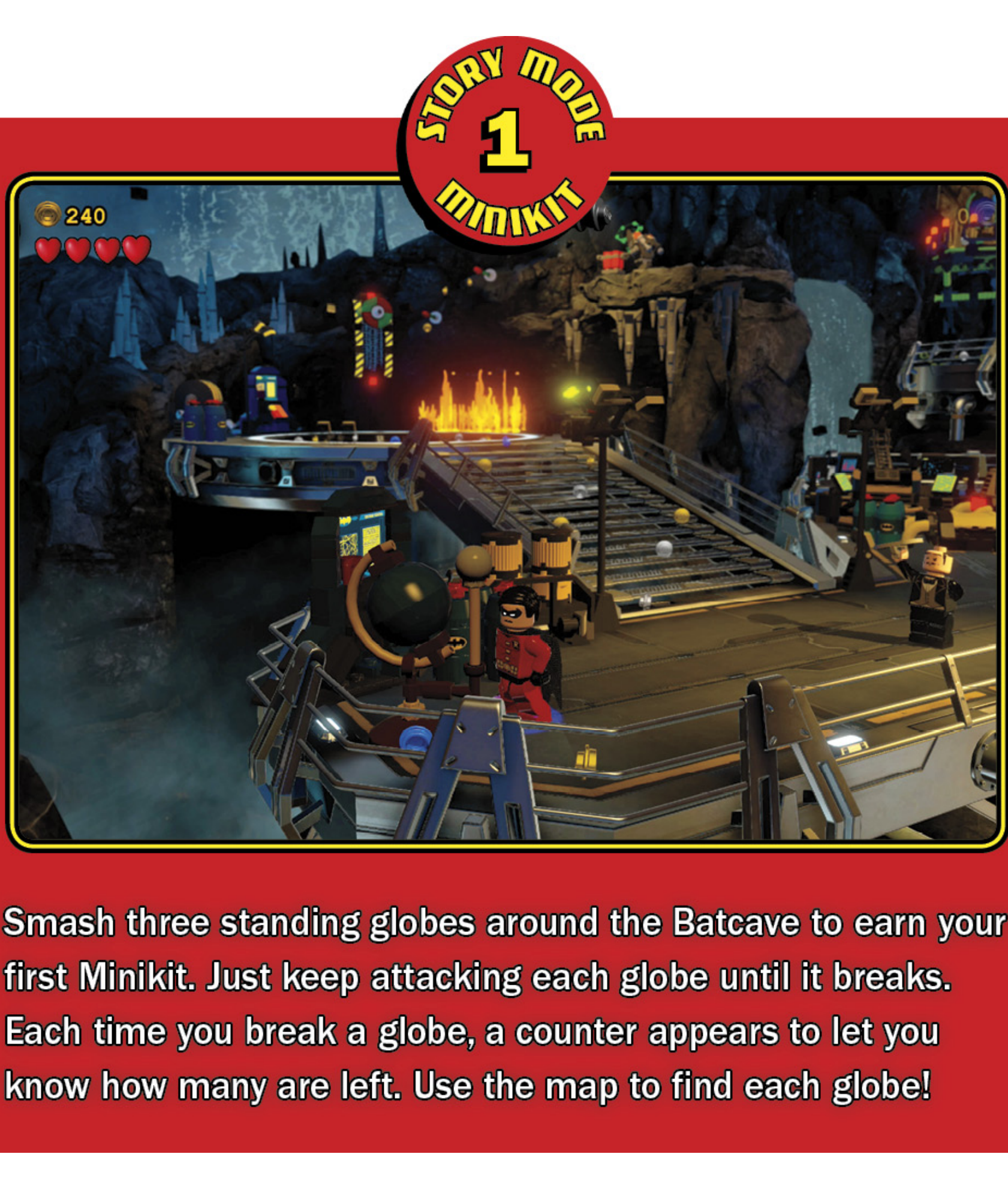
No.	Area	Mode	Notes
1	1	Story	Smash three globes around the Batcave
2	1	Free Play	Destroy the gold canisters on the wall to the right of the planetary display.
3	1	Free Play	Destroy the silver object on the ceiling near the Illumination Suit charging station.
4	2	Story	Use Alfred to dig up the dirt in the darkness, then build the Minikit.
5	2	Story	Use Alfred to dig up the dirt mounds on the right (swim to find them) and build another Minikit.
6	2	Free Play	Use magnetic power to open the blue door near the Batcycle.
7	2	Free Play	Use senses to see through the green wall to the left of the Toy Wonder hatch and align the three gears.
8	2	Story	Deposit 25 additional LEGO bricks into the Hazard Suit contraption after using it the first time.
9	2	Free Play	Destroy five silver stalactites hanging from the Batcave's ceiling.
10	2	Free Play	On the Batwing platform, use super senses to detect a portal in the background. Send Martian Manhunter through.



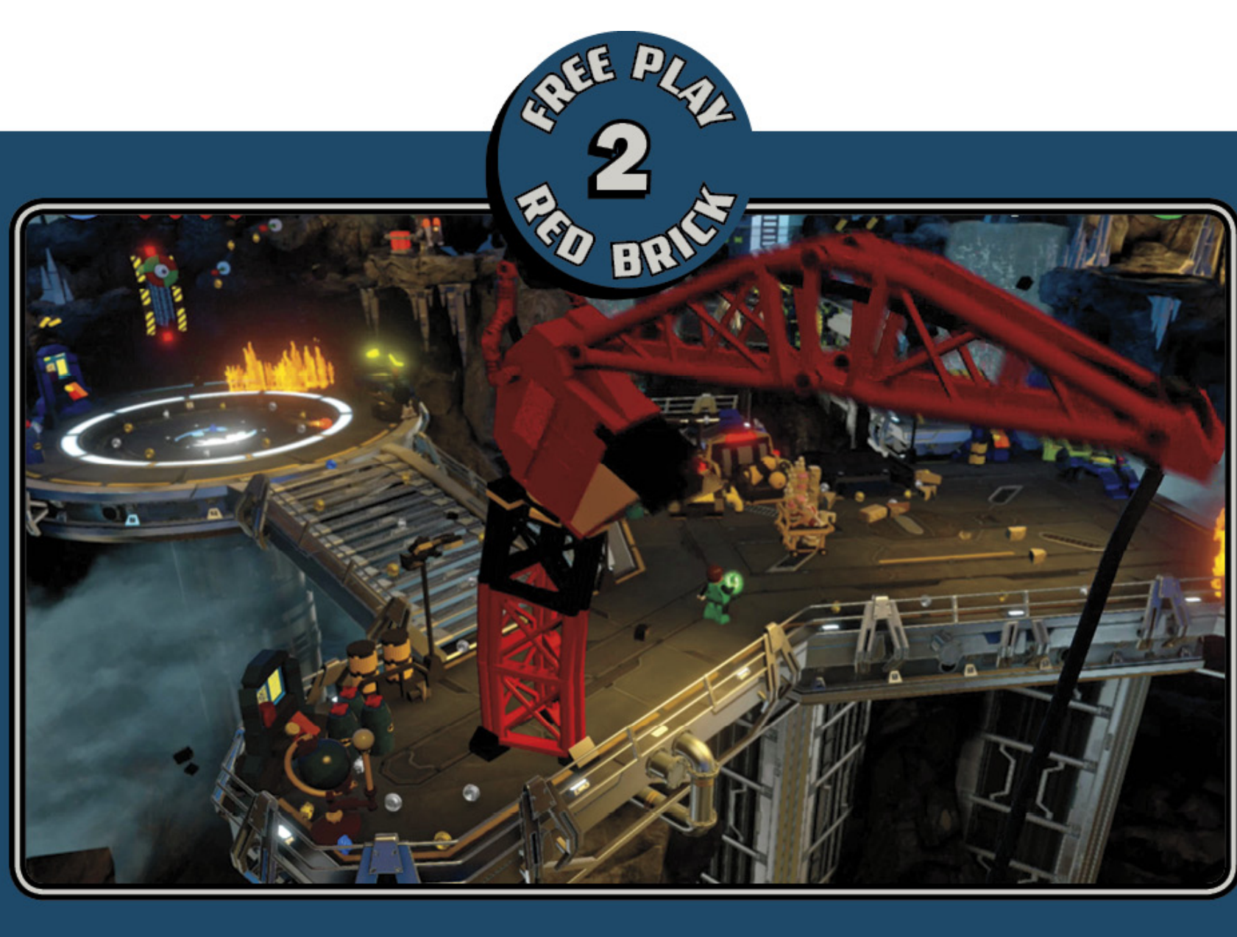
Batman's really lost it! He's running amok in the Batcave and must be stopped. Begin by running up the stairs toward Batman's perch. As Robin, hold the Attack button and target the twirl pole socket in the wall and release, which lowers it within reach.



Leap onto Robin's twirl pole, then leap across each of the poles in the wall that follow to reach Batman. He starts a time bomb and then flees to another ledge in a puff of smoke and bats. Quickly mash the button shown onscreen to escape before Batman's bomb explodes!



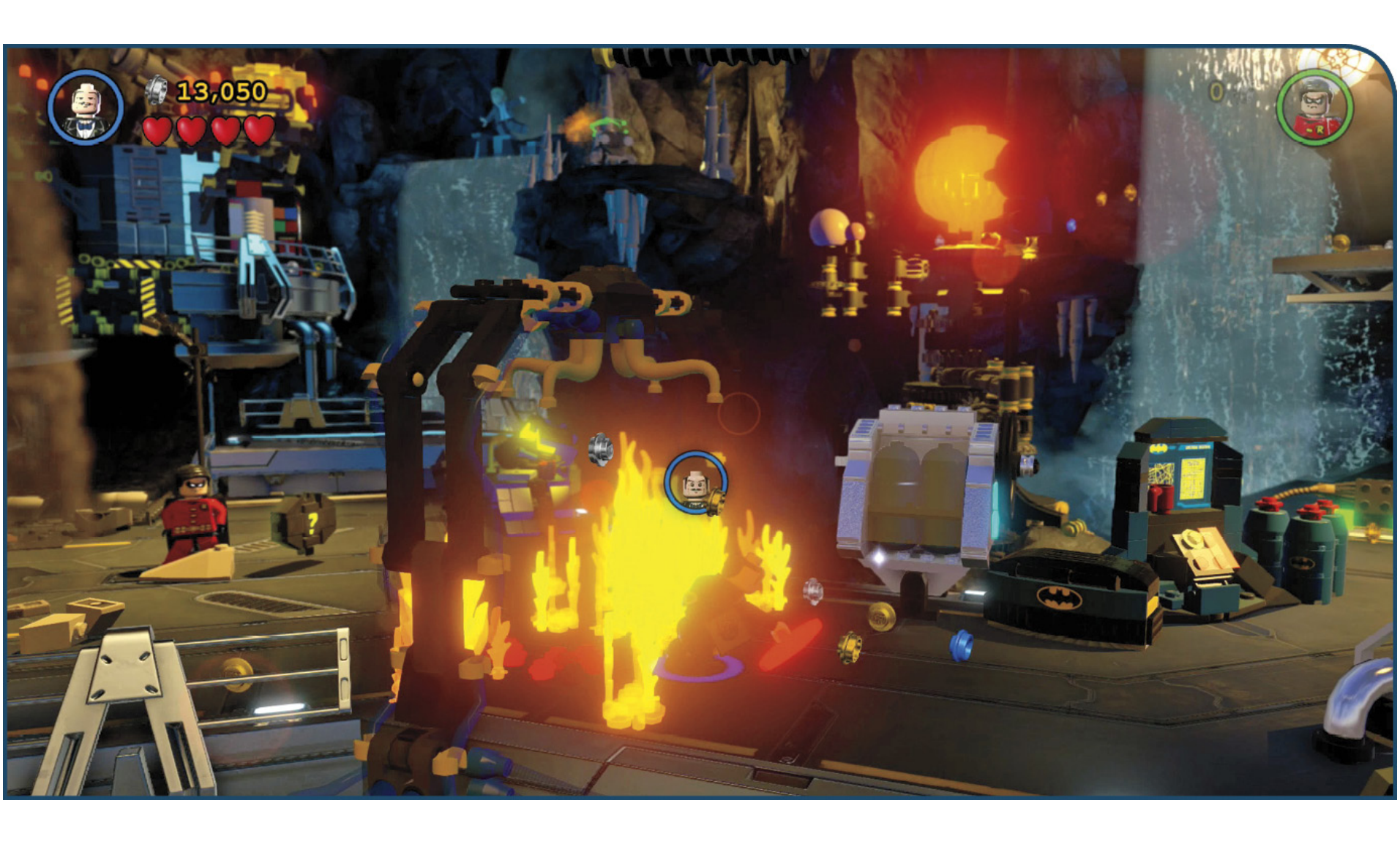
Smash three standing globes around the Batcave to earn your first Minikit. Just keep attacking each globe until it breaks. Each time you break a globe, a counter appears to let you know how many are left. Use the map to find each globe!



STUDS X4

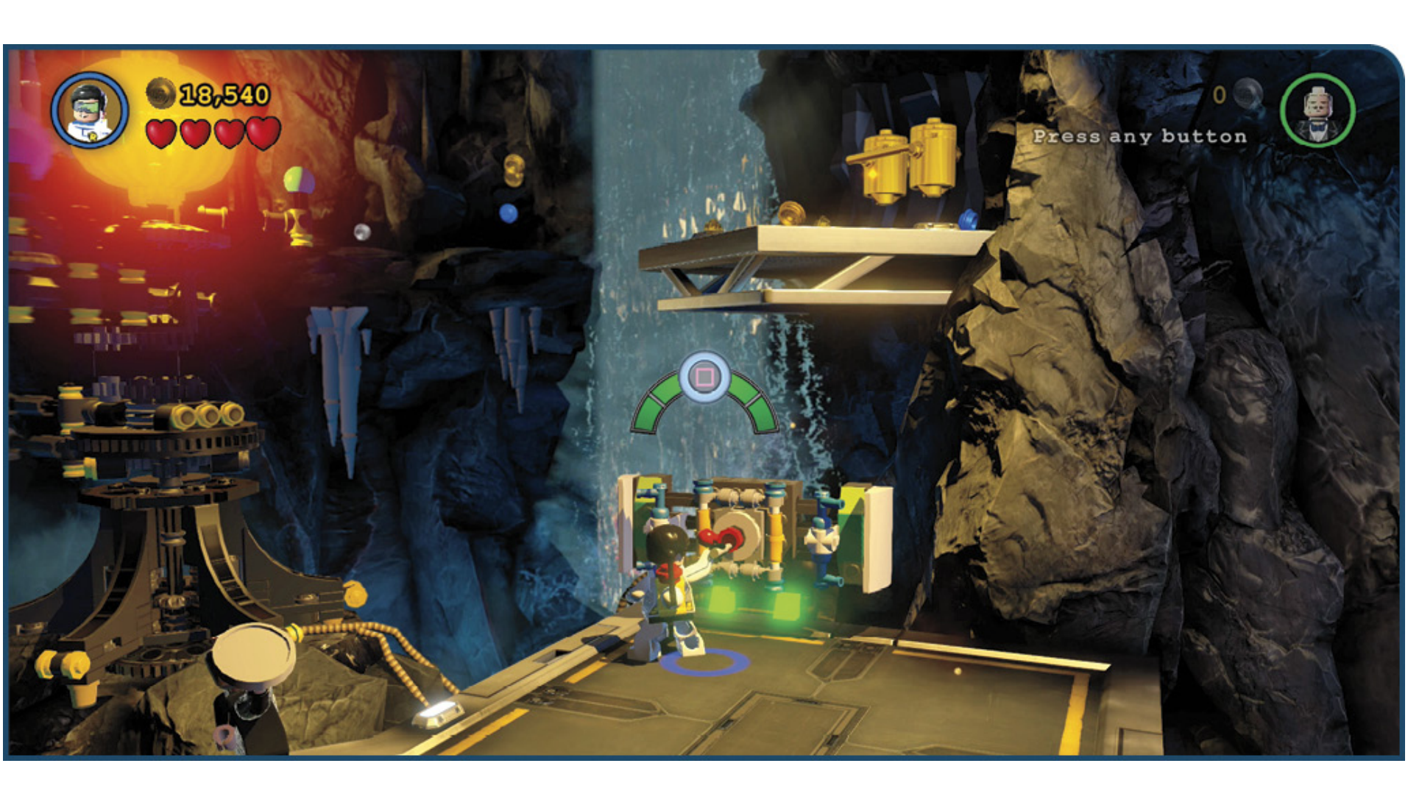
In Free Play, go left from the starting point and use super senses to detect a Plastic Man pad. Switch to Plastic Man and use the pad to transform him into a giant crane that hoists a Red Brick up from the Batcave's dark depths!

INTO THE FIRE



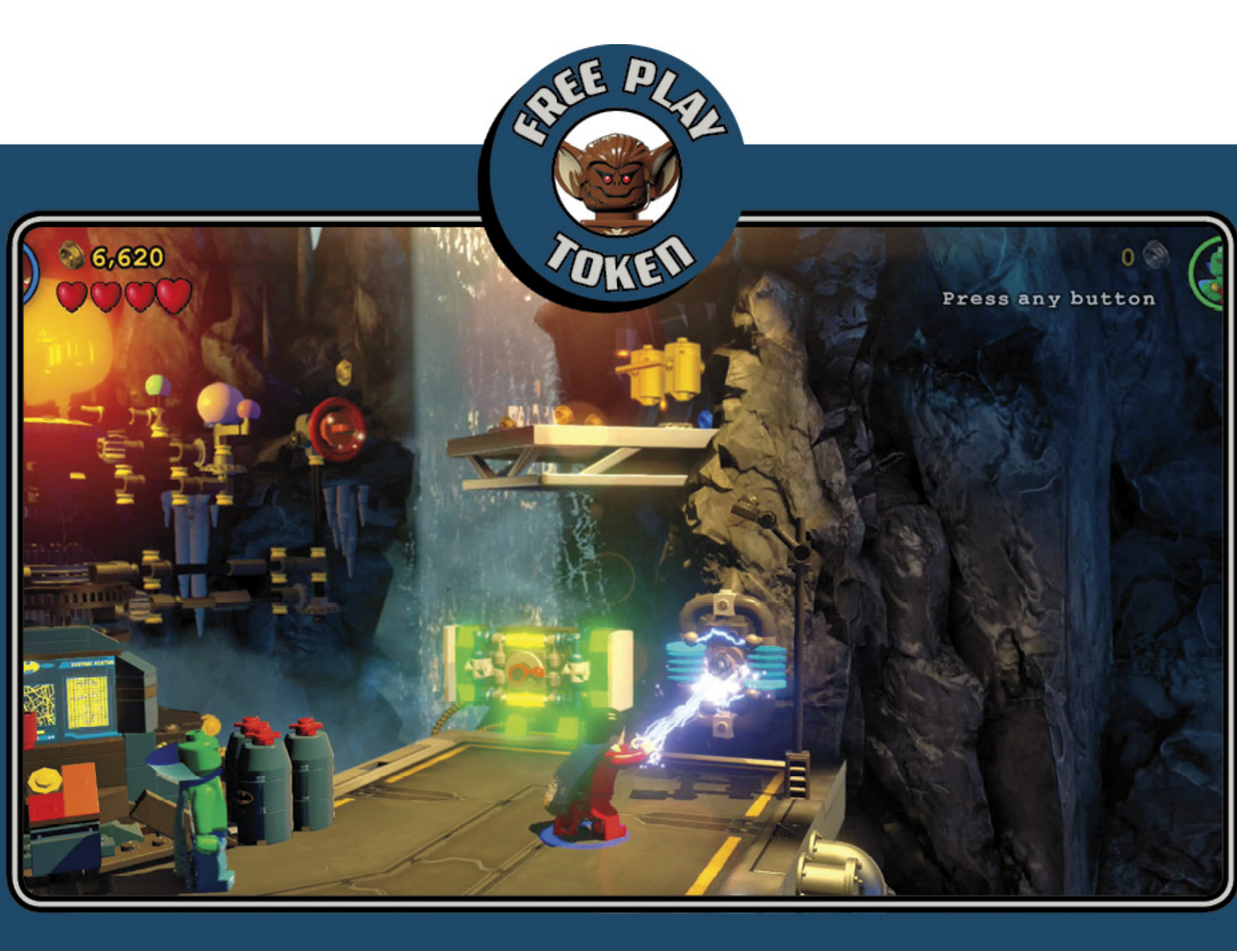
After Batman has fled to his second perch, toggle to Alfred and descend the stairs. Go right, smashing more objects on your way to a wall of fire. Move Alfred through the flames without fear; his trusty serving tray protects him! Once you're past the flames, Batman launches a few missiles at you that miss and end up blowing up some silver objects. Build their bricks into two separate water tanks. Once both tanks are built, the fire suppression system activates and douses the flames, letting Robin join you.

TOY WONDER



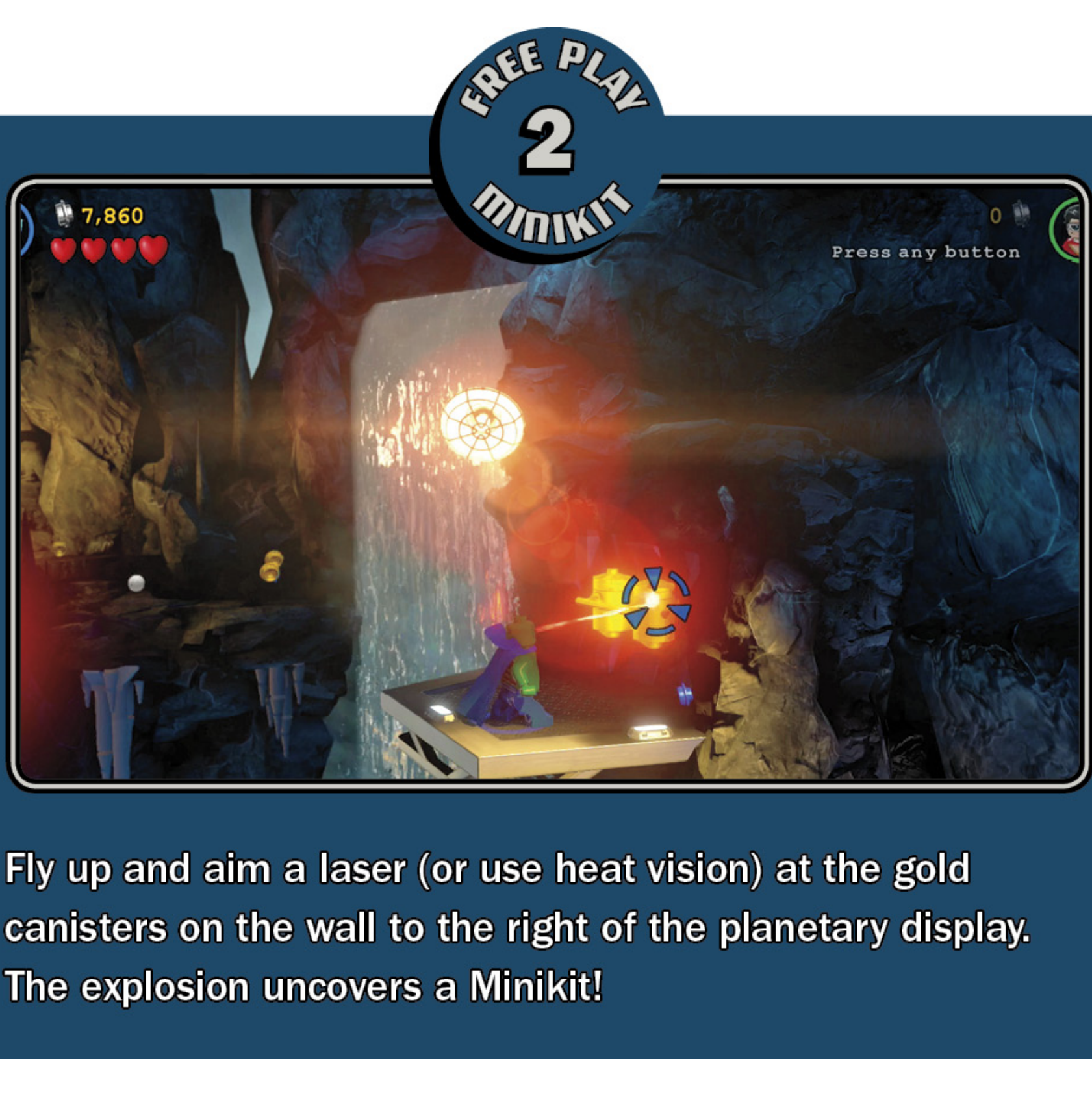
Switch to Robin (Techno Suit) and press the Interact button while standing near the far panel, which was previously revealed by Batman blowing up silver LEGO. Robin whips out his Toy Wonder tool and activates the panel. Press the indicated button when the meter fills, and you align the nearby planetary display, revealing a grapple hook.

Grapple the planetary display's hook to swing over to Batman's second perch. Again, the mad Batman starts up a bomb before fleeing to a third ledge. Mash the button shown onscreen to flee before you're blown to bricks!



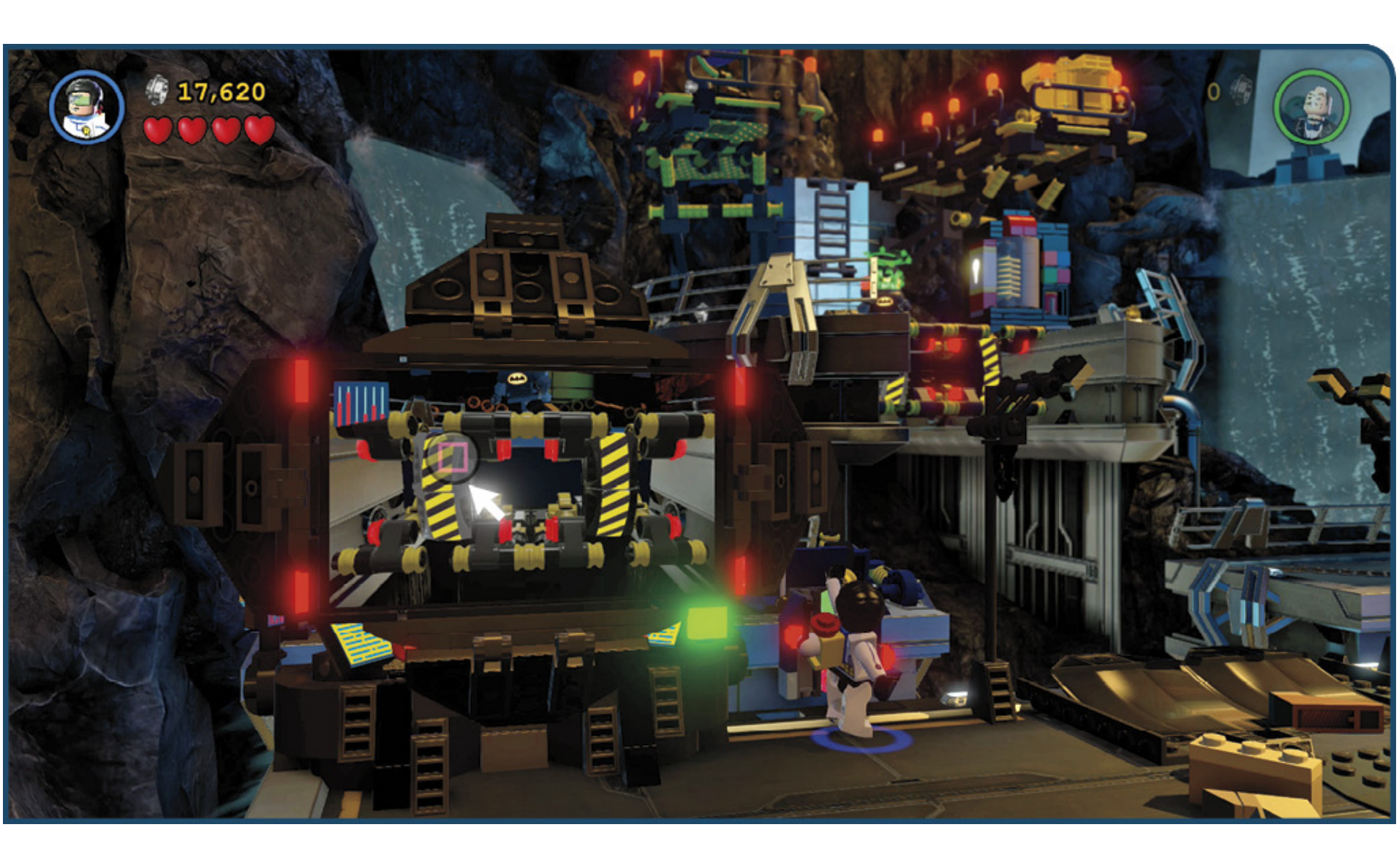
MAN-BAT

After aligning the planetary display so that is stops spinning, use super senses to detect some nearby hopping bricks. Build these into an electric panel, then use Shazam! to charge up the panel. The "sun" then opens, revealing a Character Token! Fly up and collect your prize.



Fly up and aim a laser (or use heat vision) at the gold canisters on the wall to the right of the planetary display. The explosion uncovers a Minikit!

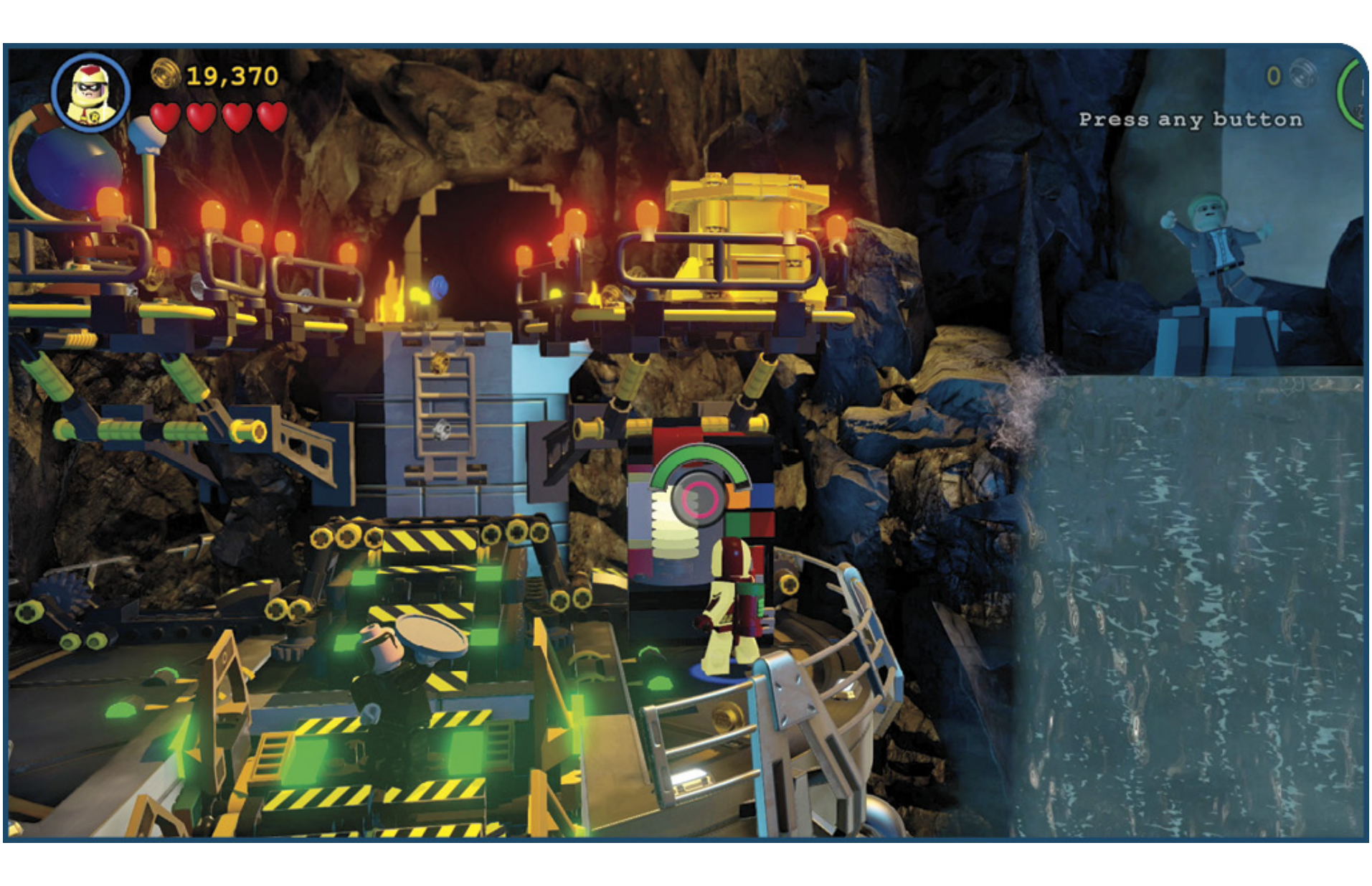
ILLUMINATING DISCOVERY



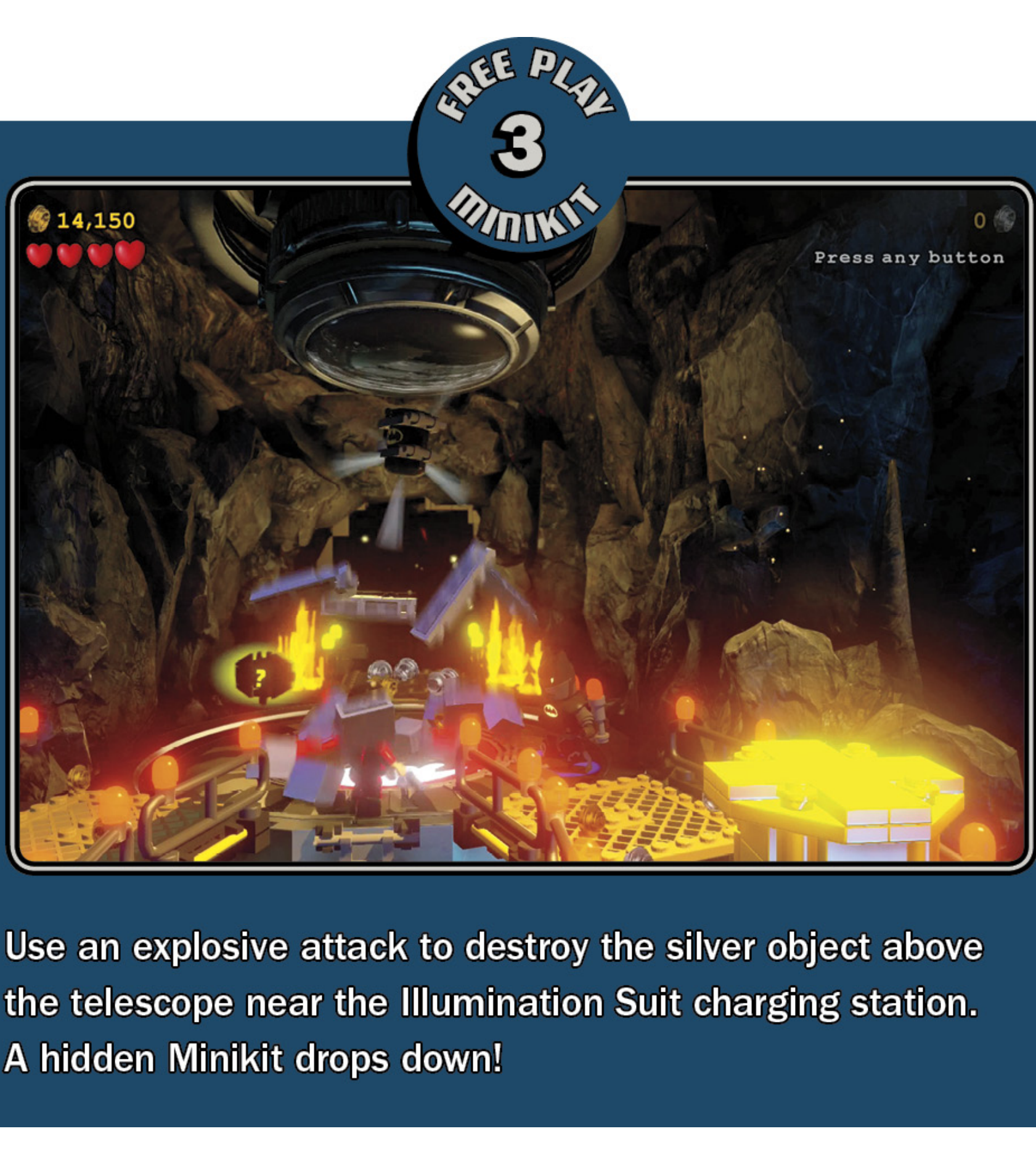
Head back to the middle of the area, and Batman fires more missiles that smash objects and bring down debris. Build the hopping bricks left behind into a computer screen, then activate the screen with Robin, revealing a techno panel. For this one, simply detach the two clamps shown onscreen, and the same happens to the clamps near Batman, lowering stairs that lead up to him.

Go up the stairs to confront Batman, who once more uses time and smoke bombs to make good his escape. The resulting blast knocks a Suit Token down to you. Collect it to obtain Robin's Illumination Suit!

Stand near the vending machine on the right and hold the Interact button. Robin saps energy from the machine and uses it to power his new suit. When the Illumination Suit starts glowing brightly, head up the ladder and into the dark tunnel through which Batman fled.



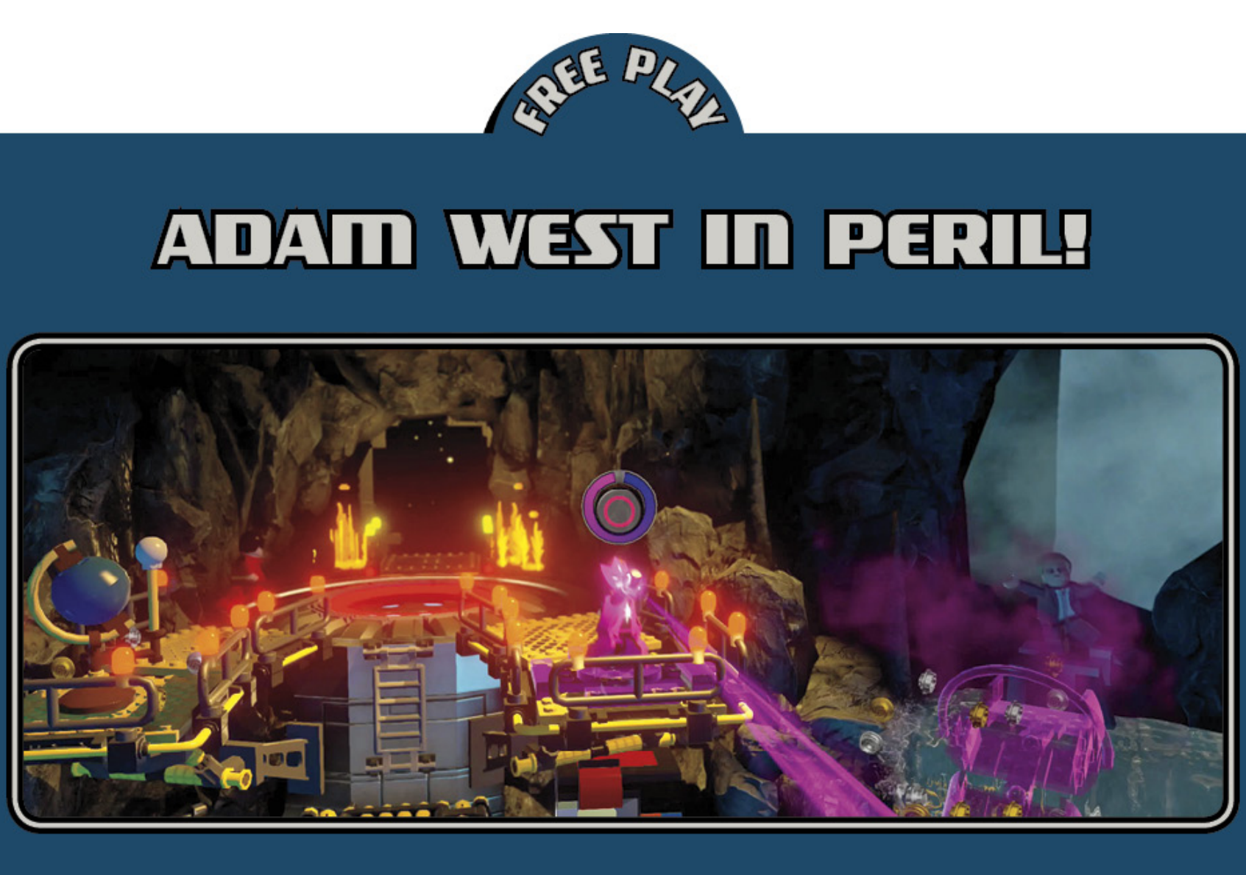
The Illumination Suit remains lit for a limited time and must be recharged for extended use. The meter on the back of the suit, as well as the meter next to Robin's character portrait, lets you know how much charge is left. Tap the Interact button to turn off the suit and conserve power.



Use an explosive attack to destroy the silver object above the telescope near the Illumination Suit charging station. A hidden Minikit drops down!

FREE PLAY

ADAM WEST IN PERIL!



Hang on, crime fighters—Adam West needs your help! Use a laser or heat vision to destroy the gold crate near the Illumination Suit charging station, then build the crate's bricks into a Lantern pad. Use any Lantern to construct a big water slide that helps the classic Batman actor slide to safety.

With the aid of the Illumination Suit, you can see an orange hook inside the tunnel. Grapple and pull the hook to rip open a passage that leads to the next area.

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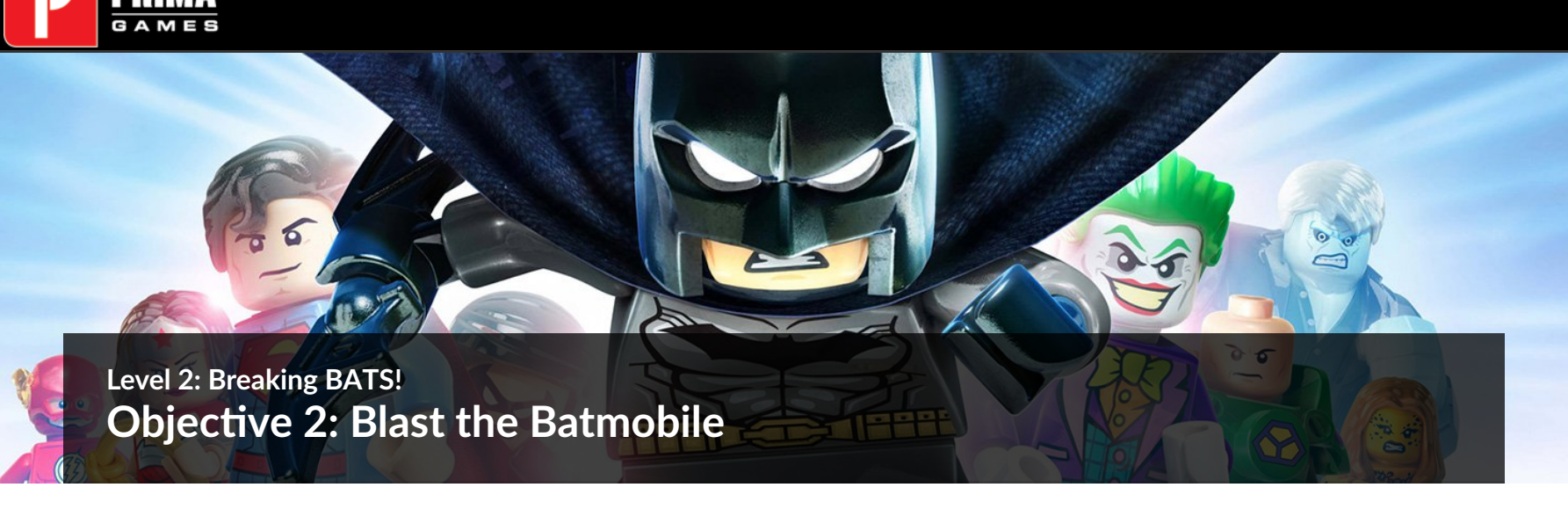
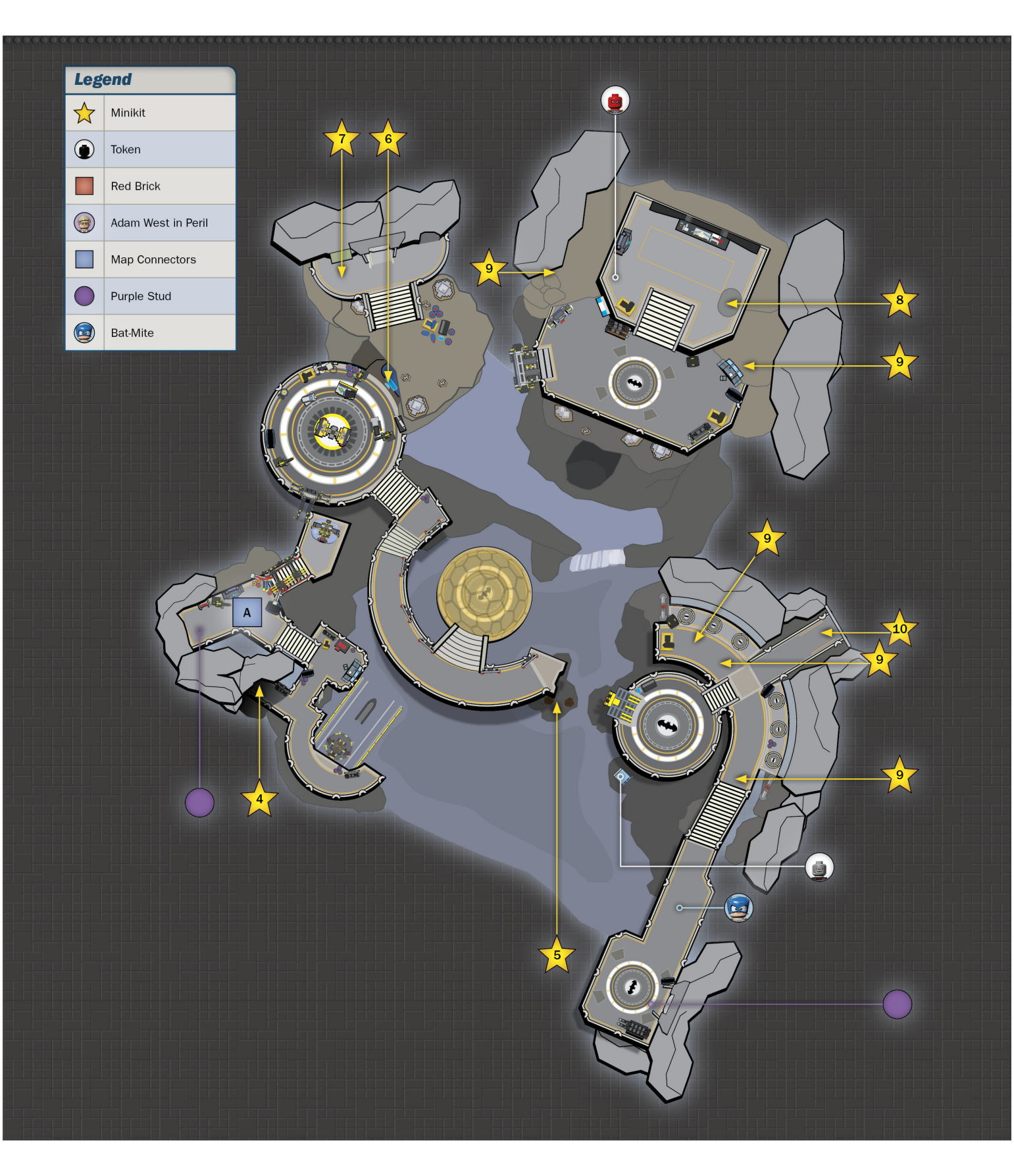
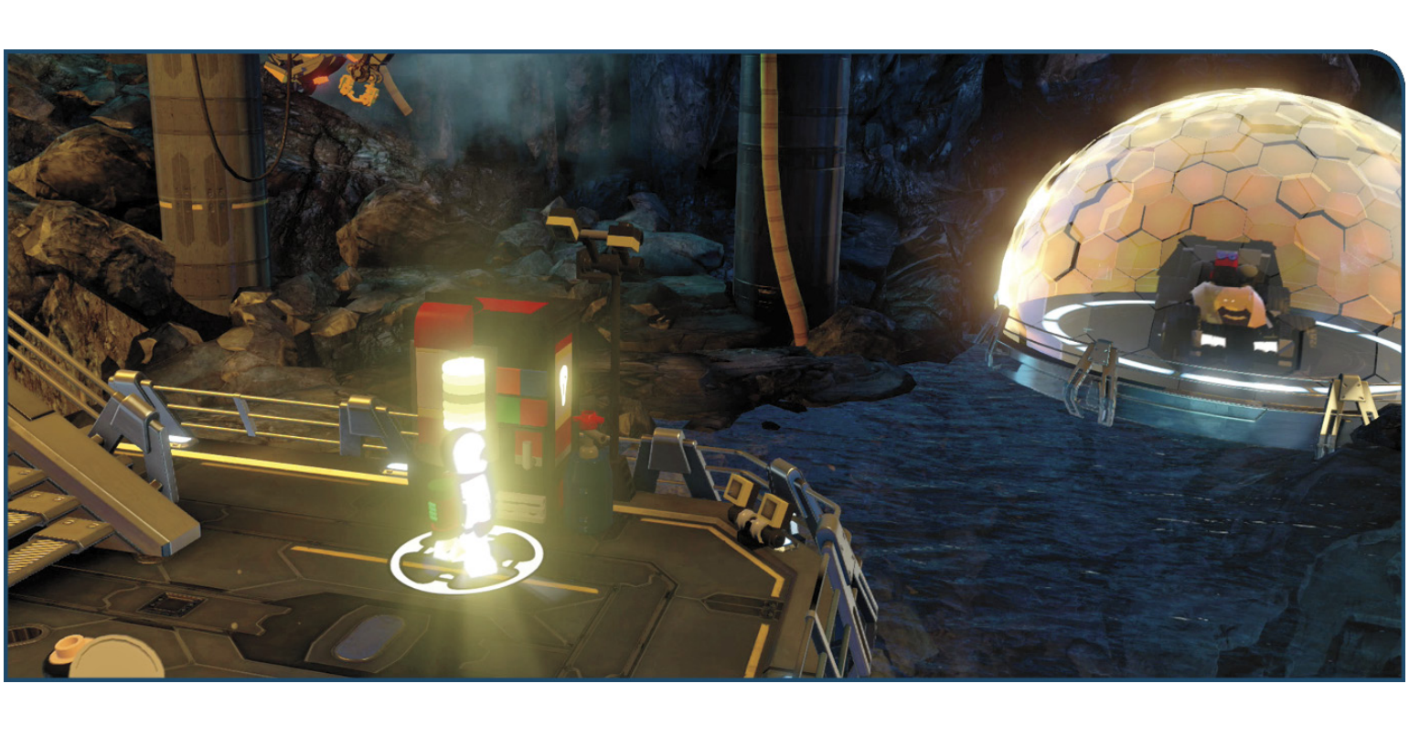


Level 2: Breaking BATS!

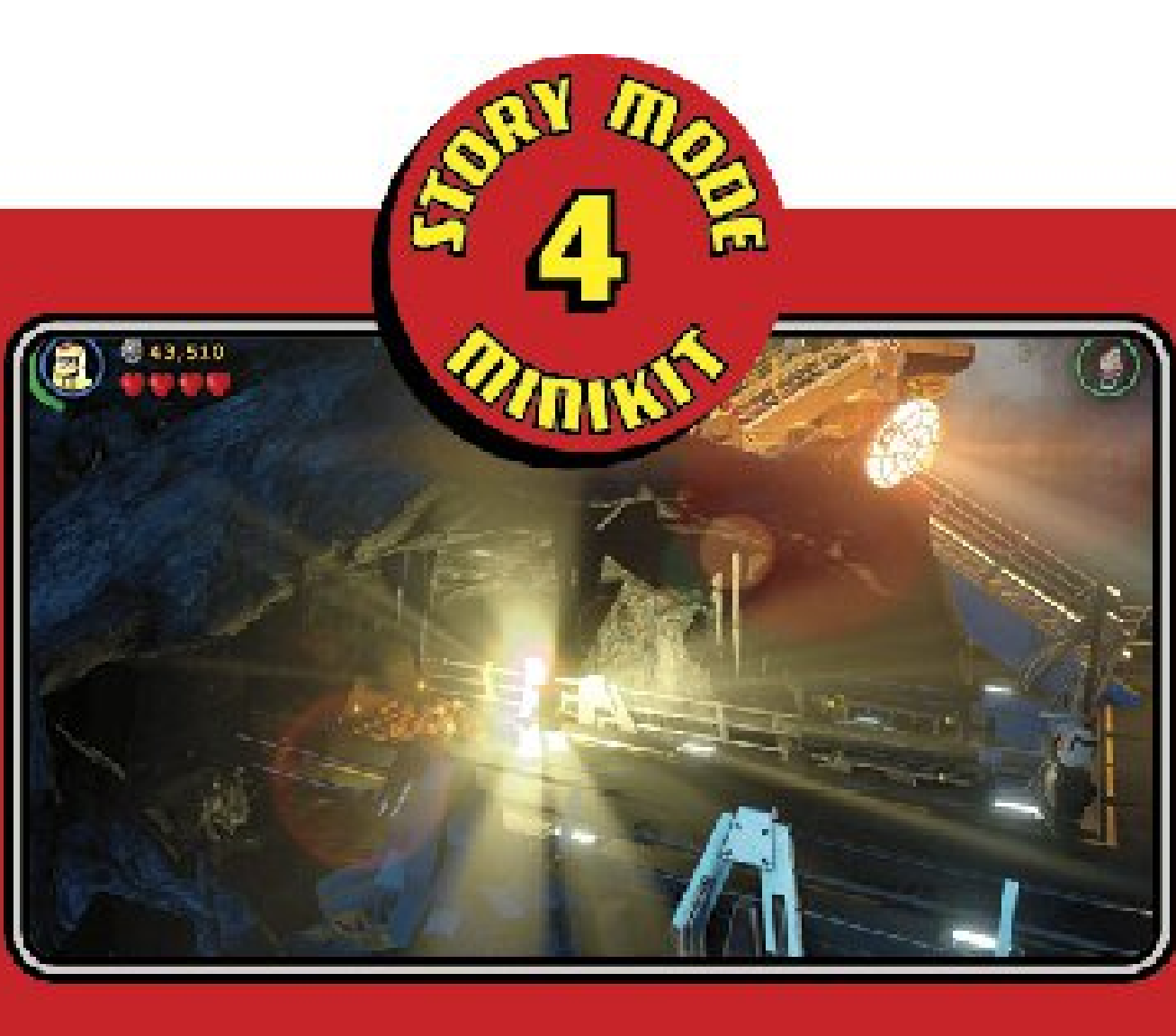
Objective 2: Blast the Batmobile





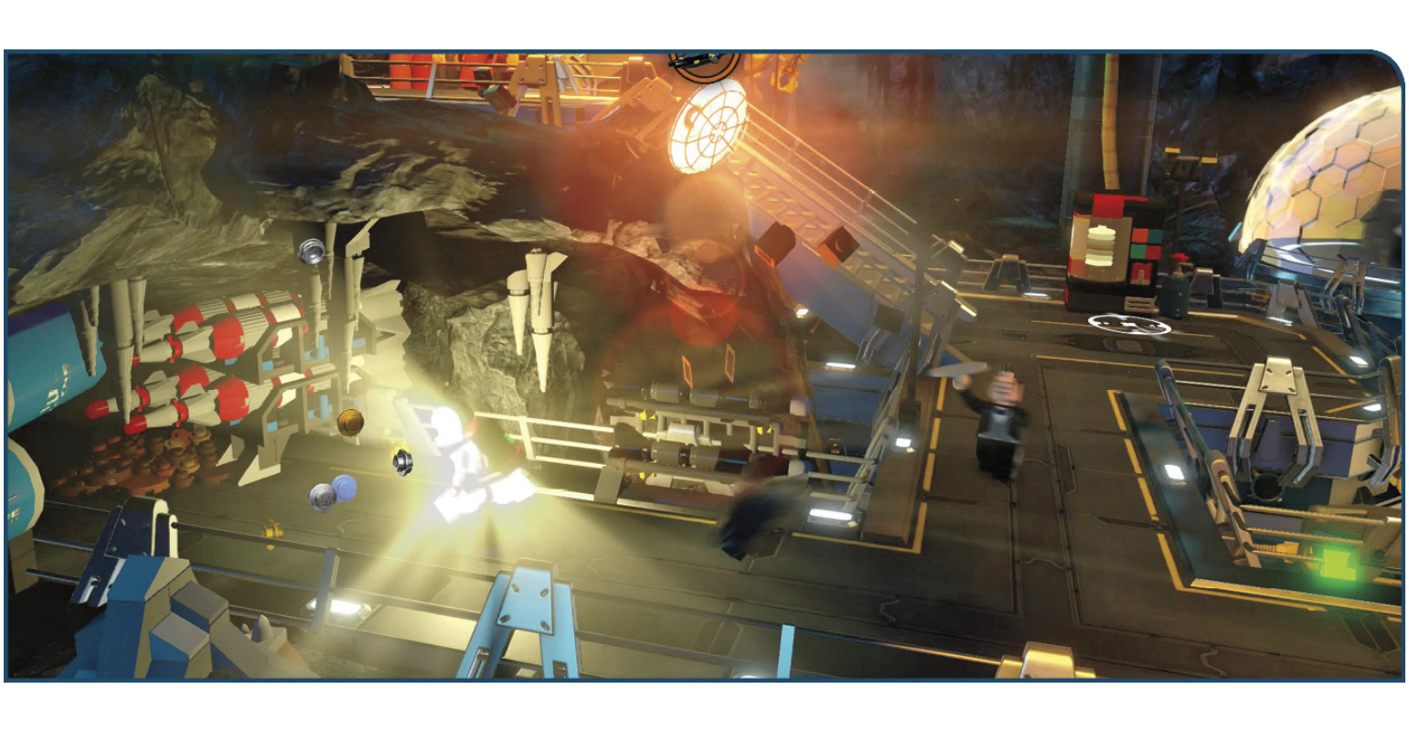
Oh no! Batman has managed to avoid the Batcave's security measures and has taken shelter inside the Batmobile, quickly raising its shield. In this new area of the Batcave, use the nearby checkpoint terminal before heading downstairs to find another Illumination Suit charging station.

STORY MODE 4 MINIKIT

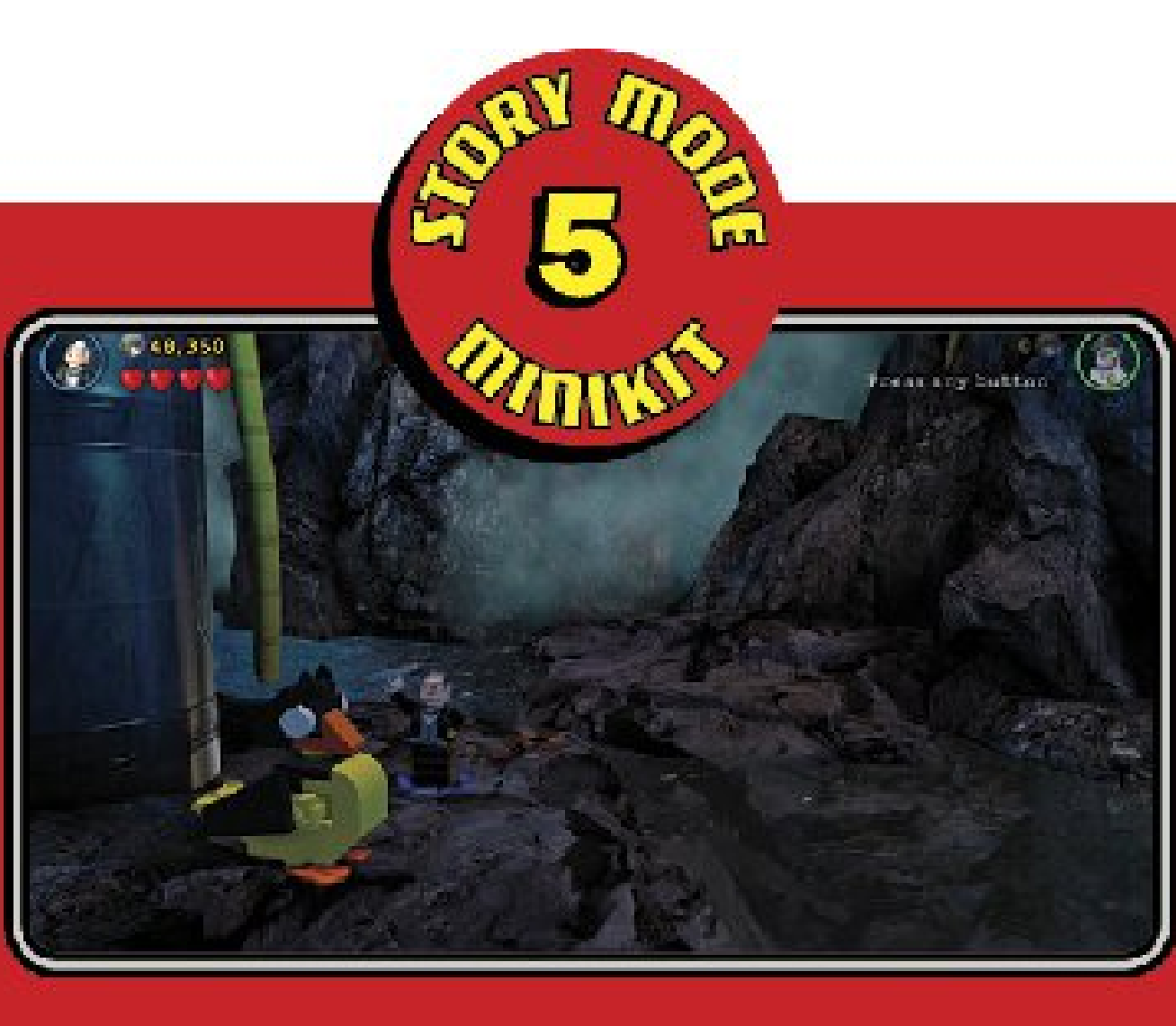


Did you notice the pile of dirt at the end of the dark passage? Move Alfred onto this spot, then press and hold the Interact button to dig in the dirt. Keep digging until you uncover all of the hopping LEGO bricks, then build them into a Minikit!

Search the corner to the left of the checkpoint terminal to discover a hidden Purple Stud!

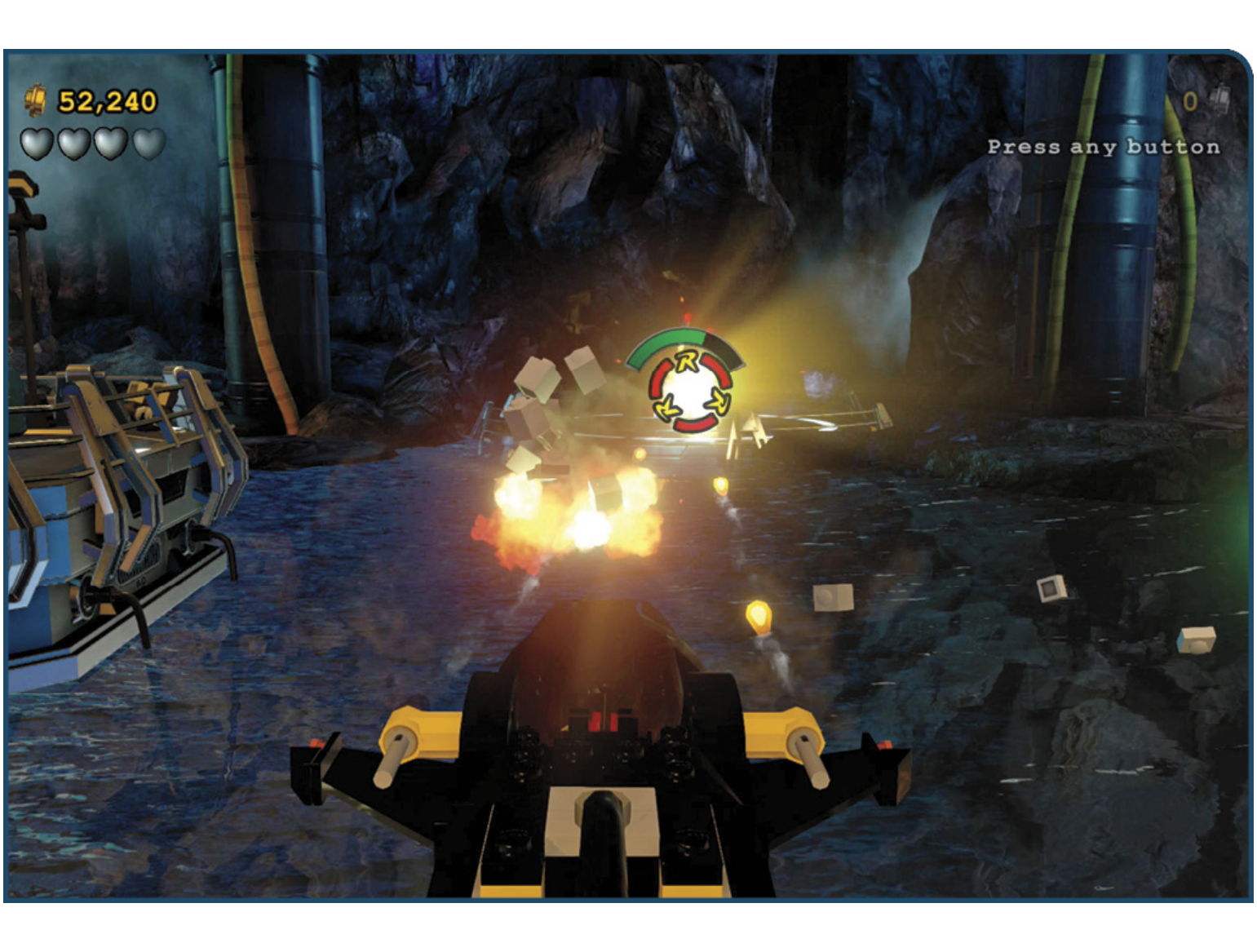


STORY MODE 5 MINIKIT



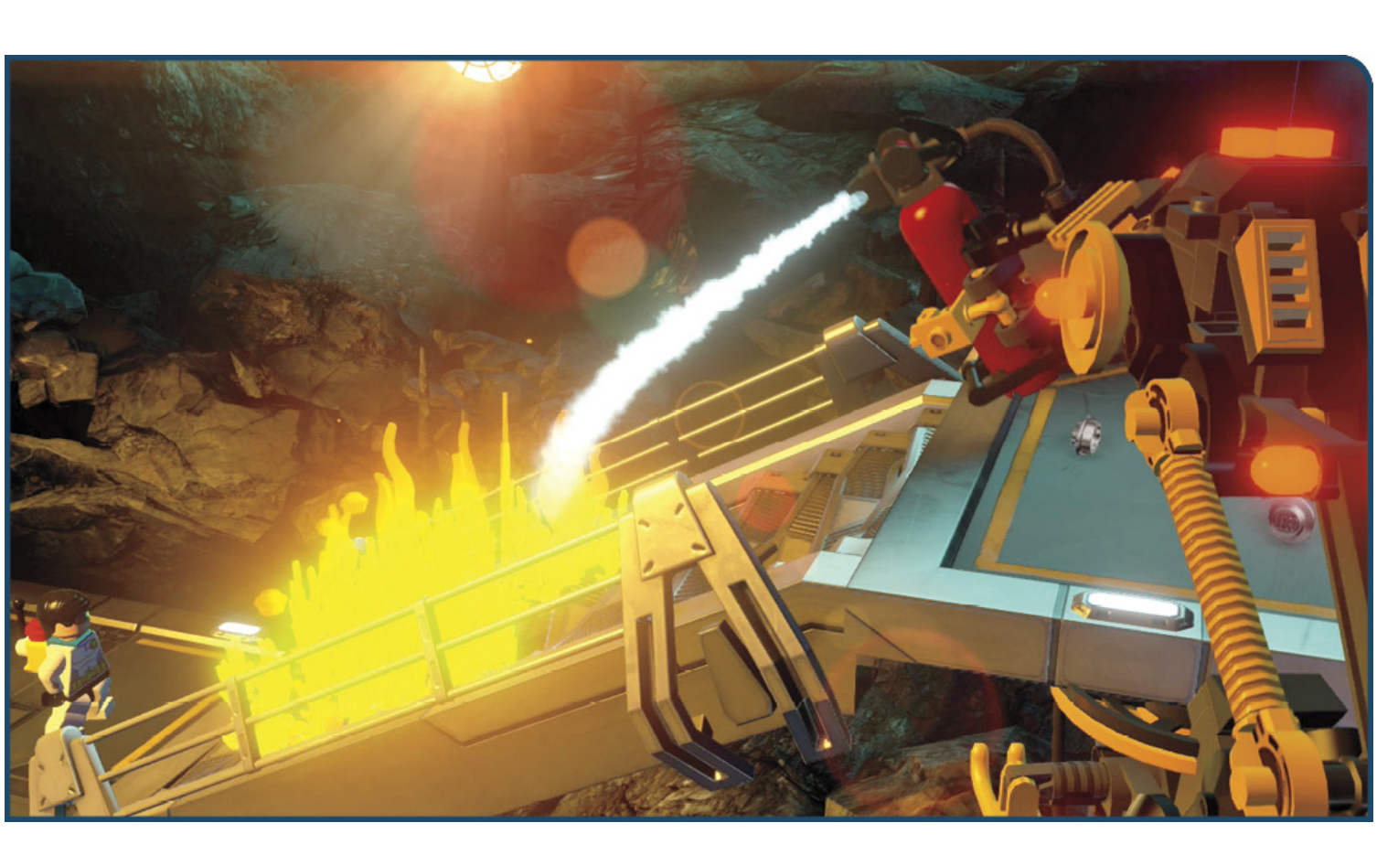
Before or after building the Batboat, switch to Alfred and swim to the ledge to the right of the Batmobile. Dig at two spots here to uncover bricks that can be built into a big duck. The duck swims off, but not before thanking you with lots of studs and a Minikit!

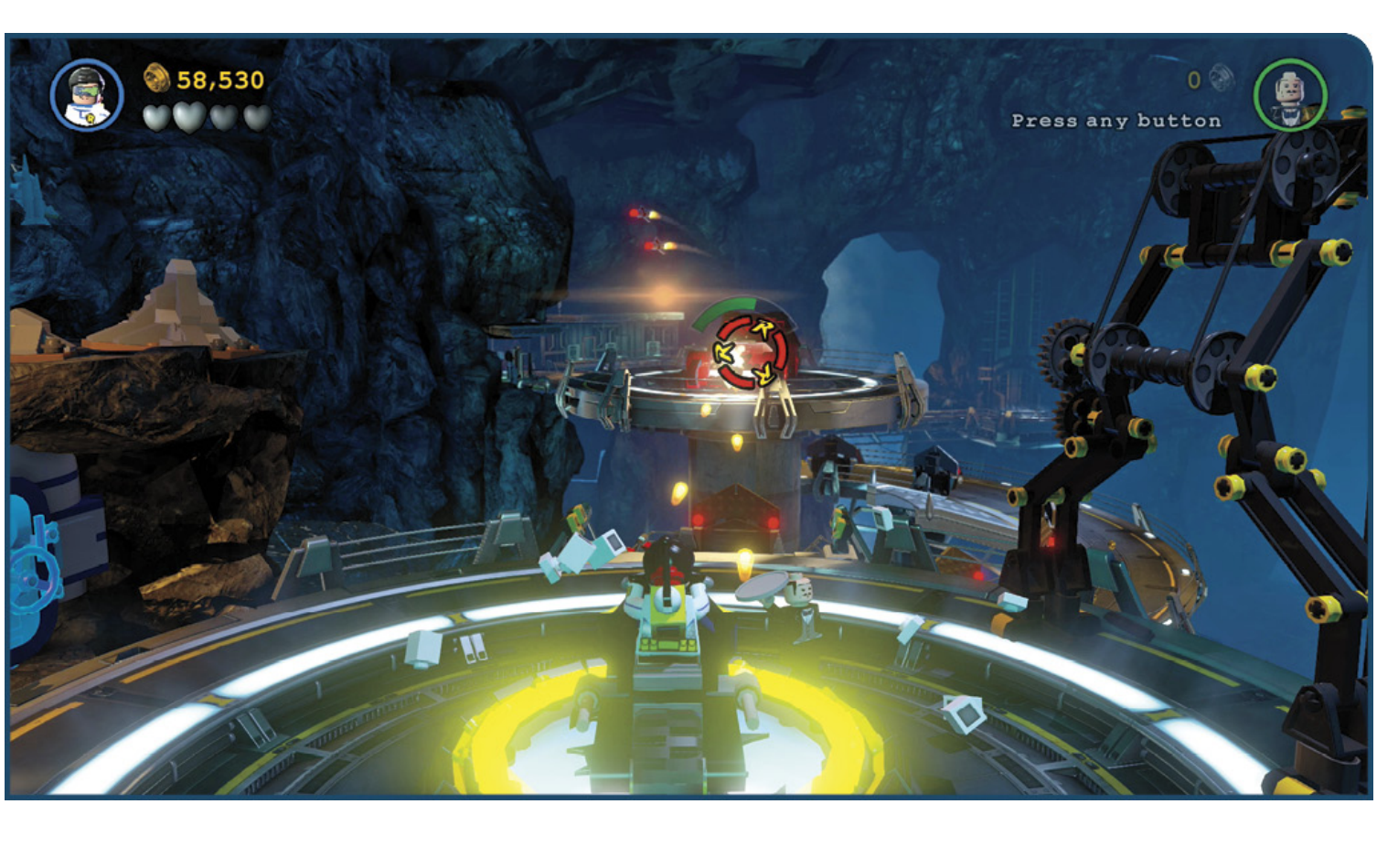
Juice up Robin's Illumination Suit and then run around the stairs, moving to the dark side near the foreground. Brighten up the place with the Illumination Suit and then smash everything you see to discover hopping bricks that form a Toy Wonder terminal. Activate that terminal with Robin's Techno Suit to build the Batboat.



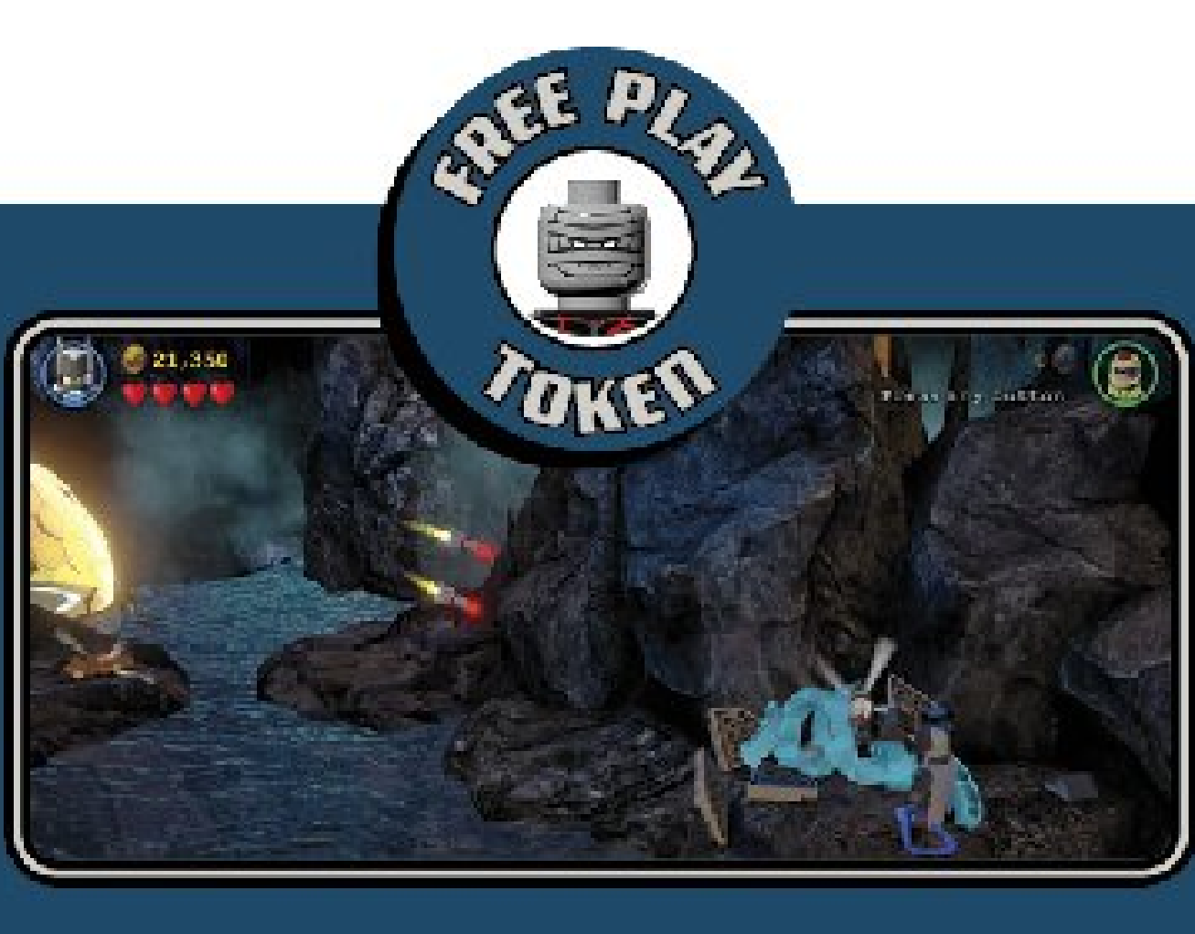
After building the Batboat, hop aboard, aim at the Batmobile, and tap the Attack button to fire. Keep shooting until Batman sends out missiles that blast the Batboat to bits. Batman then elevates the Batmobile's platform to a safer vantage.

BUILDING THE BATCYCLE





FREE PLAY TOKEN



HUSH

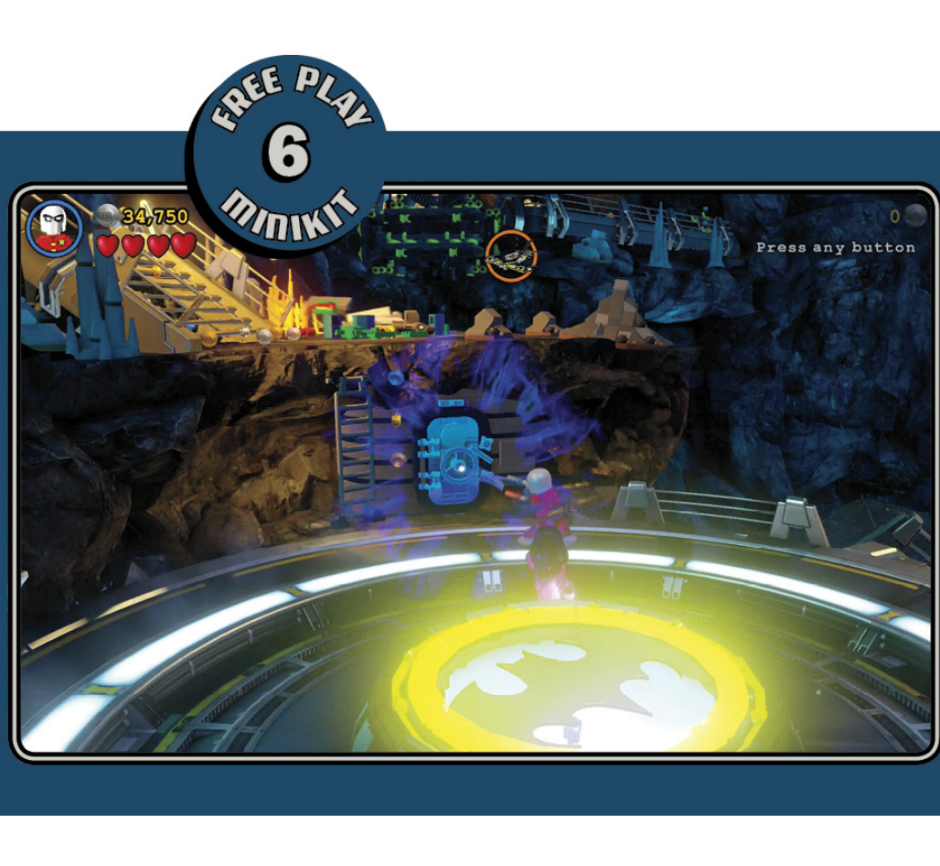
Swim to the far-right edge of the Batcave to find a Character Token encased in glass. Use the sonar abilitiy to shatter the glass and claim your prize!

With the Batboat destroyed, toggle to Alfred and walk through the fiery stairs that are now accessible. Build the hopping bricks at the top into an extinguisher that is quickly put to use, letting Robin join you. With the fire out, move Alfred and Robin onto the two nearby buttons in the background. Once both buttons are pressed, a lift activates that brings you up to the Batcycle's platform.

Smash everything in sight to find hopping bricks, then build them into the Batcycle. Hop on and pepper the Batmobile until more missiles send your Batcycle to the scrap heap.

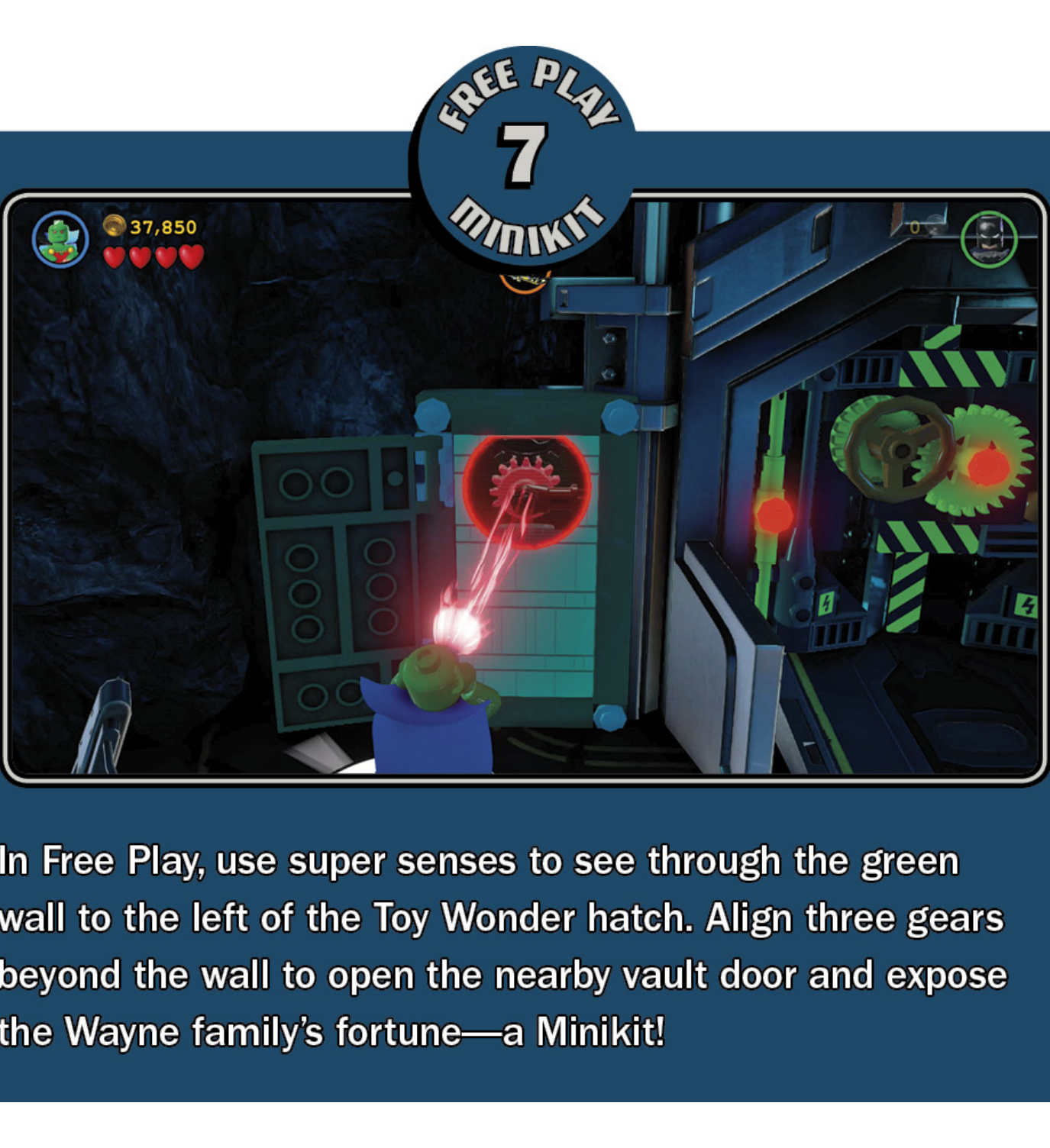
FREE PLAY 6 MINIKIT

This one's a breeze—just use magnetic power to open the blue door near the Batcycle and expose the Minikit. Easy!



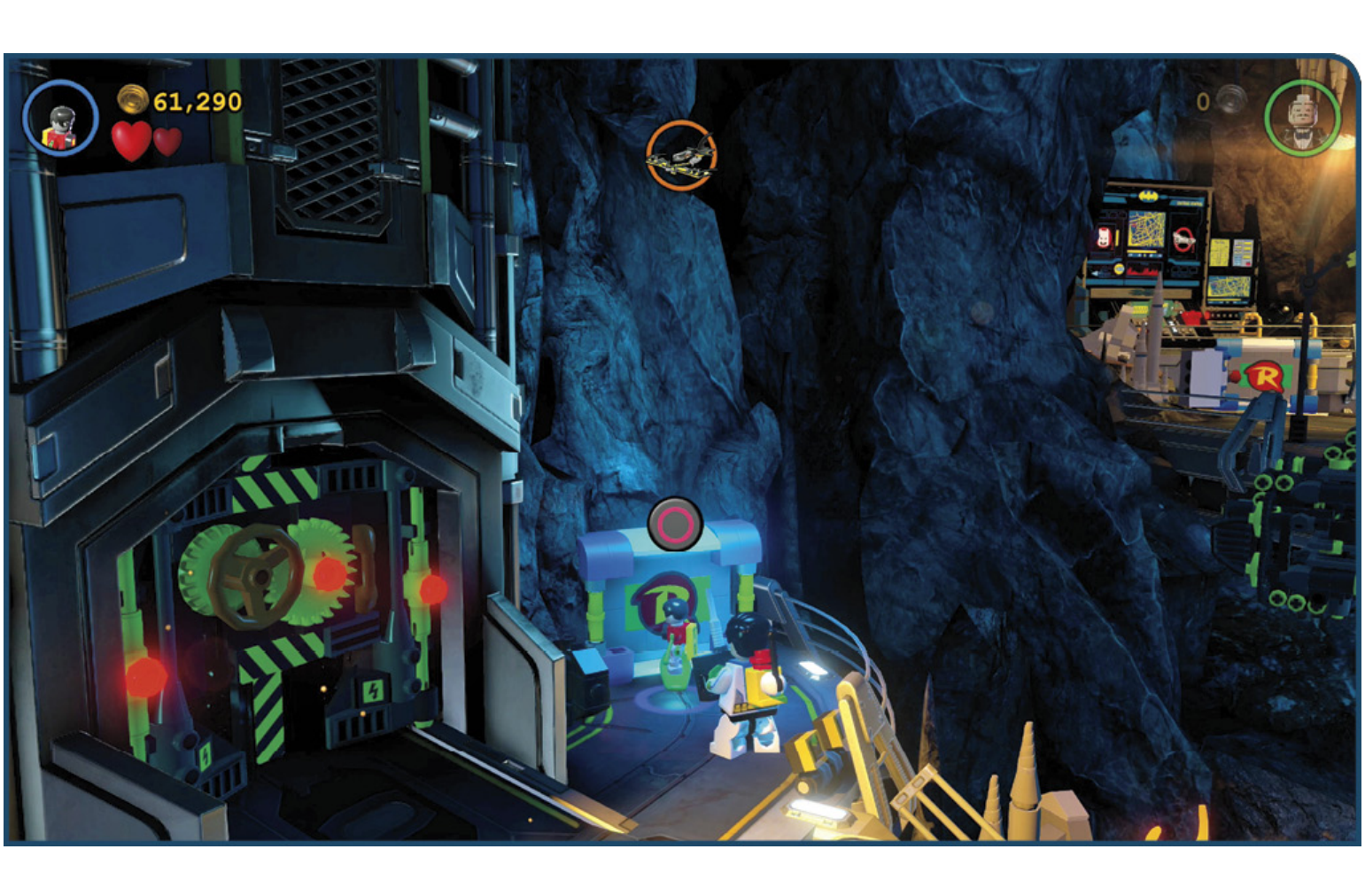
TOY WONDER STRIKES AGAIN

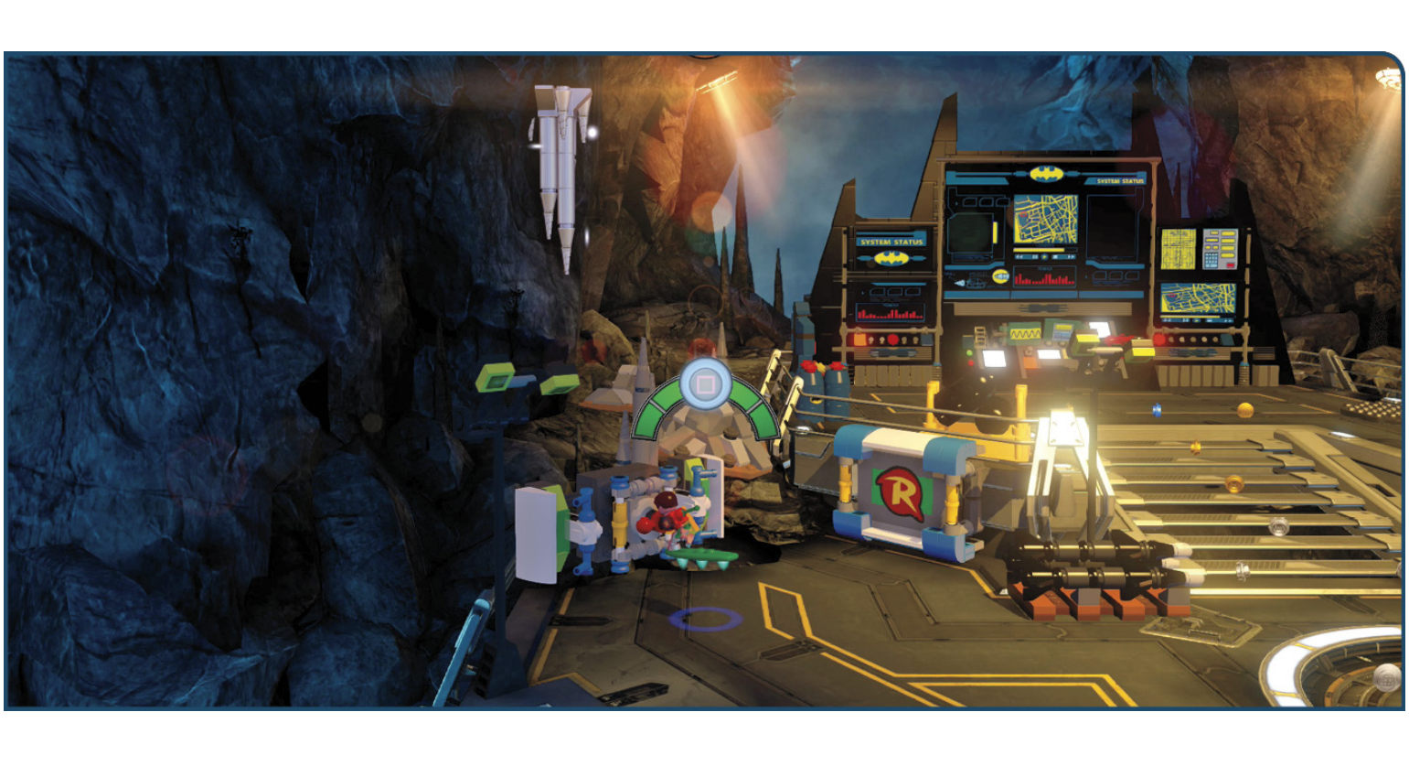
FREE PLAY 7 MINIKIT



In Free Play, use super senses to see through the green wall to the left of the Toy Wonder hatch. Align three gears beyond the wall to open the nearby vault door and expose the Wayne family's fortune—a Minikit!

You're running out of vehicles! With the Batcycle destroyed, climb the nearby ladder to reach a higher ledge. Build the hopping bricks here into a Toy Wonder hatch, then hold the Interact button to pull out Robin's remote-controlled Toy Wonder. Move Toy Wonder close to the hatch and press the Interact button to send it through.

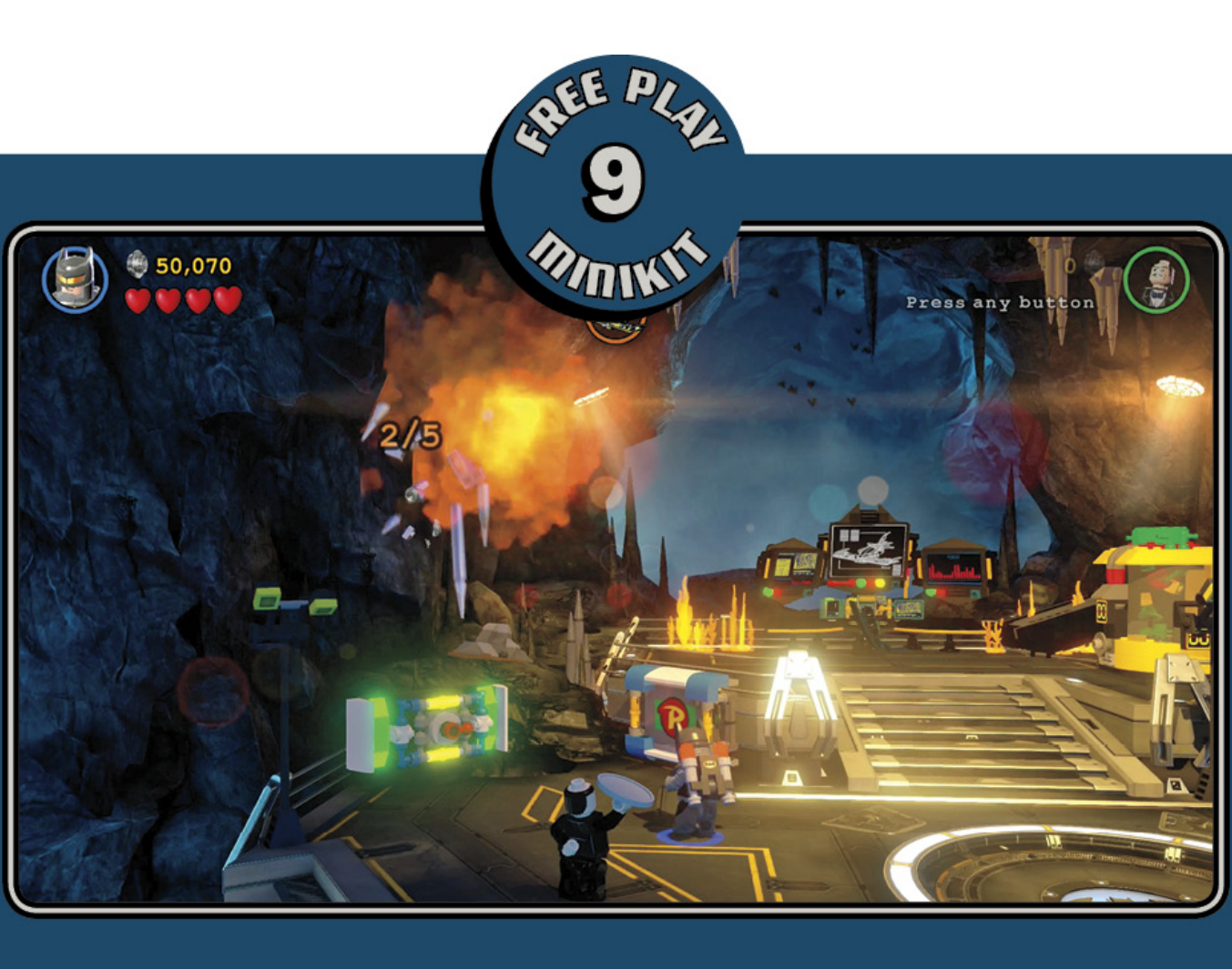




The Toy Wonder emerges from a matching door near the Batcomputer. Steer Toy Wonder over to the nearby terminal and hack it to drop a ramp down for Robin and Alfred.

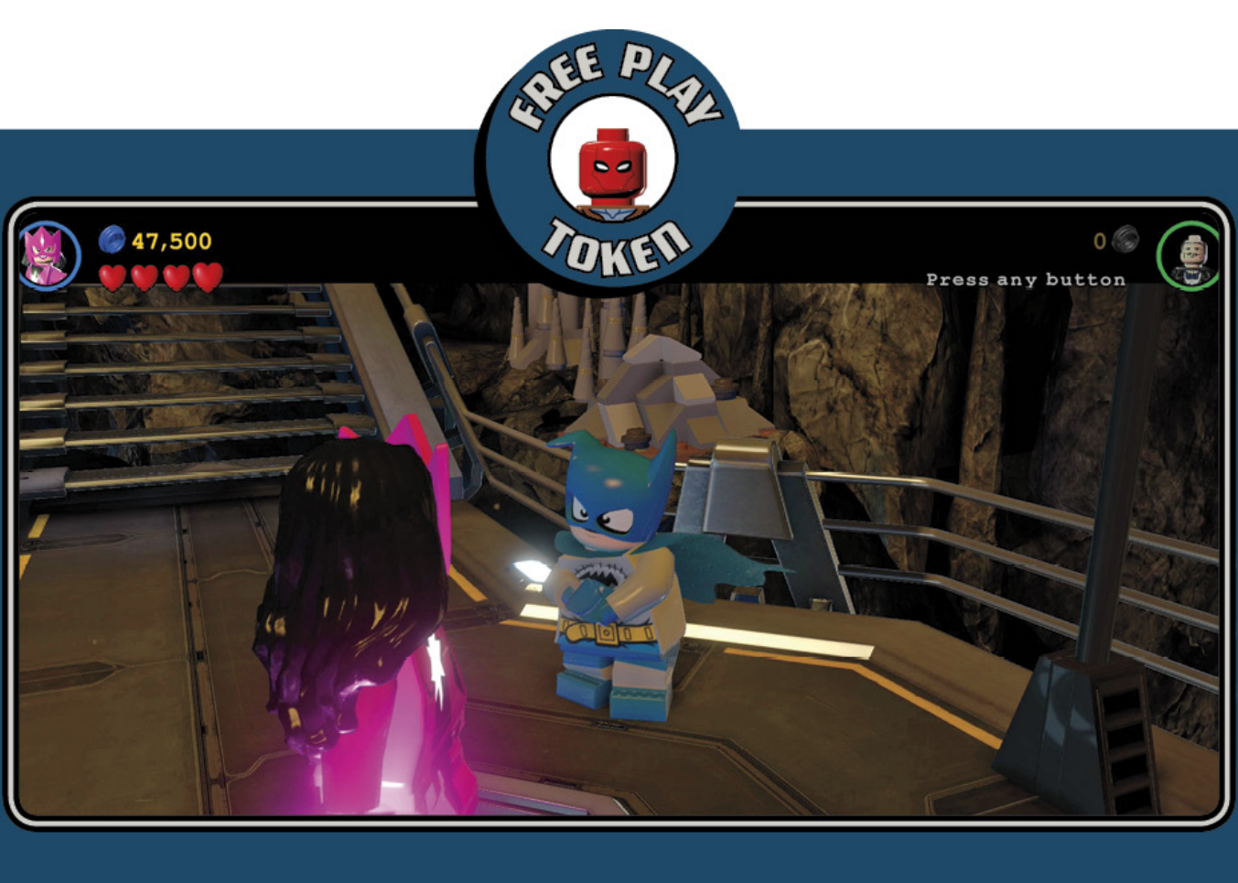
Vacuum up the surrounding LEGO bricks with Robin's Hazard Suit if you haven't yet, then scale the ramp to reach the Batcomputer. Unfortunately, Batman launches more missiles that bring the Batcomputer crashing down! Build the hopping bricks into a Hazard Suit contraption, then suck up more scattered LEGO bricks and deposit 25 of them into the contraption to rebuild the Batcomputer. Take a seat to begin a vital virtual reality mission!

FREE PLAY 9 MINIKIT



During Free Play, aim and fire missiles from Batman's Power Suit (or use any other explosive attacks) to destroy five silver stalactites hanging from the Batcave's ceiling. The first two are above the platform with the Hazard Suit contraption; the last three are above a platform you'll soon be visiting that features several costume displays. Check the map to find all five!

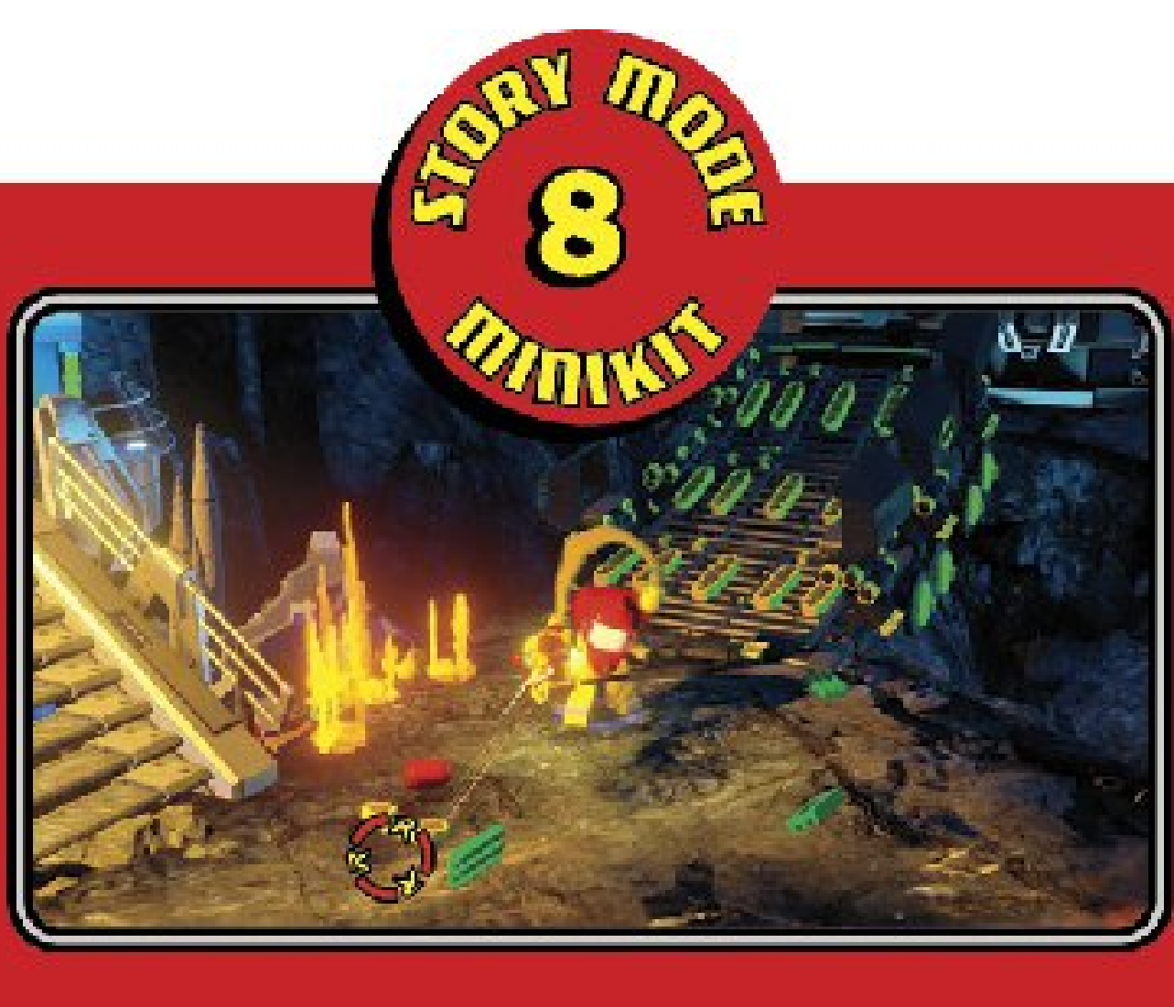
FREE PLAY TOKEN



RED HOOD

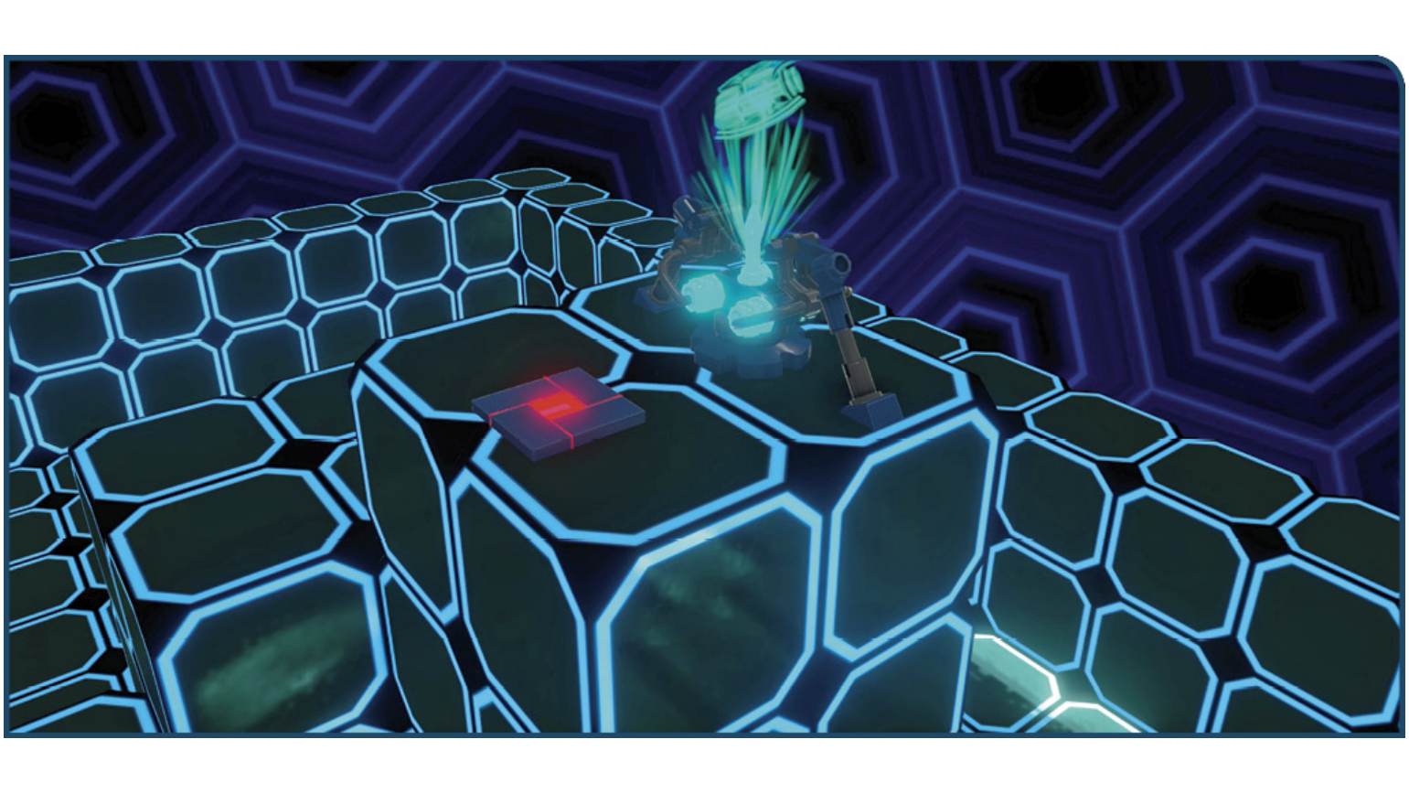
Did you notice a small glass box on the Hazard Suit contraption's platform? It only appears during Free Play. Use a sonar attack to shatter it and obtain a curious item. Bat-Mite will trade you a Character Token for this item, but you haven't seen the little guy yet. Fly all the way over to the right to find him on a high walkway near the foreground!

STORY MODE 8 MINIKIT



Did you vacuum up all of the LEGO bricks from the previous platform? If not, do so and then deposit 25 more bricks into the contraption to make it cough up a Minikit!

VR MISSION

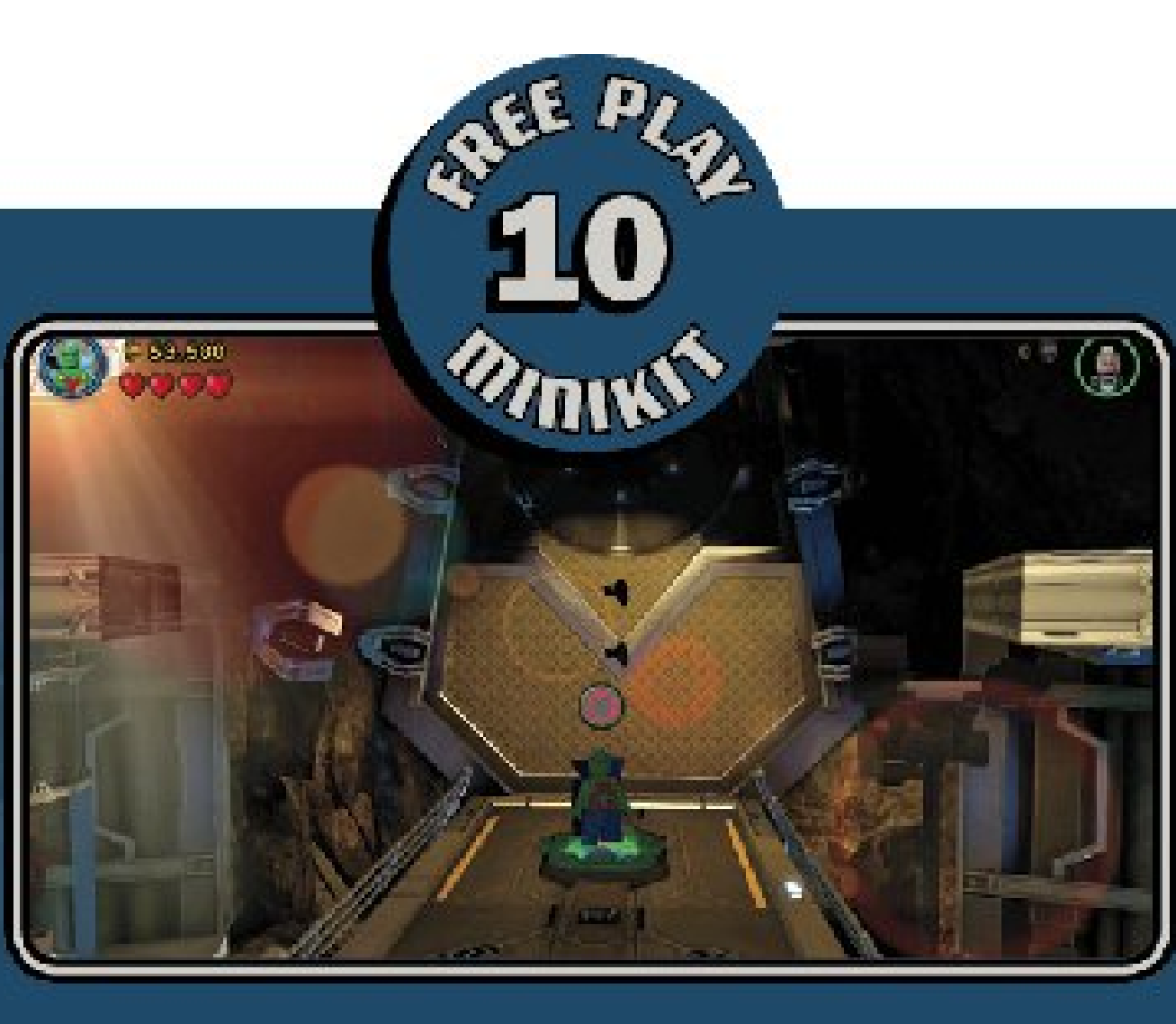


The Batwing should be able to finish off the Batmobile, but to use it, you need to hack the Batcomputer by way of virtual reality infiltration. Fortunately, this is short work. Just trigger each button in the virtual reality space by stepping on them as they appear.

> Stepping on a button causes the VR space to change and reveals the next button.

> Ride up the elevator platforms to reach the higher platforms.

FREE PLAY 10 MINIKIT



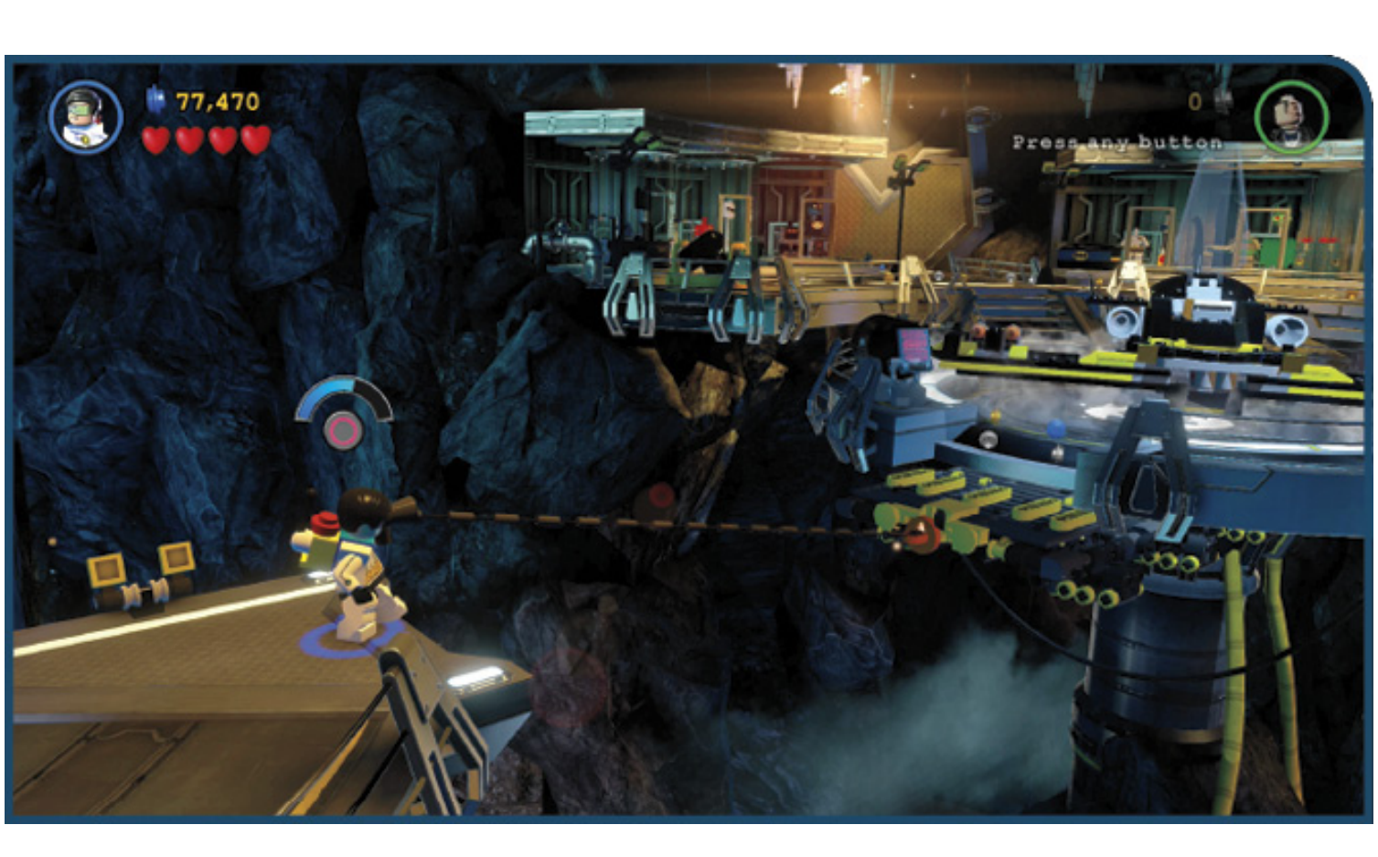
On the Batwing platform, use super senses to detect a portal in the background. Send Martian Manhunter through the portal to slip behind the surrounding costume displays and snag the last Minikit!

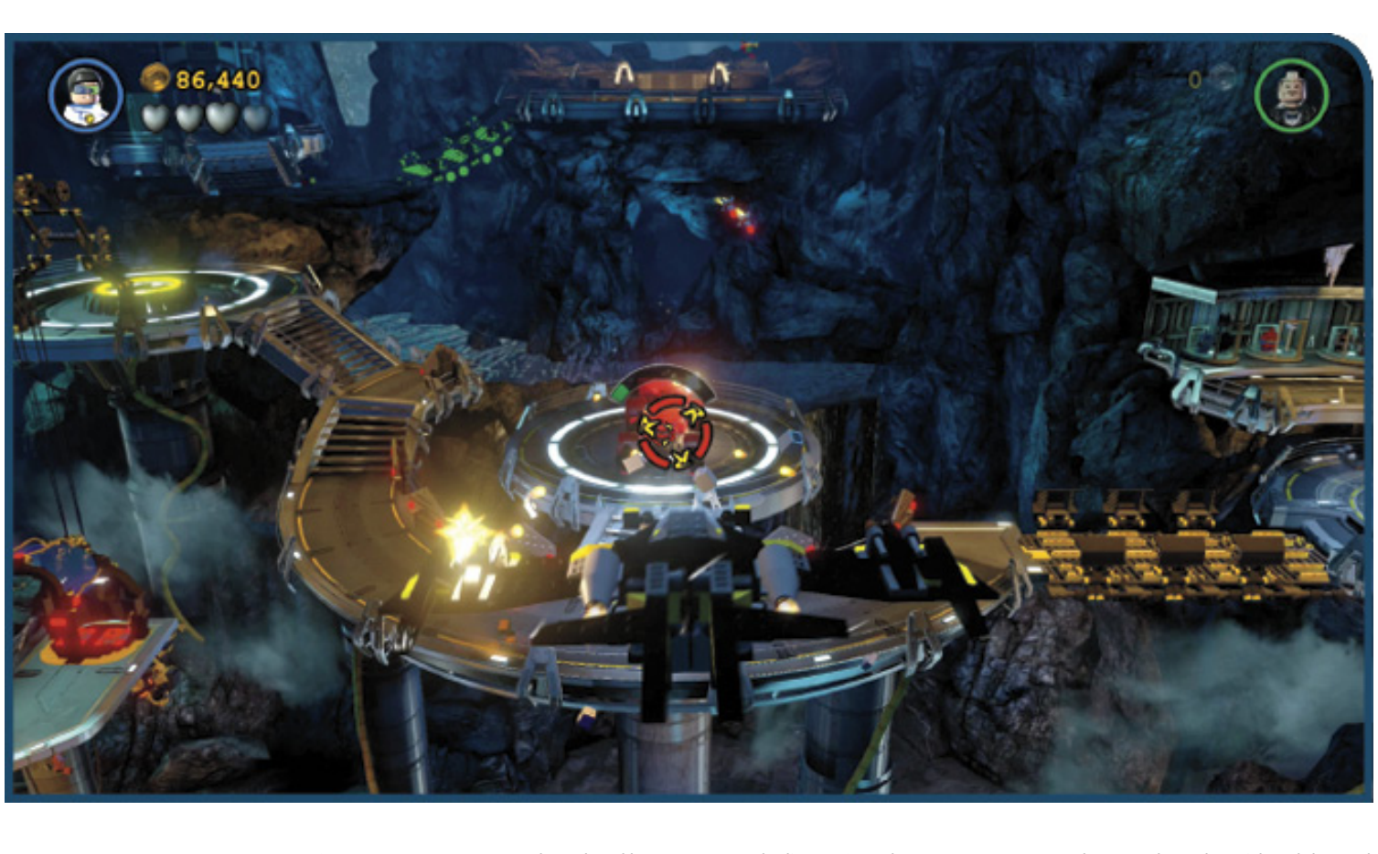
> Avoid the red floor tiles; these quickly fall under your weight!

BLASTING THE BATMOBILE

Completing the VR mission sends out the mighty Batwing. Now you just have to board it! Avoid Batman's missiles and circle around the Batmobile, heading to the right. When you reach the end of the walkway, grapple a distant hook to the right to extend a bridge to the Batwing.

Search the Batwing platform for studs if you like (there are even more in the foreground), then pilot the Batwing and bring down the Batmobile. Unfortunately, this only enrages the crazed Batman, who uses a high-tech gadget to surround himself in a massive swarm of bats!





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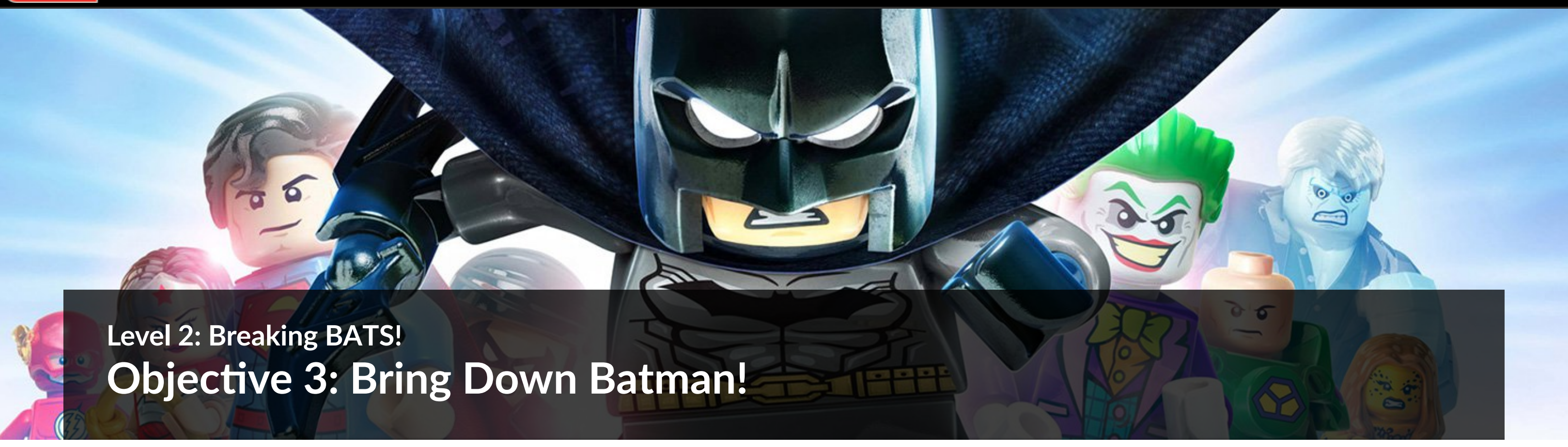
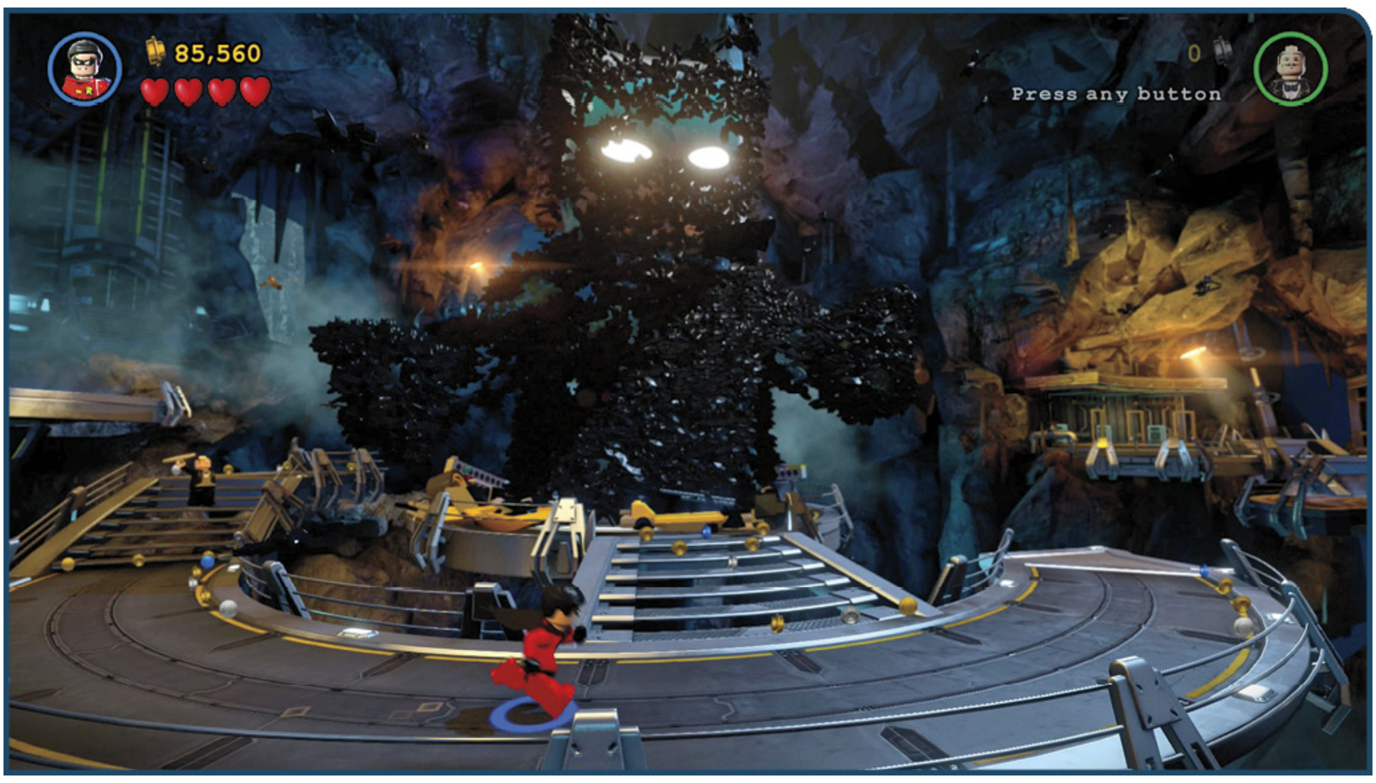
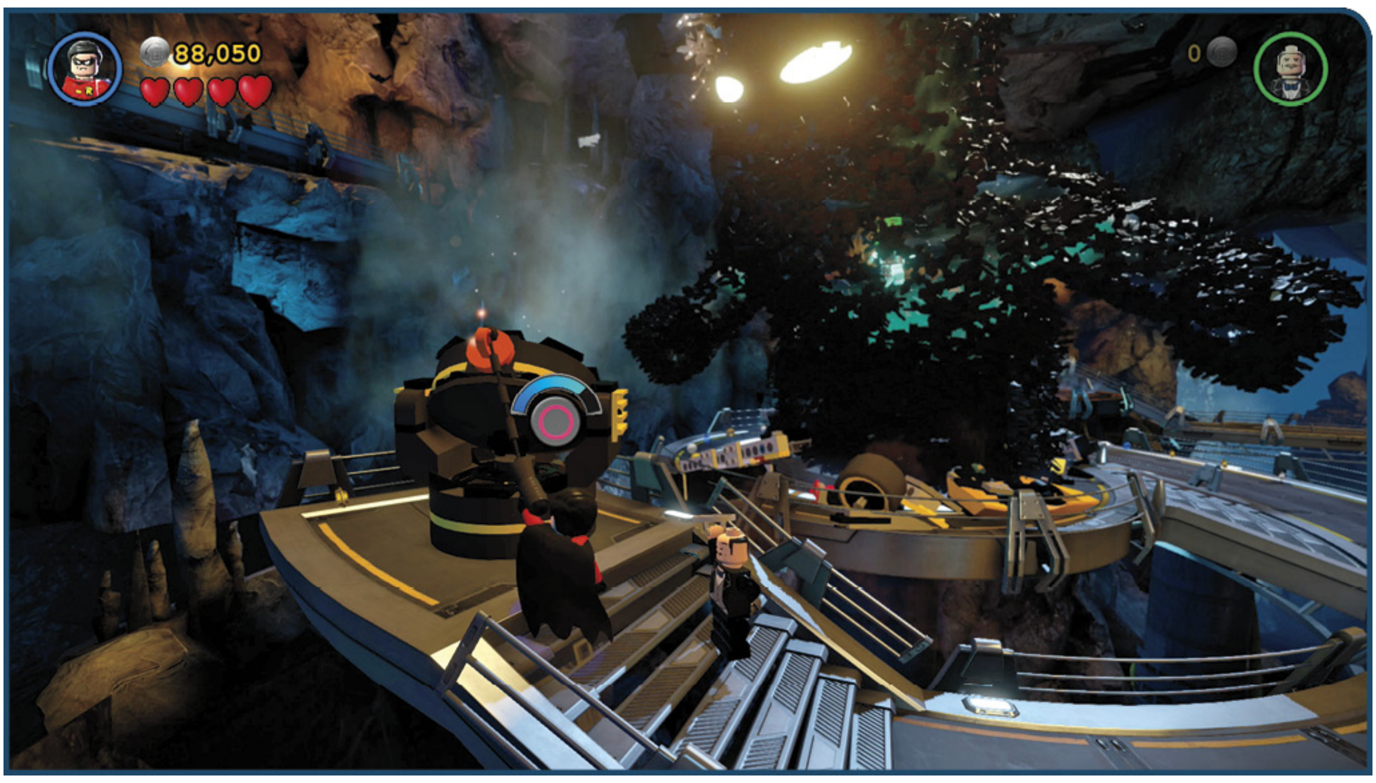
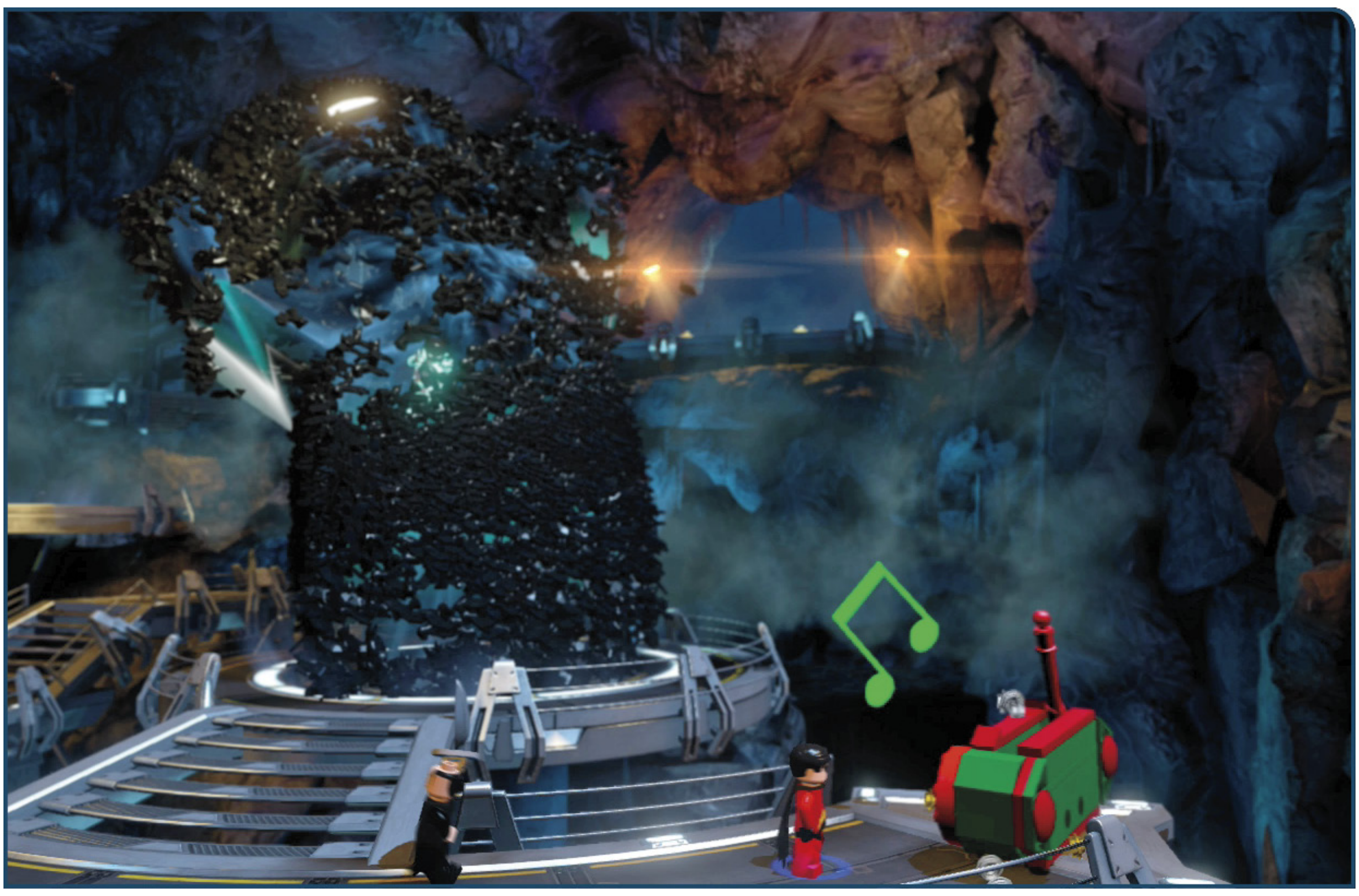


Level 2: Breaking BATS!

Objective 3: Bring Down Batman!







Whoa, that's one big Batman! Run circles around him, doing your best to avoid his massive fists and the swarms of bats he sends at you. You can't harm Batman yet, so focus on dodging until time slows down and a giant spotlight falls from the ceiling.

Rush to the spotlight's bouncing bricks (they're on the left end of the walkway) and build them back into a spotlight. Yank out the spotlight's orange hook to shine intense light on Batman, scaring away his massive army of bats. Hurry over and strike Batman while he is left vulnerable and struggling against his mind control.

After you hit Batman, his bats return and he regains his giant bat form. Again, simply dodge until another spotlight falls, build it as you did before, and use it by pushing the green spinner. Hit Batman when he's vulnerable, then dodge his giant fist until a third object falls. Build this one into a giant stereo that scares away the bats, then strike Batman one more time to knock the Caped Crusader back to his senses.

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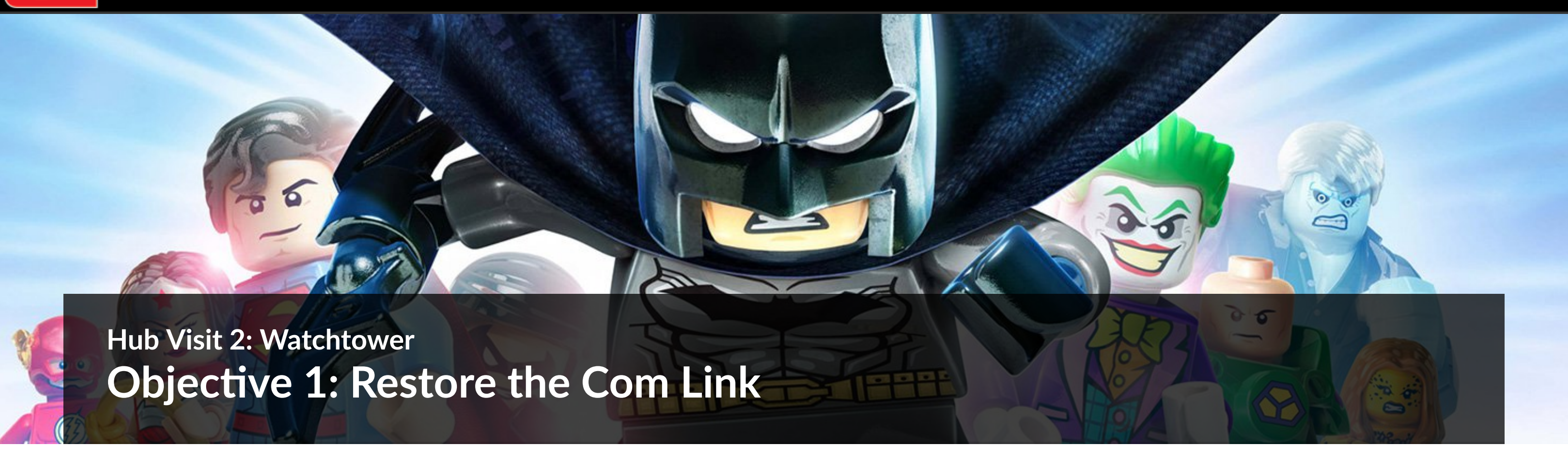


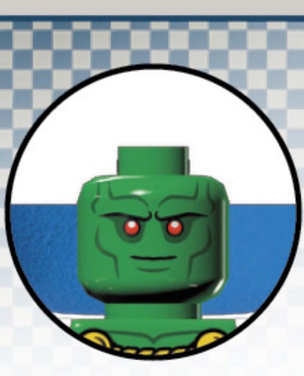
WALKTHROUGH
2
HUB VISIT
Watchtower

The Story Thus Far ...

With the help of Robin's touching speech (or perhaps through the jolt of electricity that the Batmobile sent through him), Batman has recovered from the mysterious spaceship's devious mind control. The Dynamic Duo checks in again with the Watchtower, but the signal cuts short. Their suspicions raised, Martian Manhunter and Green Lantern waste no time looking into the problem.

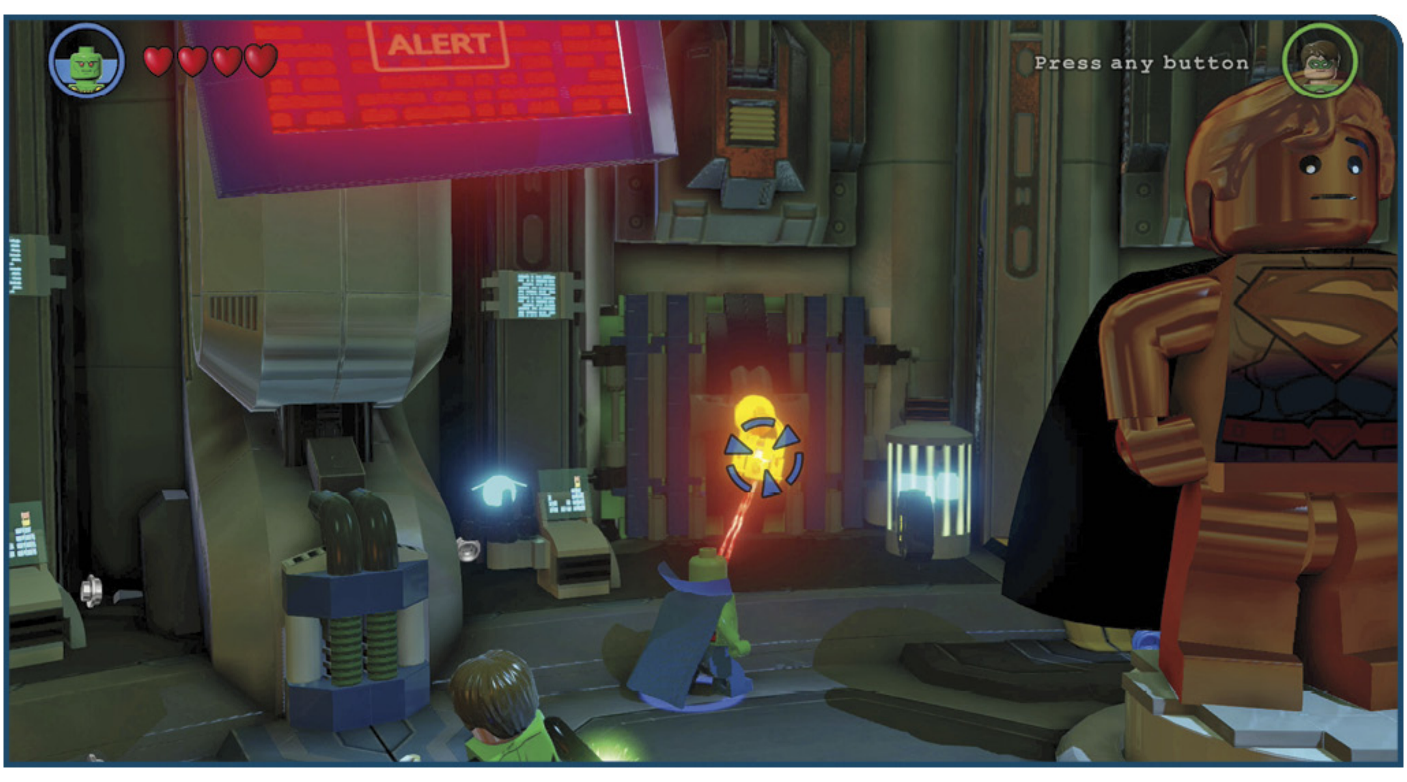
In this brief hub visit before your next full-length mission, you have control of Martian Manhunter and Green Lantern. Approach the background door as Martian Manhunter and press the Interact button to use his super senses and detect a gold lock on the door, just like Batman's Sensor Suit. Hold the Interact button and blast the gold lock with Martian Manhunter's laser vision until it's destroyed.

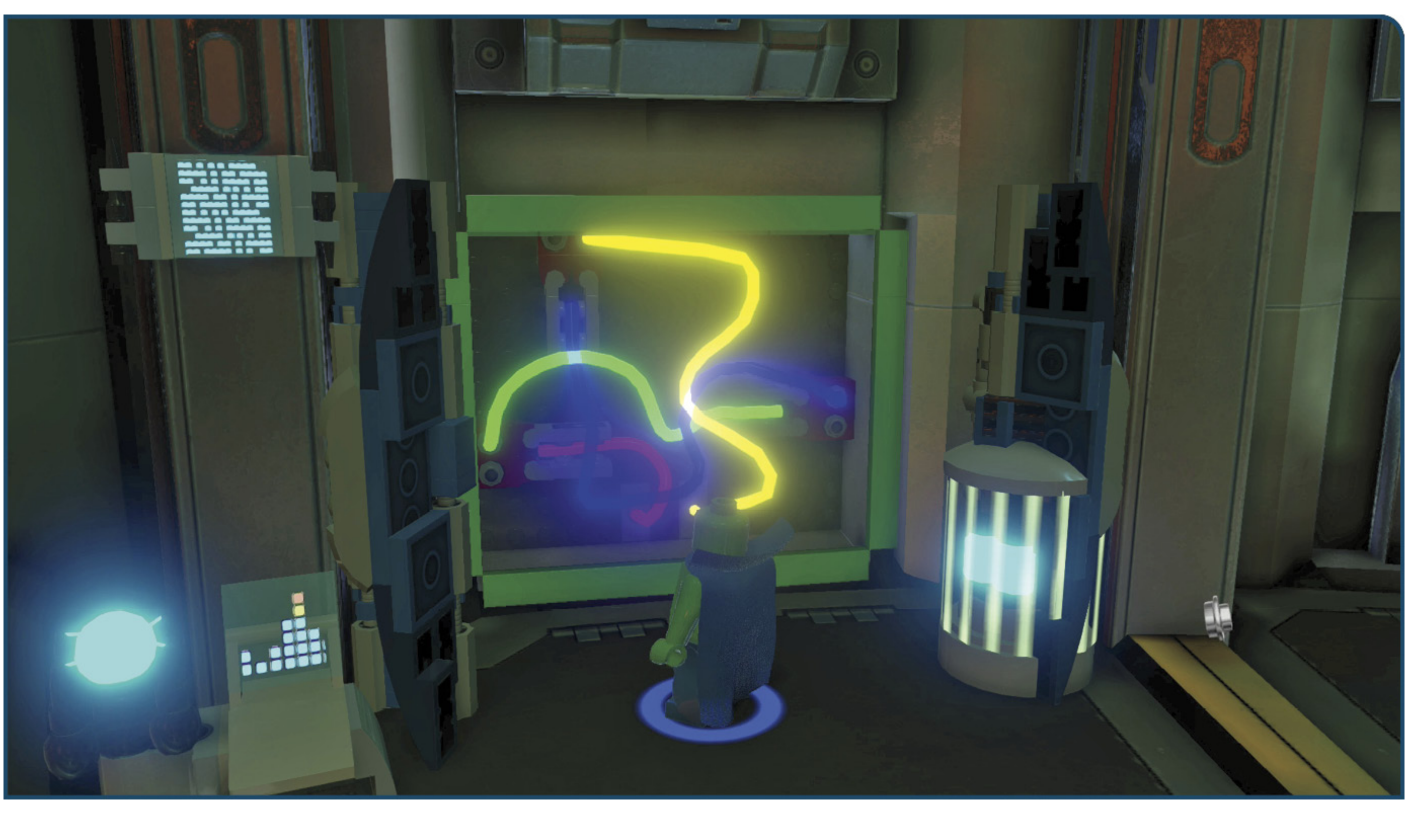
Story Characters



Martian Manhunter

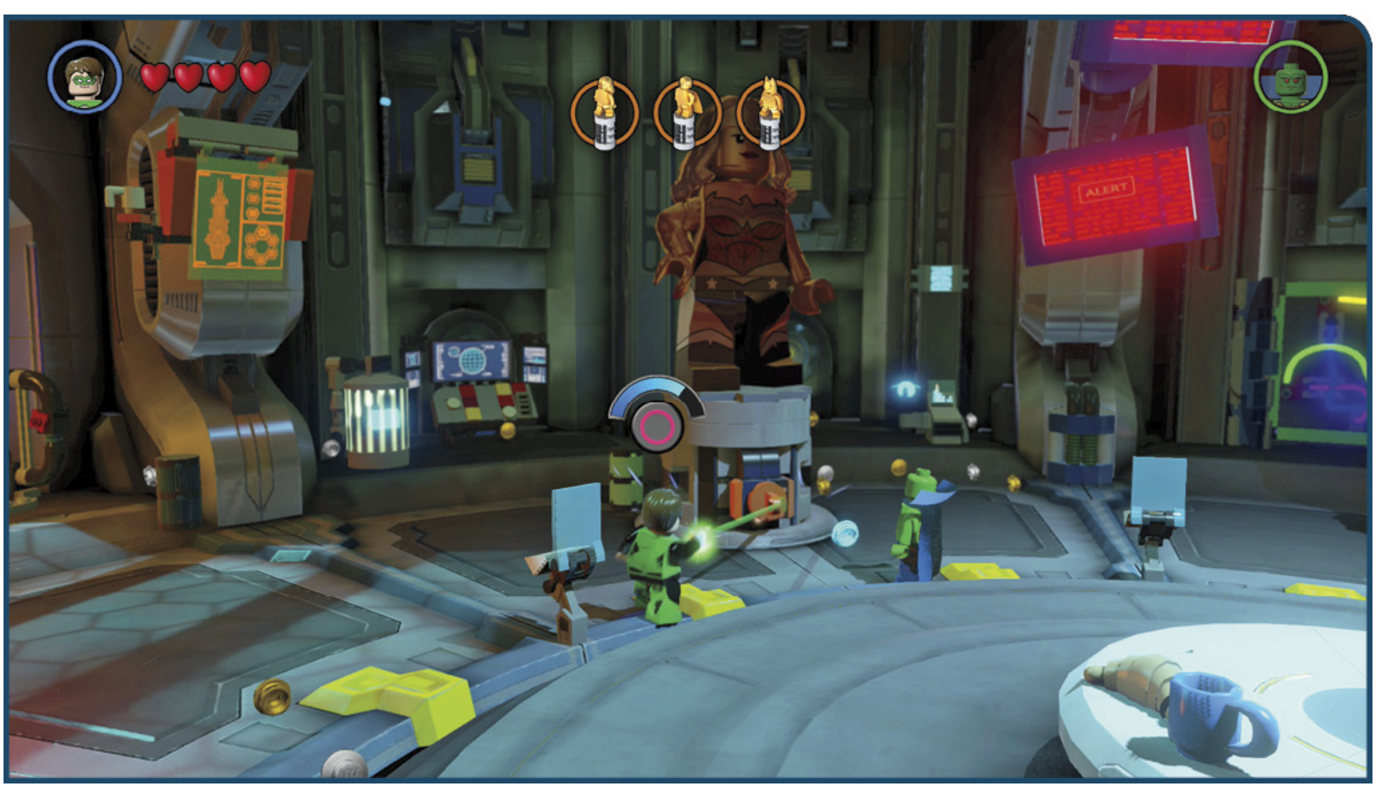
Green Lantern

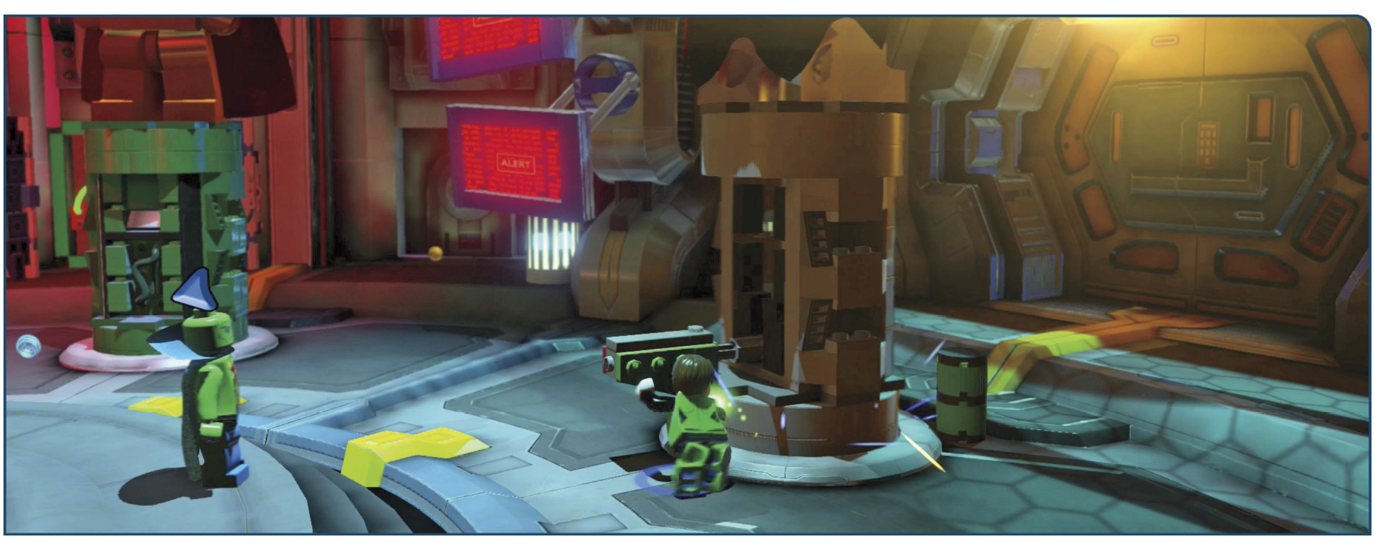


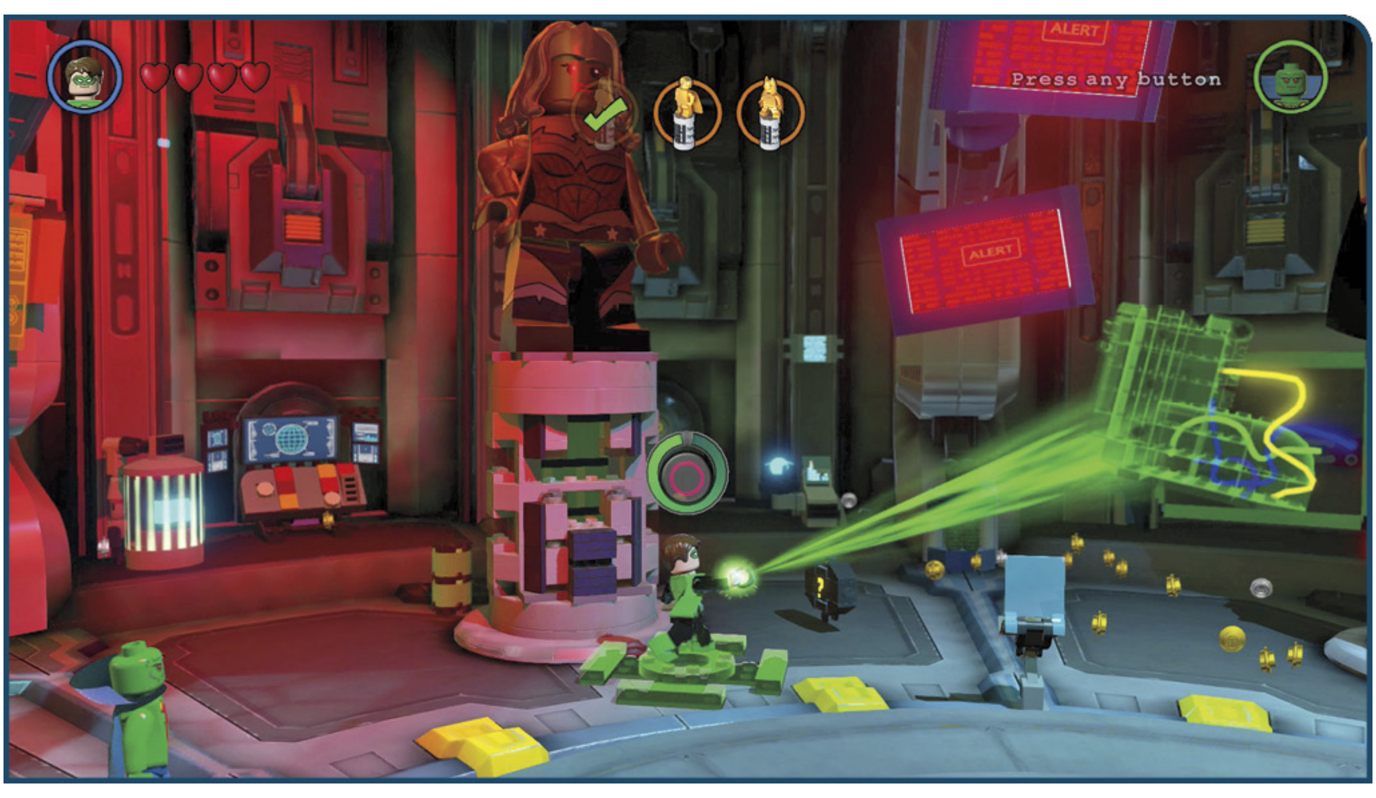


With the lock gone, the door opens, revealing a green LEGO wall. Again, use Martian Manhunter's super senses to gaze through the wall, just like Batman can with his Sensor Suit. Trigger three clamps beyond the wall to make the room's three statues rise up.

What's this? Wonder Woman's statue won't rise! Use Martian Manhunter's super senses again to discover an orange hook on the base of her statue. Tag to Green Lantern and press the Interact button to create a grapple from his ring. Keep tapping the Interact button to rip off the orange hook, and make some bricks tumble out, fixing Wonder Woman's statue.







Build the hopping bricks into a special lantern pad for Green Lantern to use. Stand on the lantern pad and hold the Interact button to build a giant boot with the power of Green Lantern's ring! The boot kicks Superman's statue, repairing its malfunction.

Hey, Batman's statue is facing the wrong way! Shove the green side of the spinner that sticks out from the statue's base to spin it around. This is the final step. Now that all three statues have been fully activated, the Watchtower's communications have been restored.

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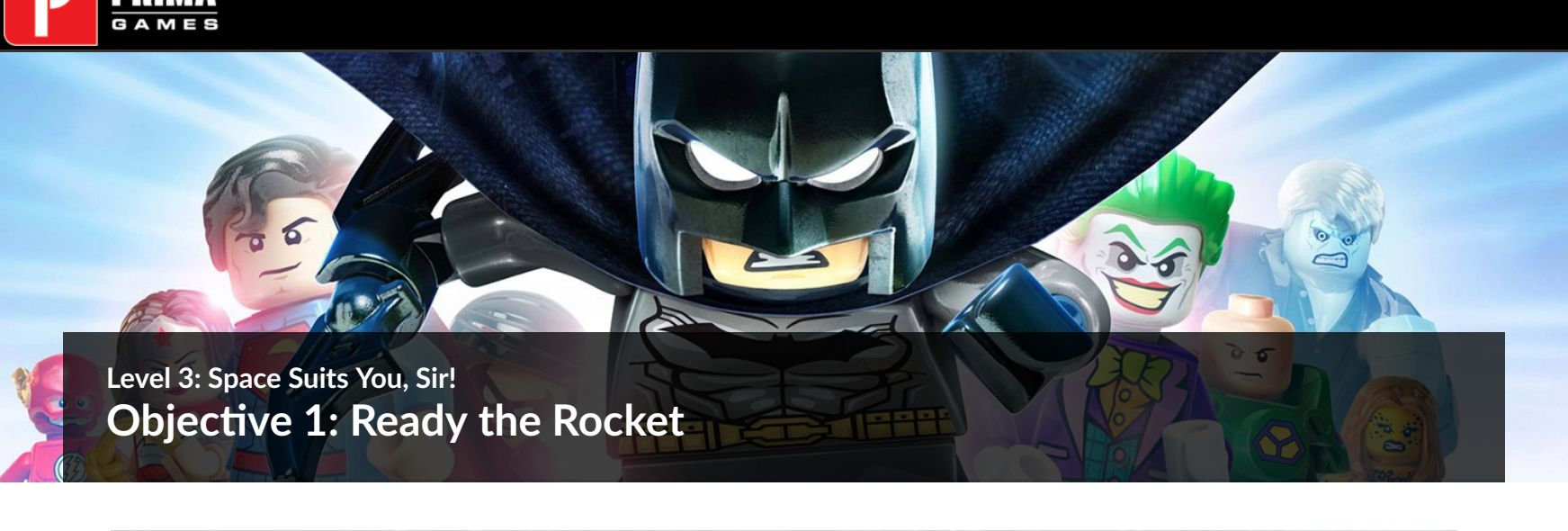


Level 3: Space Suits You, Sir!

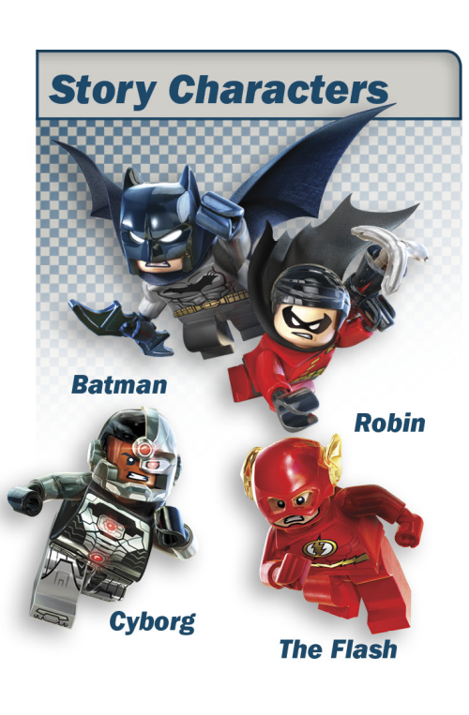
Objective 1: Ready the Rocket

WALKTHROUGH
3
LEVEL
Space suits you, Sir!

The Story Thus Far ...

With the Watchtower's communications systems restored, Martian Manhunter and Green Lantern make a startling discovery: The Joker, Lex Luthor, and a host of familiar villains have infiltrated their space station! Batman and Robin must hurry to the Watchtower, but security protocol demands that Martian Manhunter must shut down the station's transporter. The Dynamic Duo need to find another way into space!

Story Characters



Minikits

No.	Area	Mode	Notes
1	1	Free Play	Find and open three blue crates around the Batcave using magnetic power
2	1	Story	After building the floor fan, pump 25 more LEGO parts into the Hazard Suit contraption.
3	1	Free Play	Use a laser or heat vision to destroy the gold object next to the Illumination Suit charging station, then build its bricks into a Lantern pad and activate it.
4	1	Free Play	Charge up Robin's Illumination Suit, use the vent access to enter the moon buggy area, light up the area, and then build and smash the phone booth.
5 (Not on Map)	2 (Space Battle)	Story	Appears during the third wave of enemies (the one with the silver turrets).
6 (Not on Map)	3 (Watchtower Exterior)	Story	Find it in the foreground while running around the Watchtower.
7 (Not on Map)	3 (Watchtower Exterior)	Story	Destroy five big Jack-in-the-boxes.
8 (Not on Map)	3 (Watchtower Exterior)	Free Play	Put out the LEGO fires of the wreckage near the cannon that you Flash-Build.
9	3 (Watchtower Interior)	Story	Destroy two round LEGO presents, two floating balloon presents, and one big present box.
10	3 (Watchtower Interior)	Free Play	Use Brainiac's shrink ray to shrink the sparkling black and green pipes, then use the Atom or a Red Brick Mini Character and send them into the clear pipe.

Suits

Icon(s)	Suit	Mode	Notes
	Batman (Sonar Suit)	Story	Obtained through Story progression.
	Batman (Space Suit)	Story	Obtained through Story progression.
	Cyborg (Magnet Suit)	Story	Obtained through Story progression.

True Hero Stud Requirement

170,000

Tokens

Icon(s)	Character	Objective Area	Mode	Notes
	Hawkgirl	1	Free Play	Complete Bat-Mite's fetch quest (stretchy character required).
	Shazam!	1	Story	Step on three pressure pads within the VR maze before claiming the first code block.
	Miss Martian	3 (Watchtower interior)	Story	After lasering through the gold wall, fire your laser again to destroy the wall's remnants, then claim the Token.

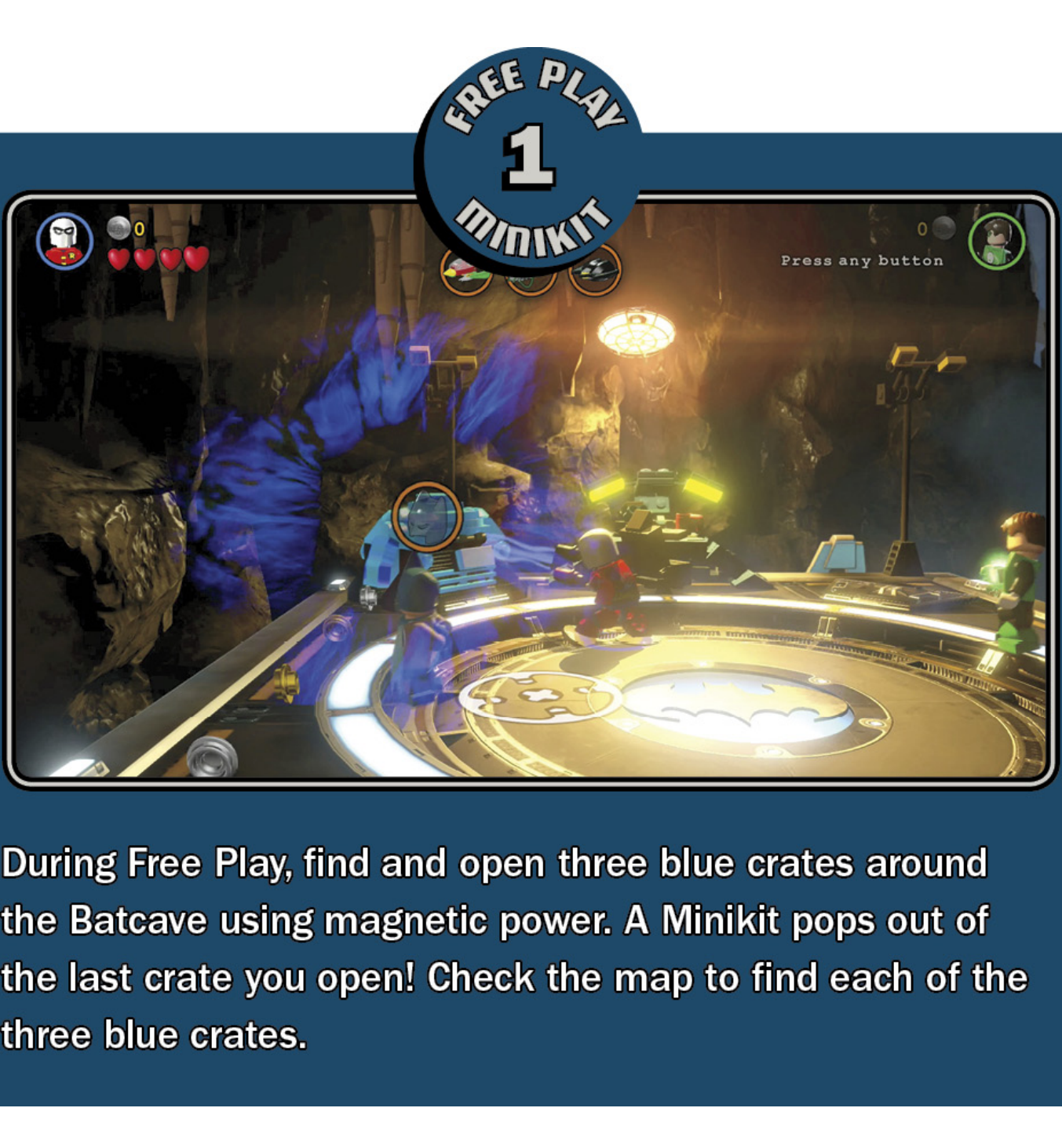
Red Brick

No.	Effect	Objective Area	Mode	Notes
3	Studs x6	3 (Watchtower interior)	Free Play	Pull the lever on the right to make some bricks pop out of a ship. Build them into a Plastic Man pad and use it.

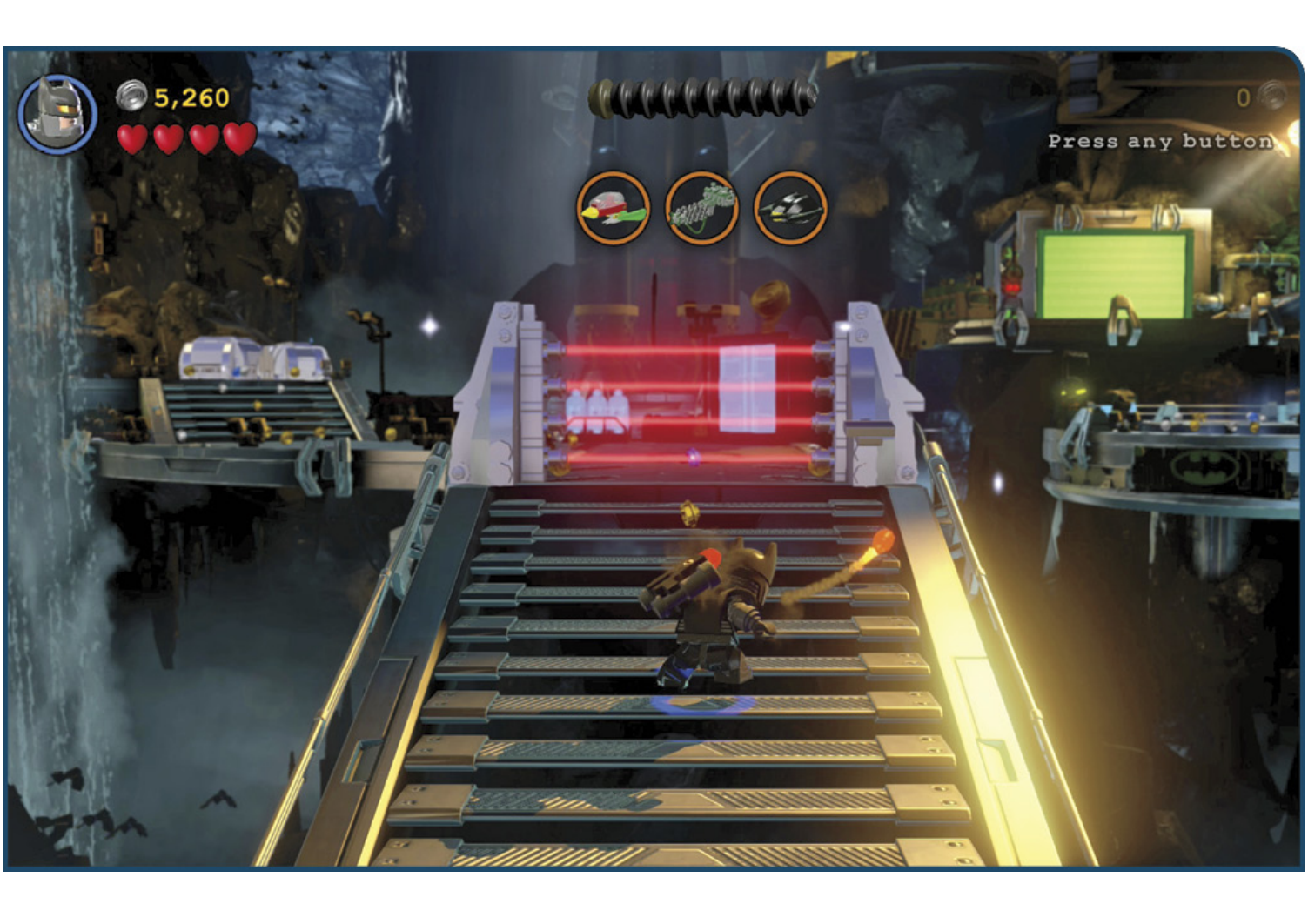
Adam West in Peril!

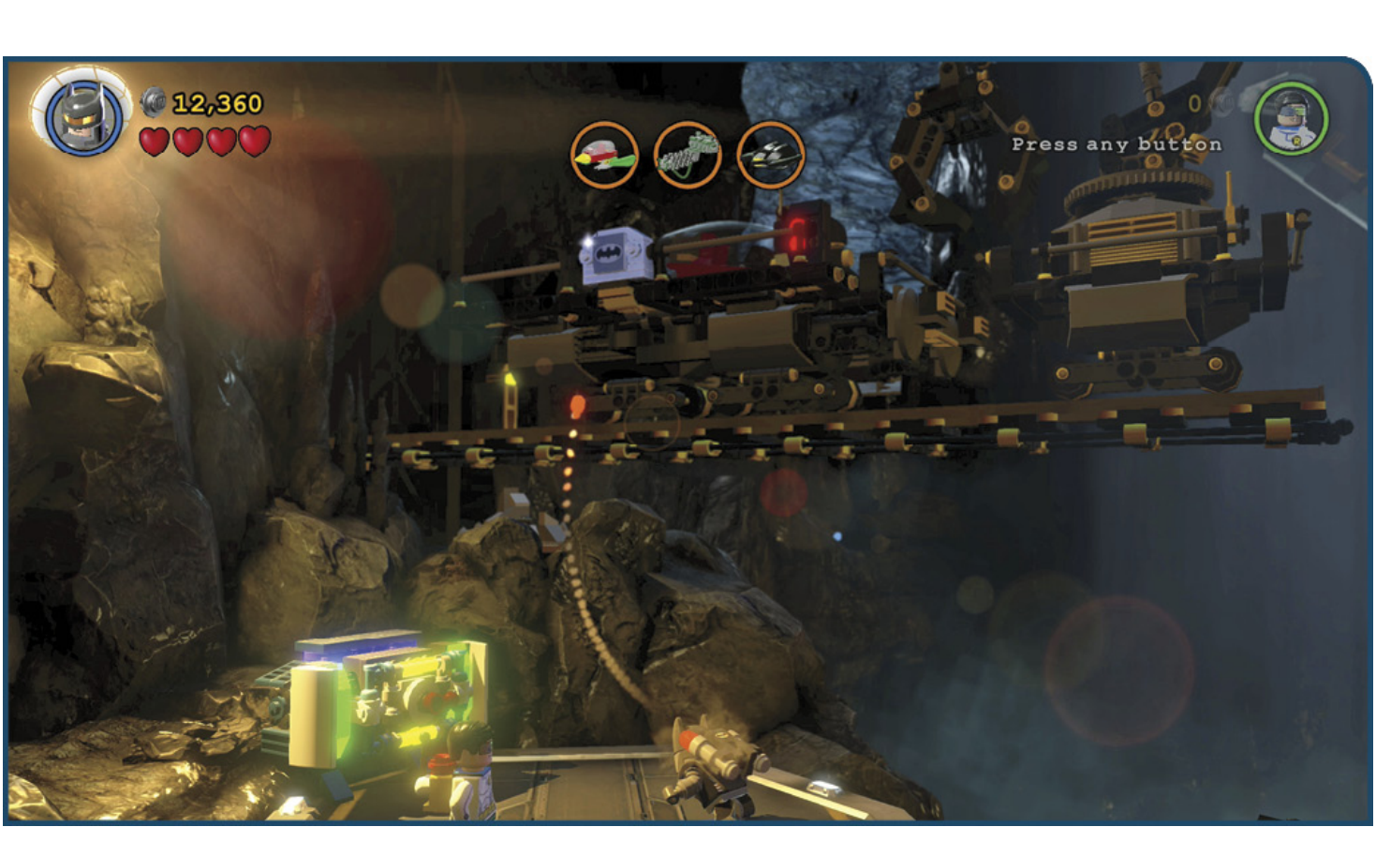
Objective Area	Mode	Notes
3 (Not on Map)	Free Play	Destroy the gold satellite in the foreground.

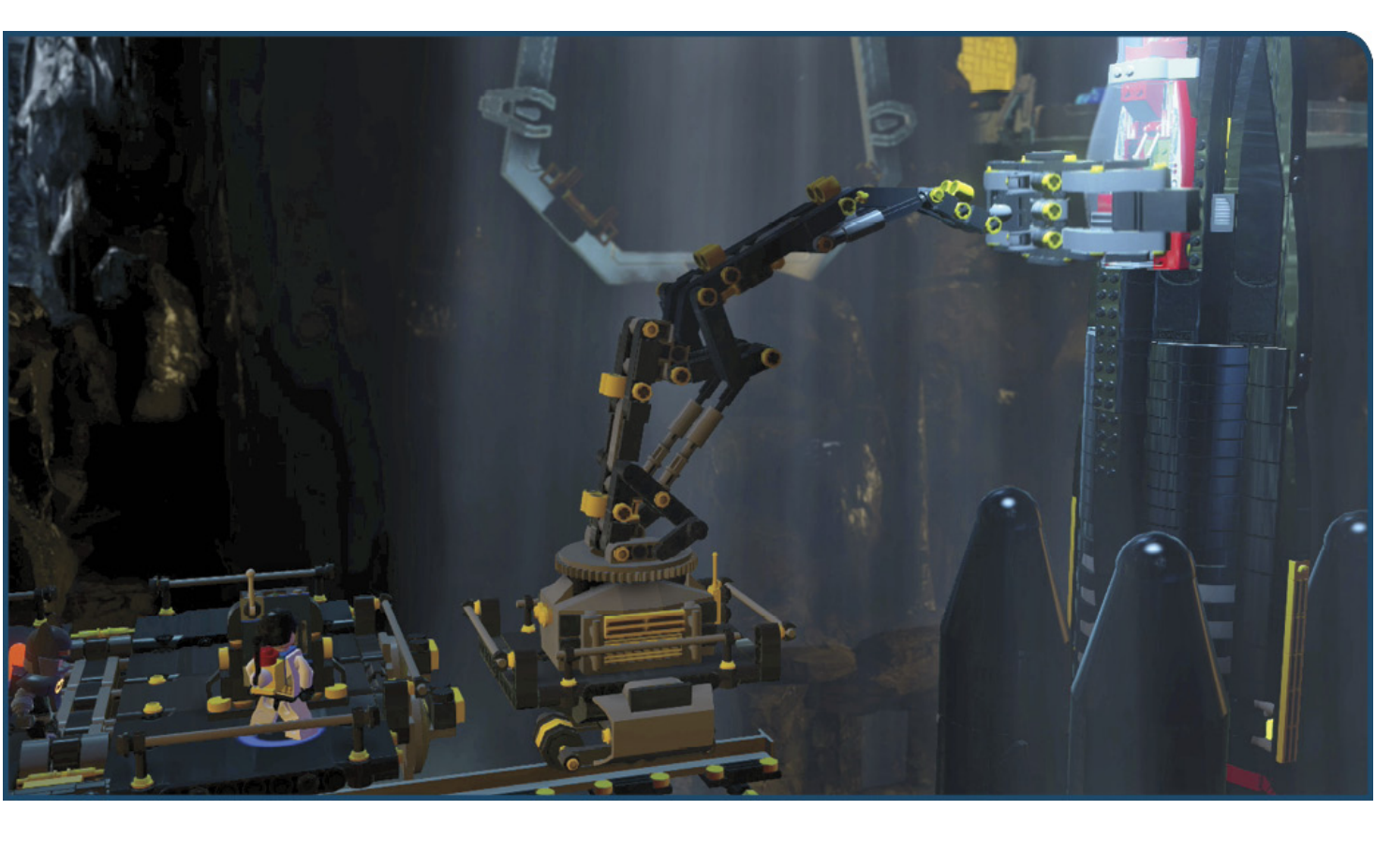
The Bat-rocket can deliver the Dynamic Duo to space, but it needs to be readied for the trip. Go upstairs and fire missiles from Batman's Power Suit to destroy the silver security gate. Keep going up and destroy two silver crates with missiles, then build their bricks into a Toy Wonder terminal.



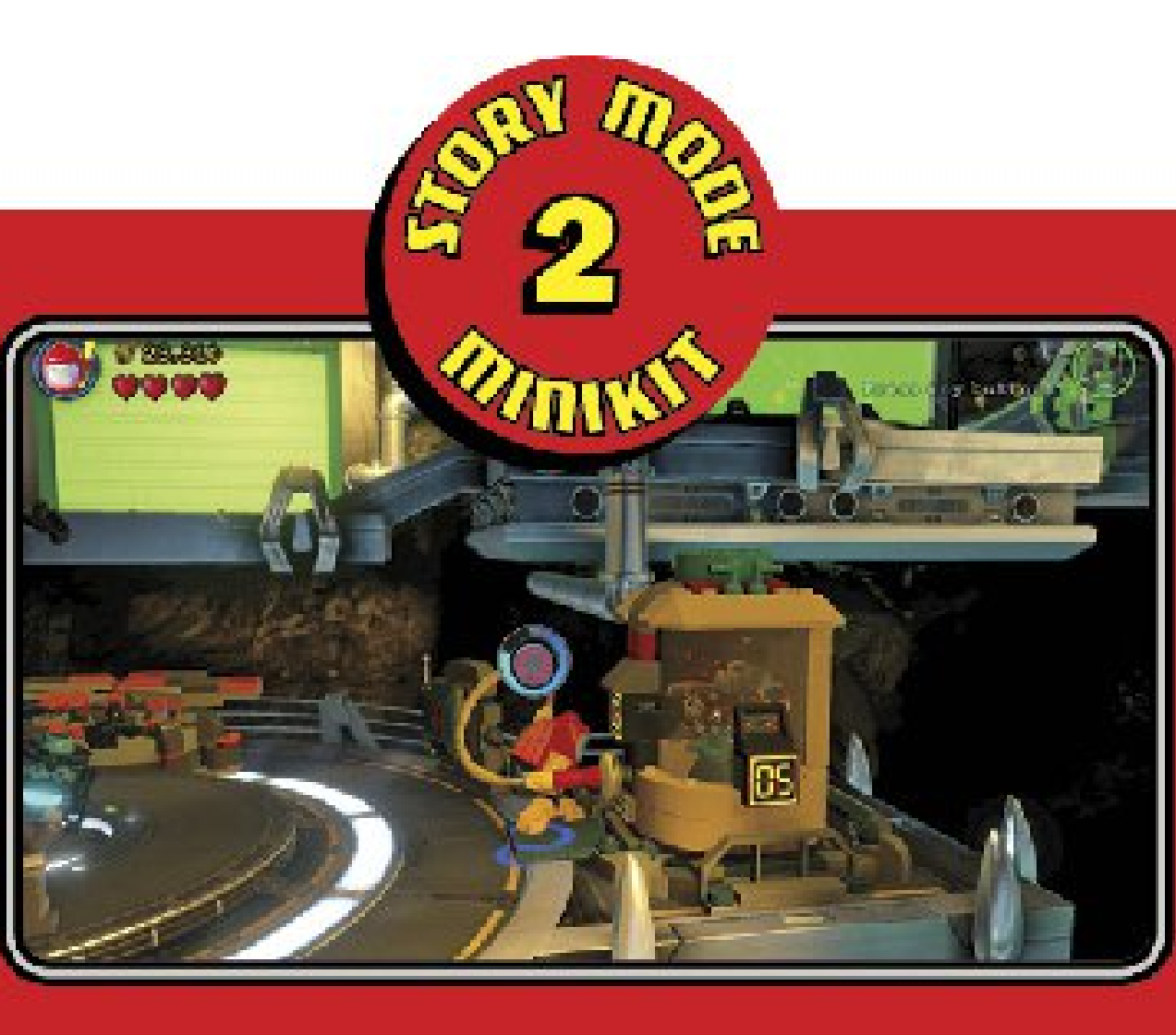
During Free Play, find and open three blue crates around the Batcave using magnetic power. A Minikit pops out of the last crate you open! Check the map to find each of the three blue crates.



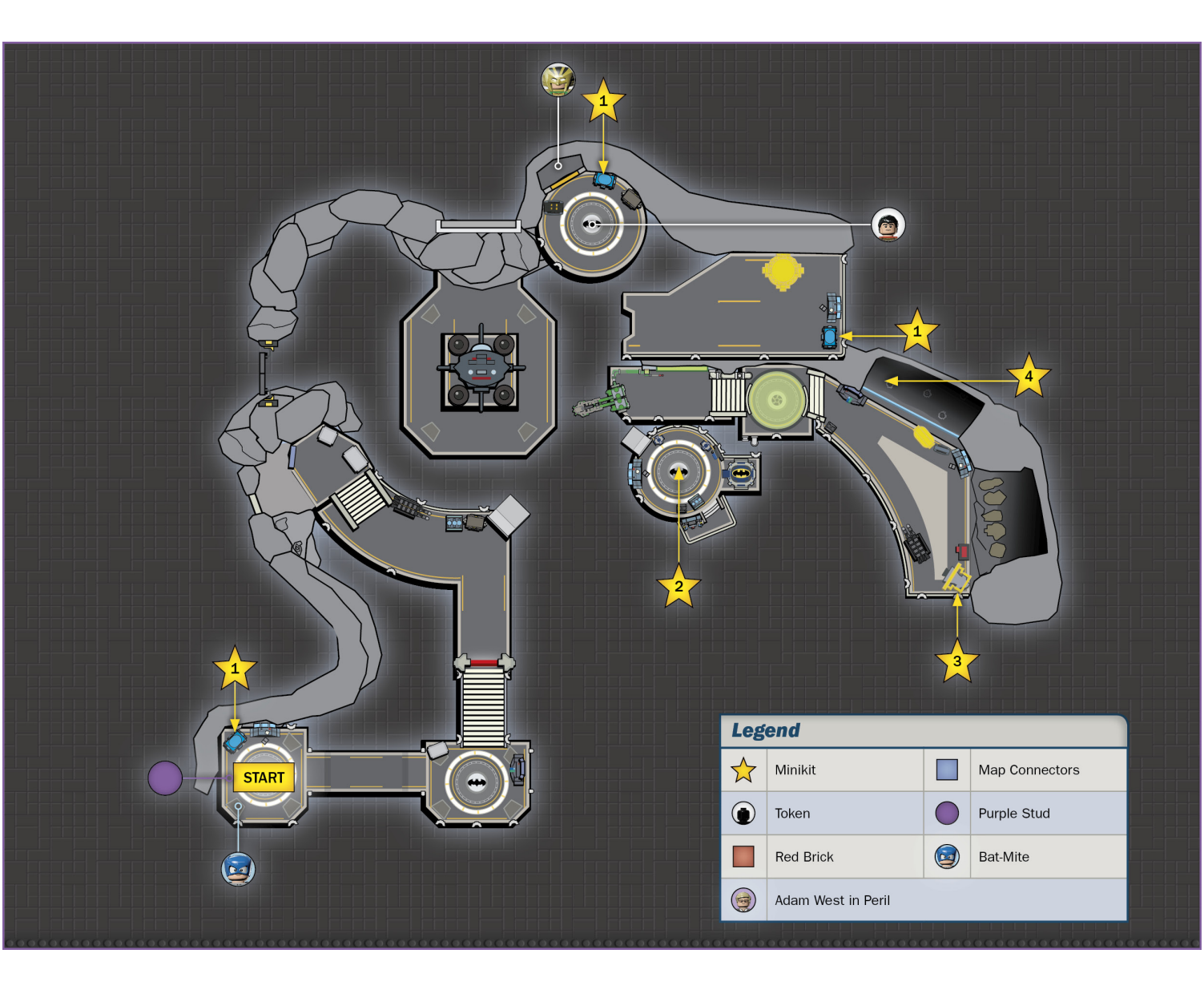




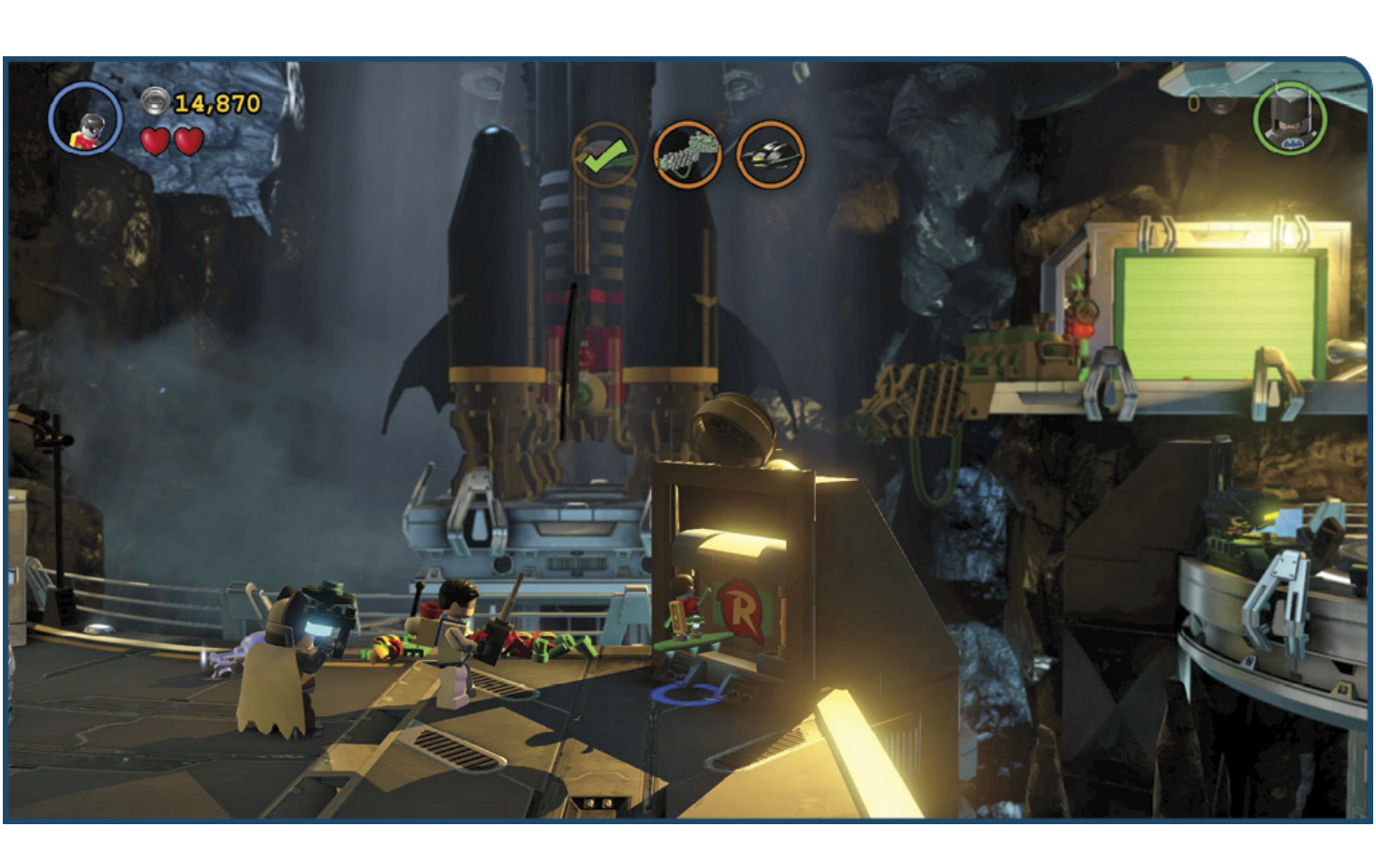
Tag to Robin and use his Techno Suit's Toy Wonder to activate the terminal. A track extends overhead, delivering a crane nearby. Tag to Batman, hold the Attack button, and fire a missile at the silver object on the side of the track. This exposes an orange hook.

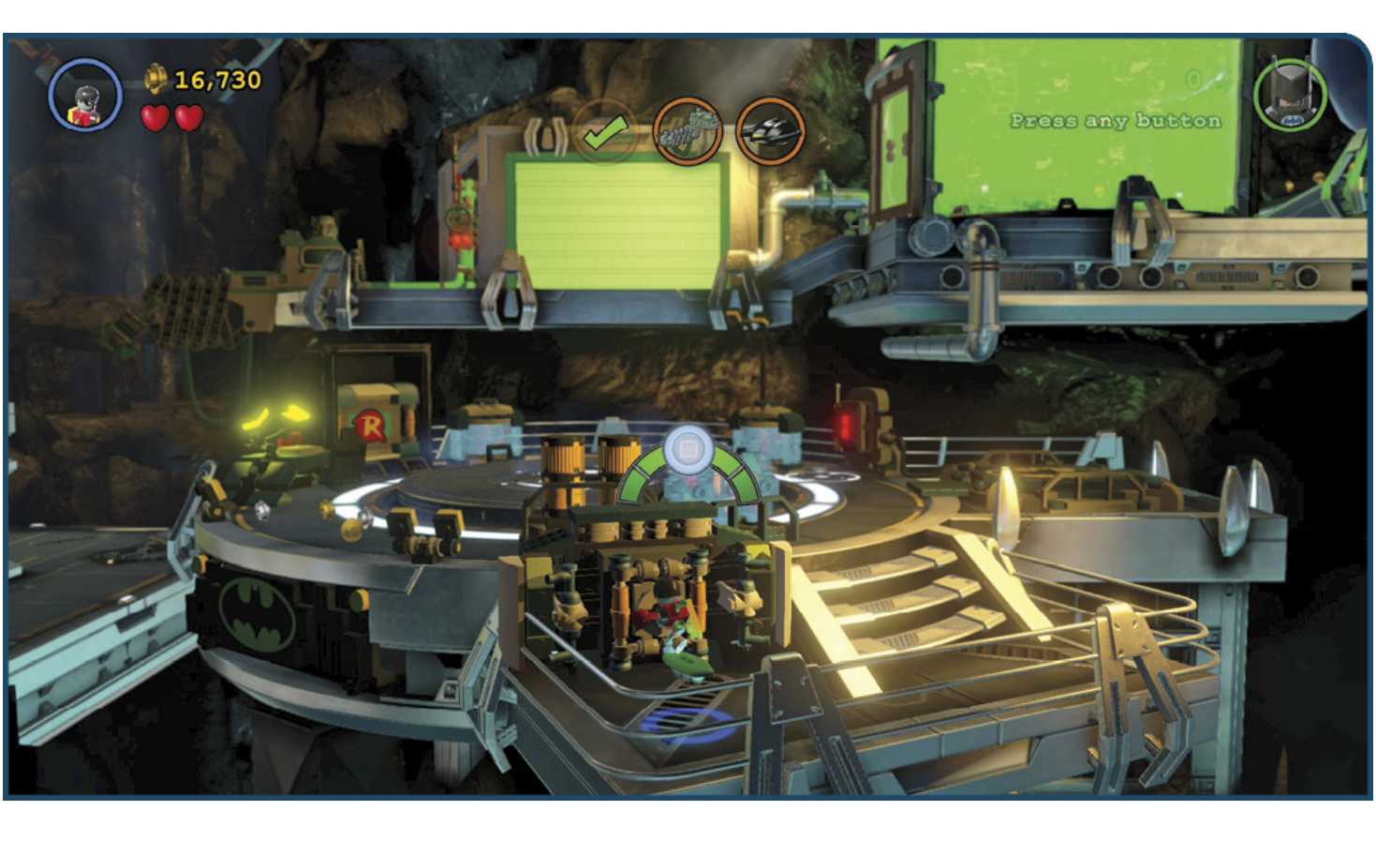


After building the floor fan, pump 25 more LEGO parts into the Hazard Suit contraption to make it churn out a Minikit. A total of 50 parts can be found by smashing glass objects and other objects around the vicinity.



Tag to Robin and grapple the orange hook to zip up to the crane. Hack the Techno Panel by rapidly tapping the onscreen button, and the crane attaches the Bat-rocket's cockpit. That's step one!

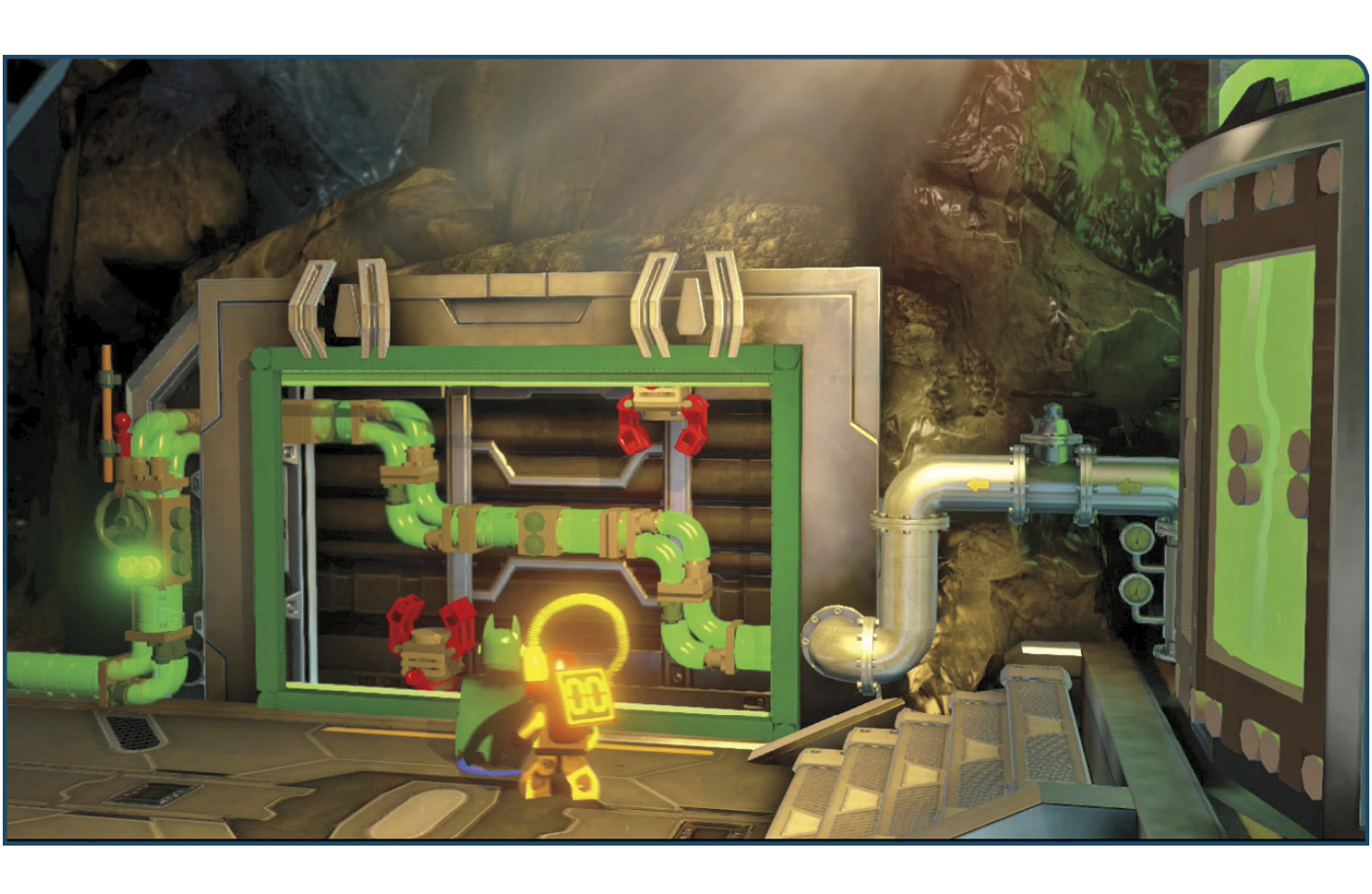


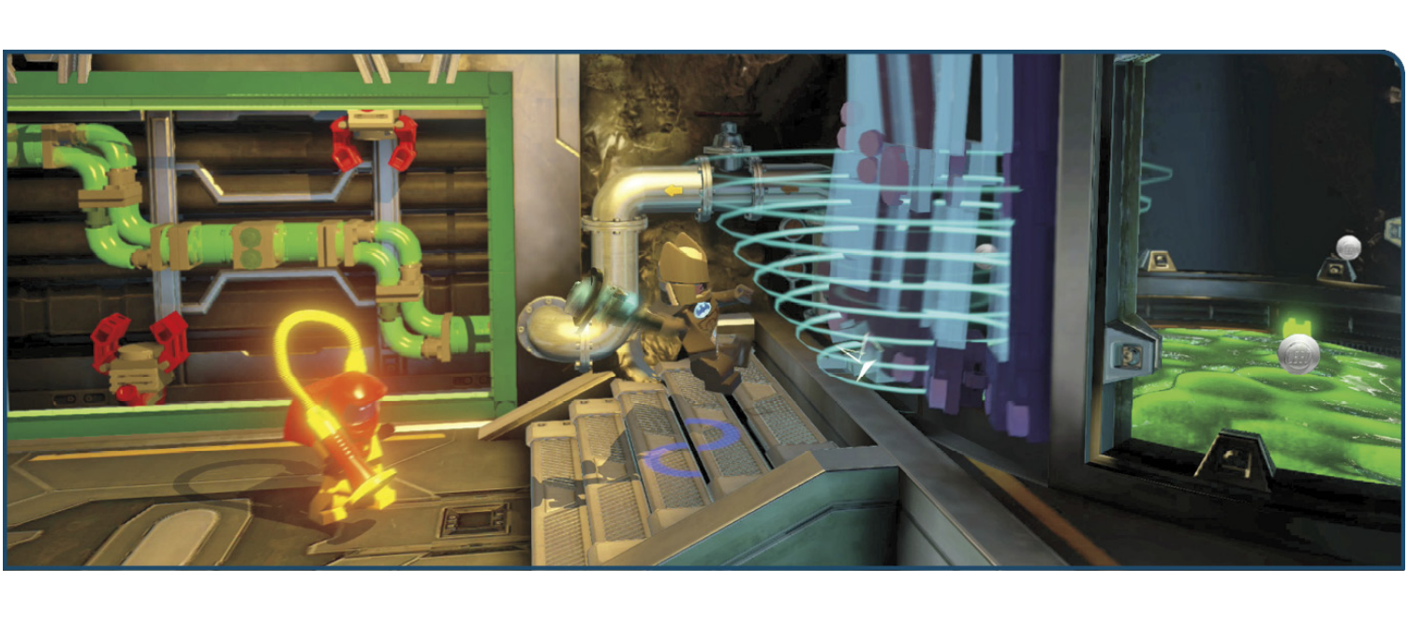


Next, you need to fuel the Bat-rocket. Backtrack downstairs to find a silver crate that fell when you attached the cockpit. Blast the crate and collect the Suit Token within to obtain Batman's Sonar Suit! The Sonar Suit lets Batman shatter glass LEGO objects, just like the ones nearby. Press the Interact button to fire a powerful sonar blast that shatters the glass objects, exposing a Toy Wonder hatch and a crate of LEGO bricks. Smash the crate to scatter the bricks, then vacuum them all up with Robin's Hazard Suit for later use. Switch to his Techno Suit afterward and hold the Interact button to send Toy Wonder through the hatch.

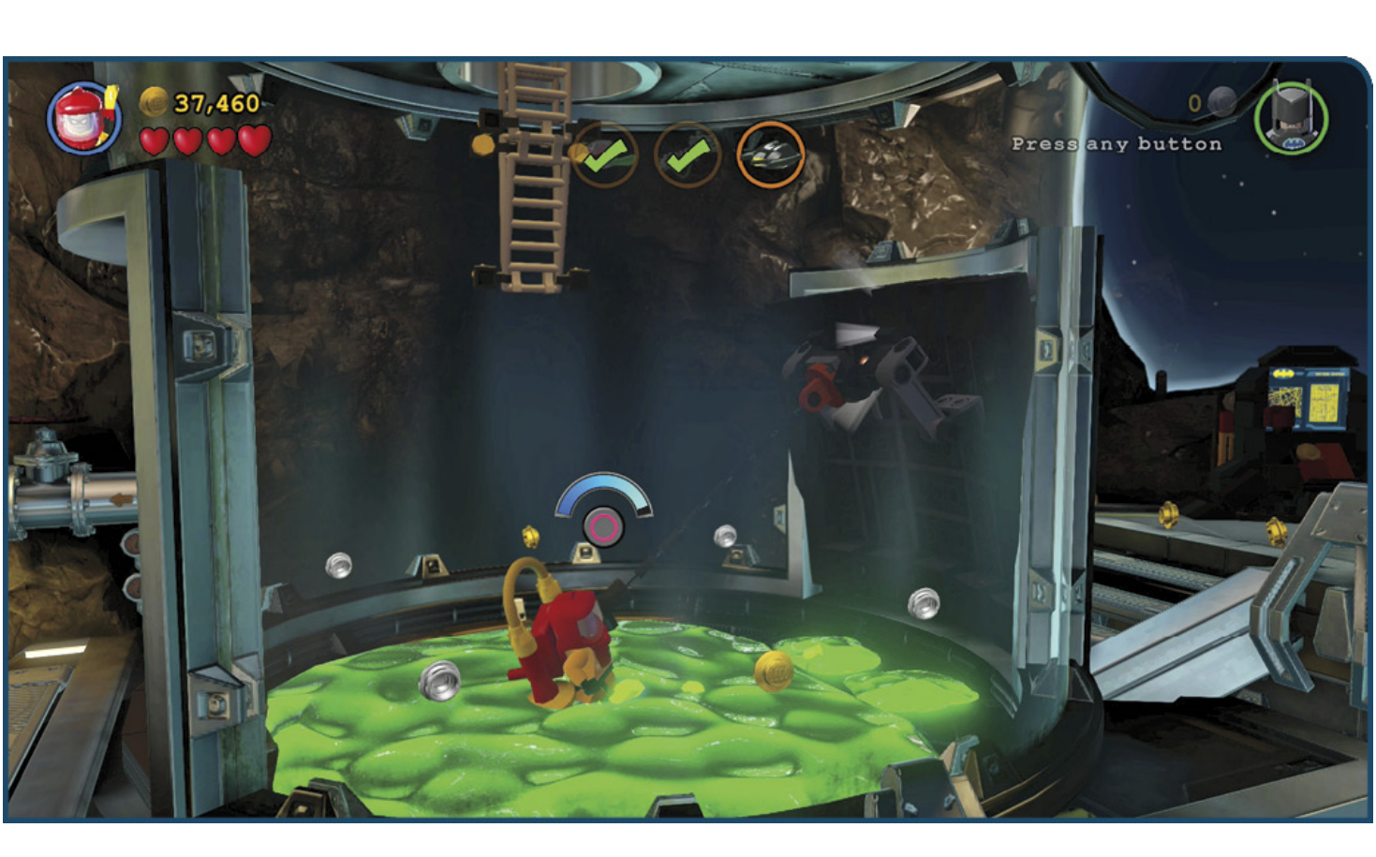
Toy Wonder emerges from a hatch on the right. Steer him down to the Toy Wonder terminal and activate it to extend a bridge for Batman and Robin. Cross the bridge and smash everything on the platform, using the Sonar Suit to shatter all of the glass objects as well. Hack the nearby techno panel afterward to make a Hazard Suit station rise nearby. Switch to the Hazard Suit and suck up all of the surrounding LEGO bricks, then pump 25 bricks into the contraption to build a large floor fan.

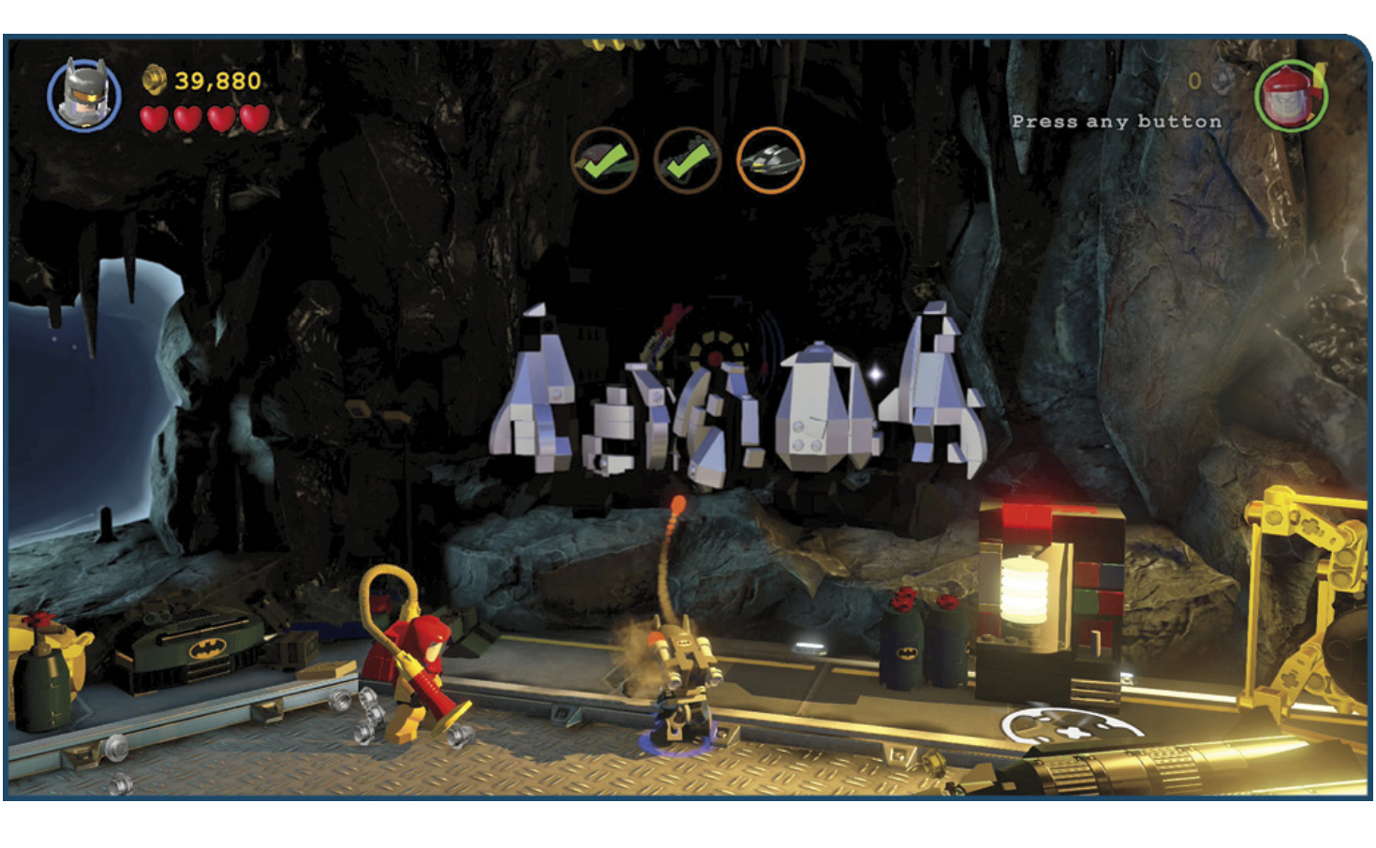
Use Batman's Sensor Suit to detect an orange hook on the side of the fan. Grapple and yank the orange hook to start the fan, then jump into the updraft to reach a green LEGO wall. Use Batman's Sensor Suit again to align the pipes beyond the wall (as pictured), so fuel can flow through. Jump and grab the handle of the nearby valve to turn it and send the fuel to the Bat-rocket.

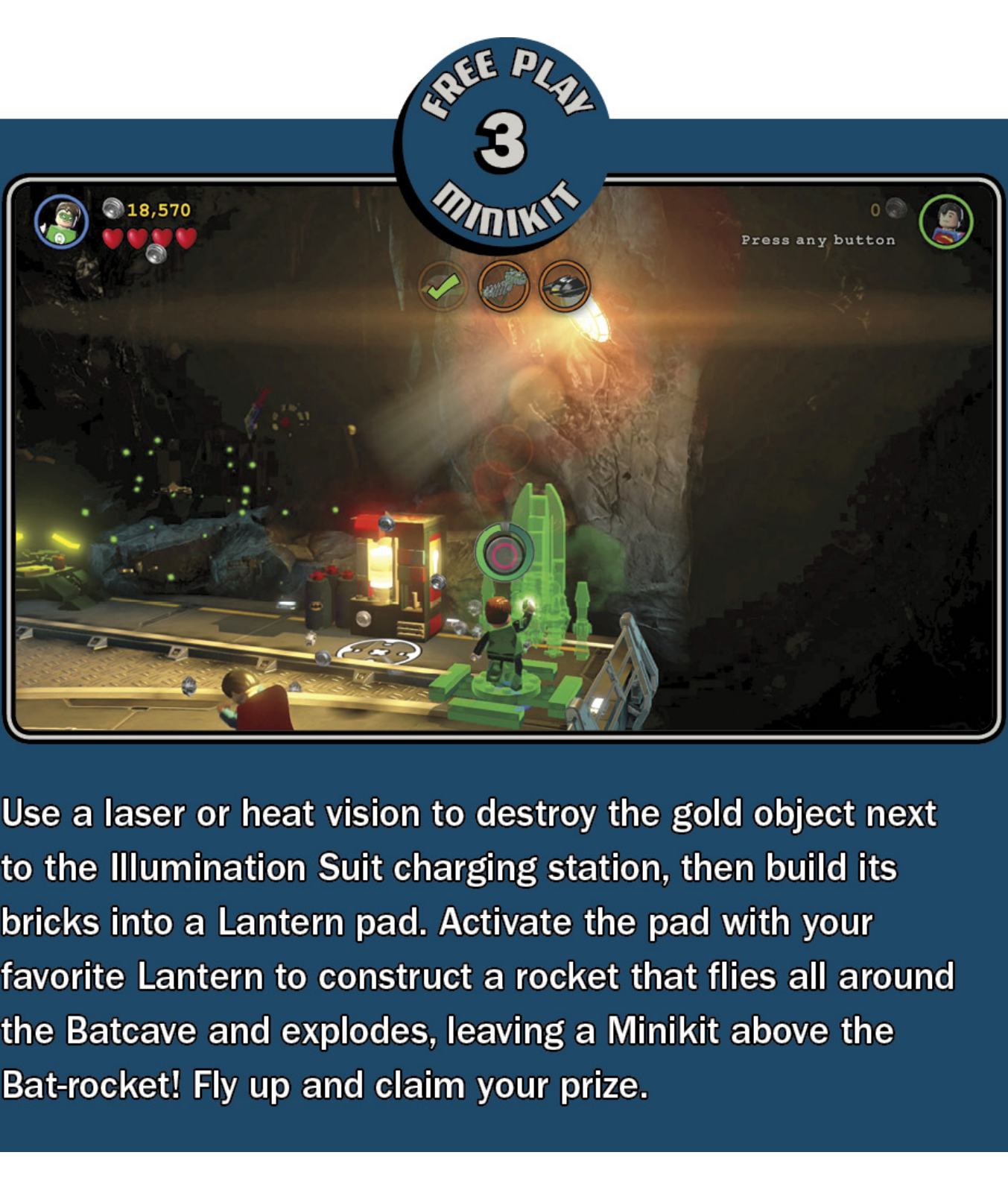




Filled with fuel, the rocket is nearly ready. You just need to attach its top part. To get up there, Batman needs his Space Suit. Go right and use the Sensor Suit to reveal that the fuel tank is made of glass. Shatter the glass with the Sonar Suit, then tag to Robin.





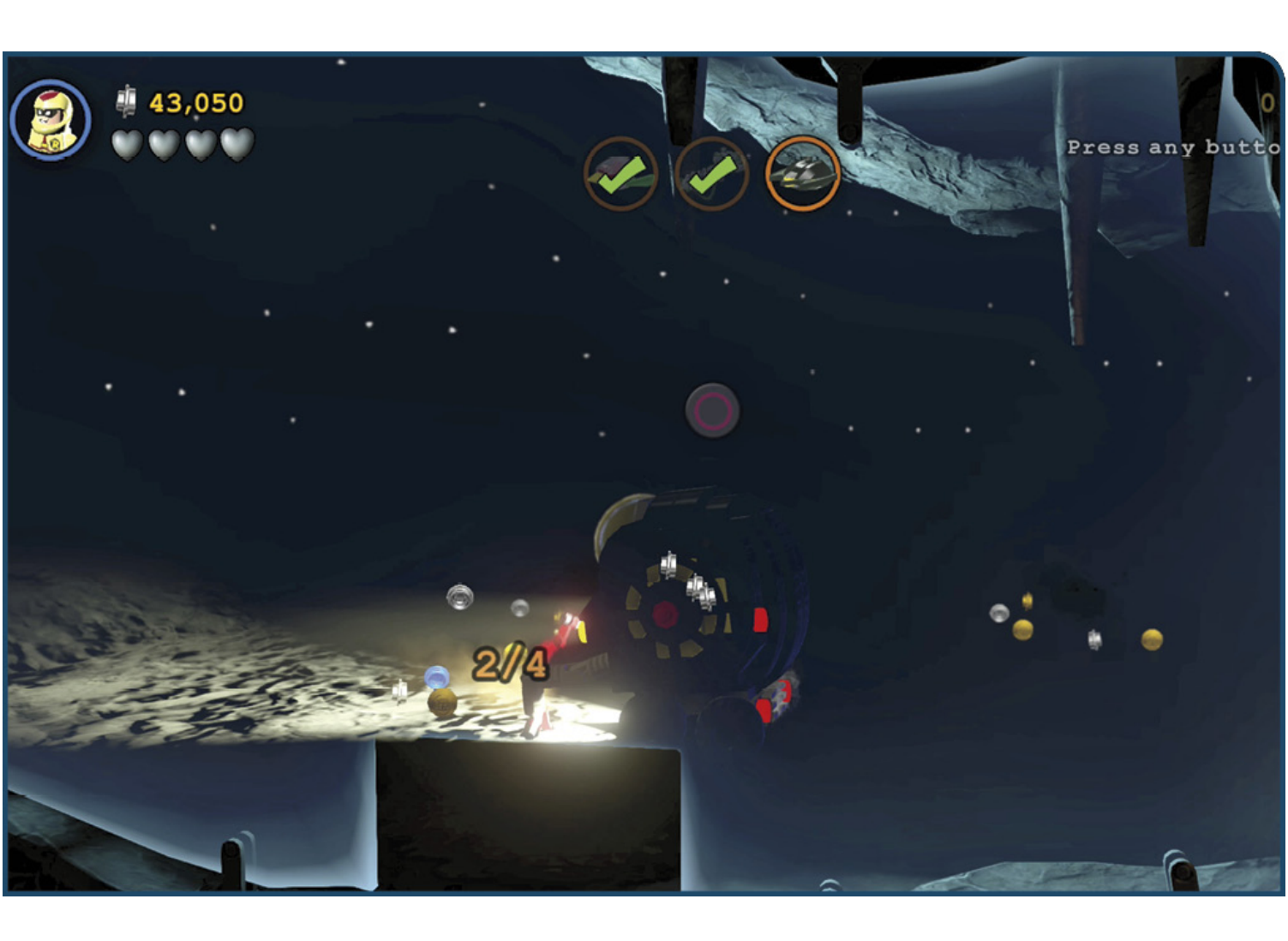


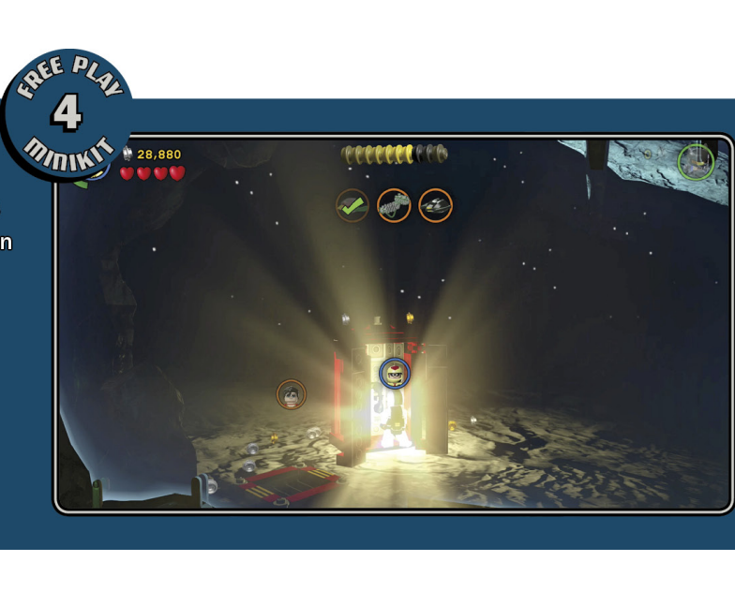
Use a laser or heat vision to destroy the gold object next to the Illumination Suit charging station, then build its bricks into a Lantern pad. Activate the pad with your favorite Lantern to construct a rocket that flies all around the Batcave and explodes, leaving a Minikit above the Bat-rocket! Fly up and claim your prize.

The remaining fuel is toxic, so put on Robin's Hazard Suit and cross it. Grapple a hook on the tank's other side to rip down a door that lets you pass through the tank and also creates a means for Batman to join you.

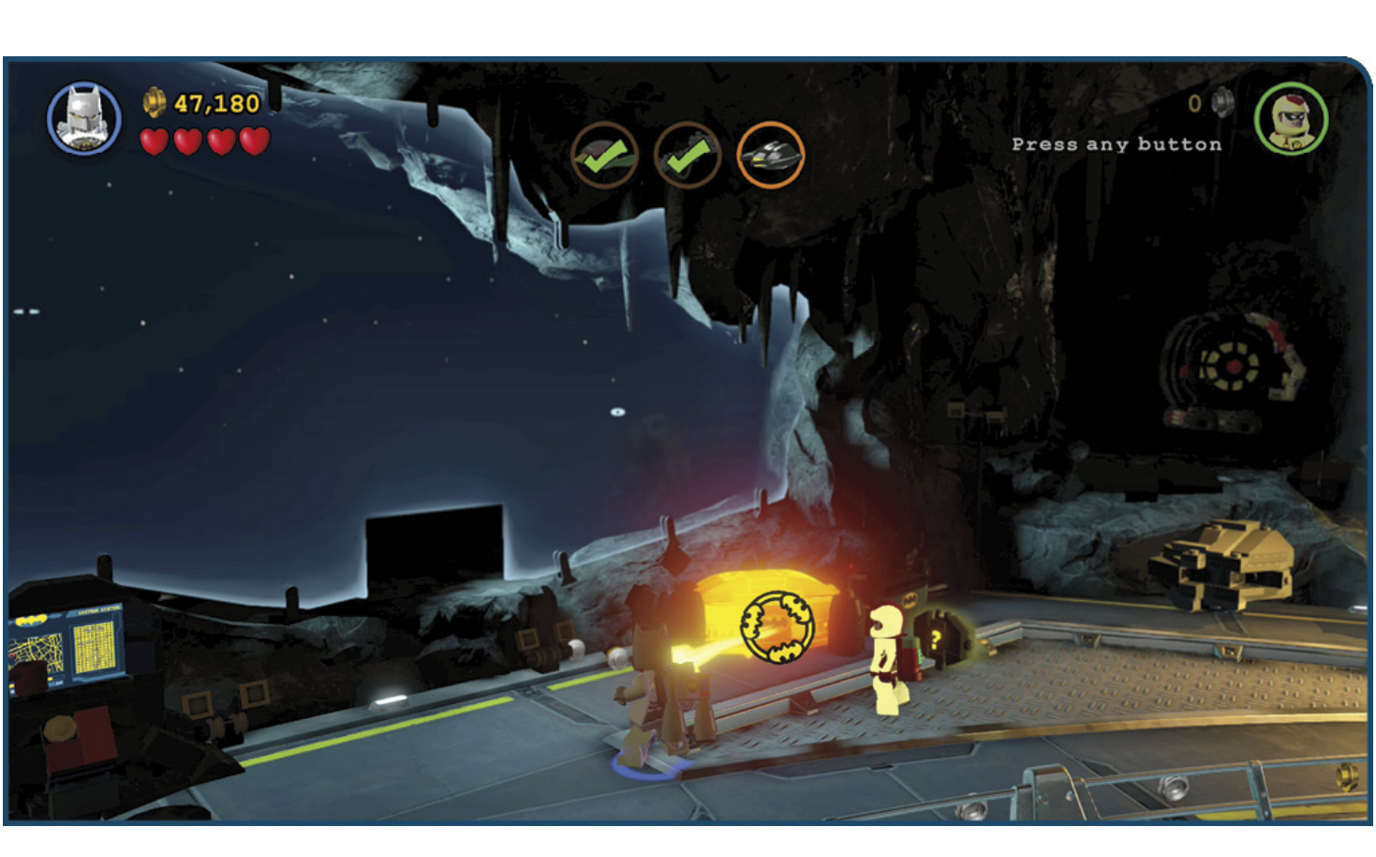
Once you're past the fuel tank, use Batman's Sensor Suit again to detect some silver rocks. Blast these with missiles from the Power Suit, then tag to Robin and charge up his Illumination Suit at the nearby charging station.

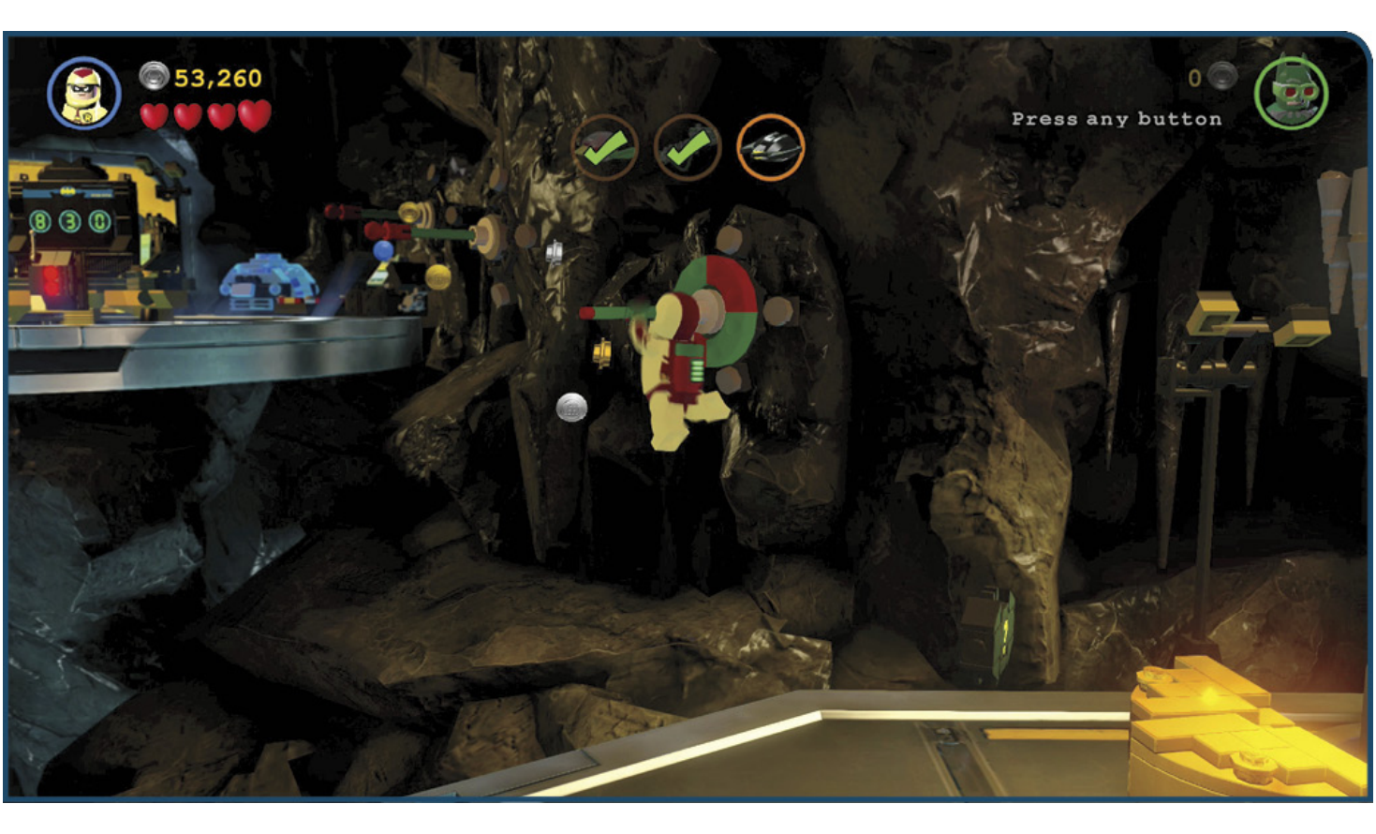
Use Robin's Illumination Suit to light up the nook beyond the silver rocks, and you discover a moon buggy. Pilot the vehicle and drive into the dark area beyond. Drive to each ring of studs in the darkness and hold the Interact button to dig. A counter appears each time you finish digging at a spot. Dig at all four to discover the Space Suit Token and deliver it to Batman!

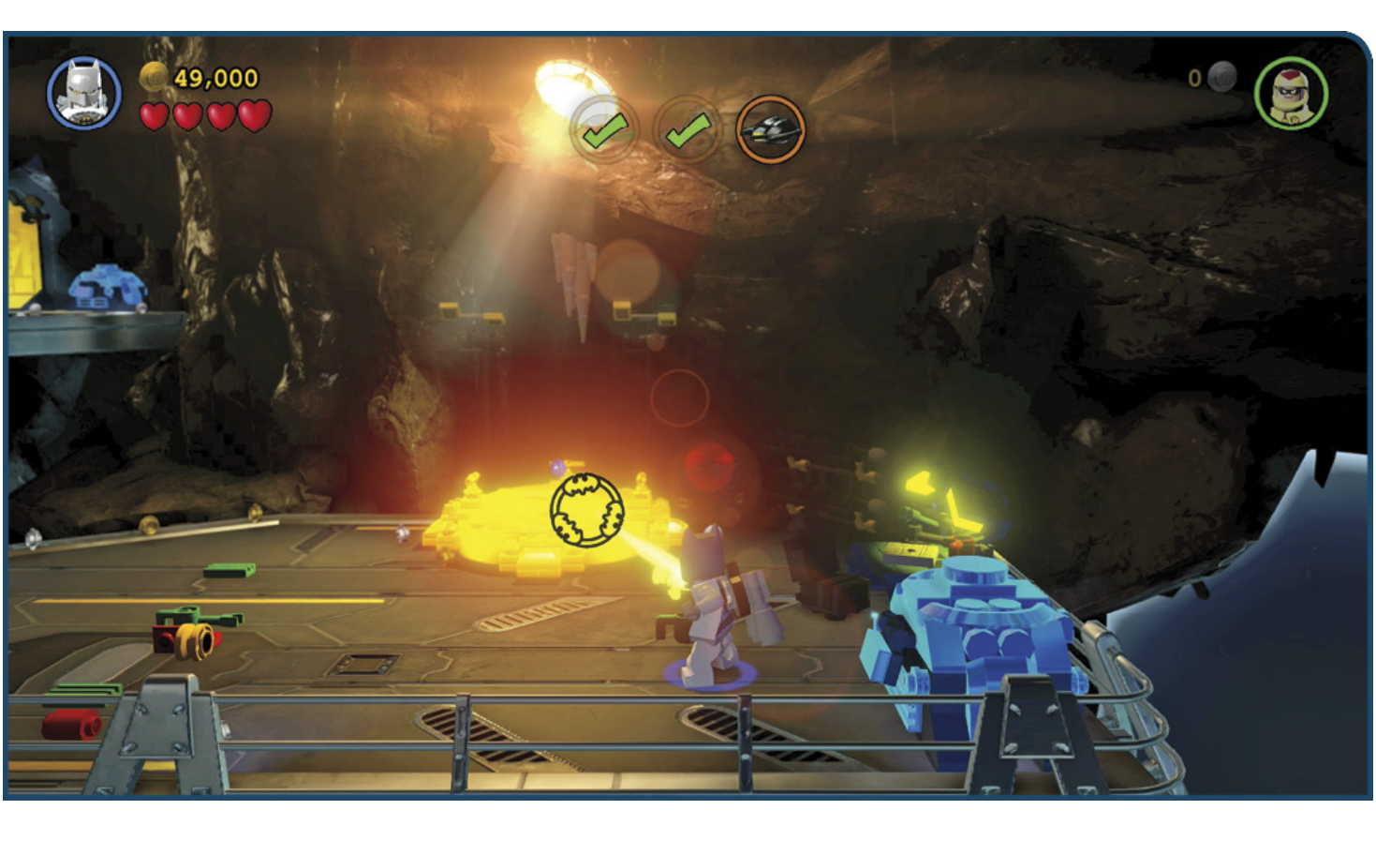




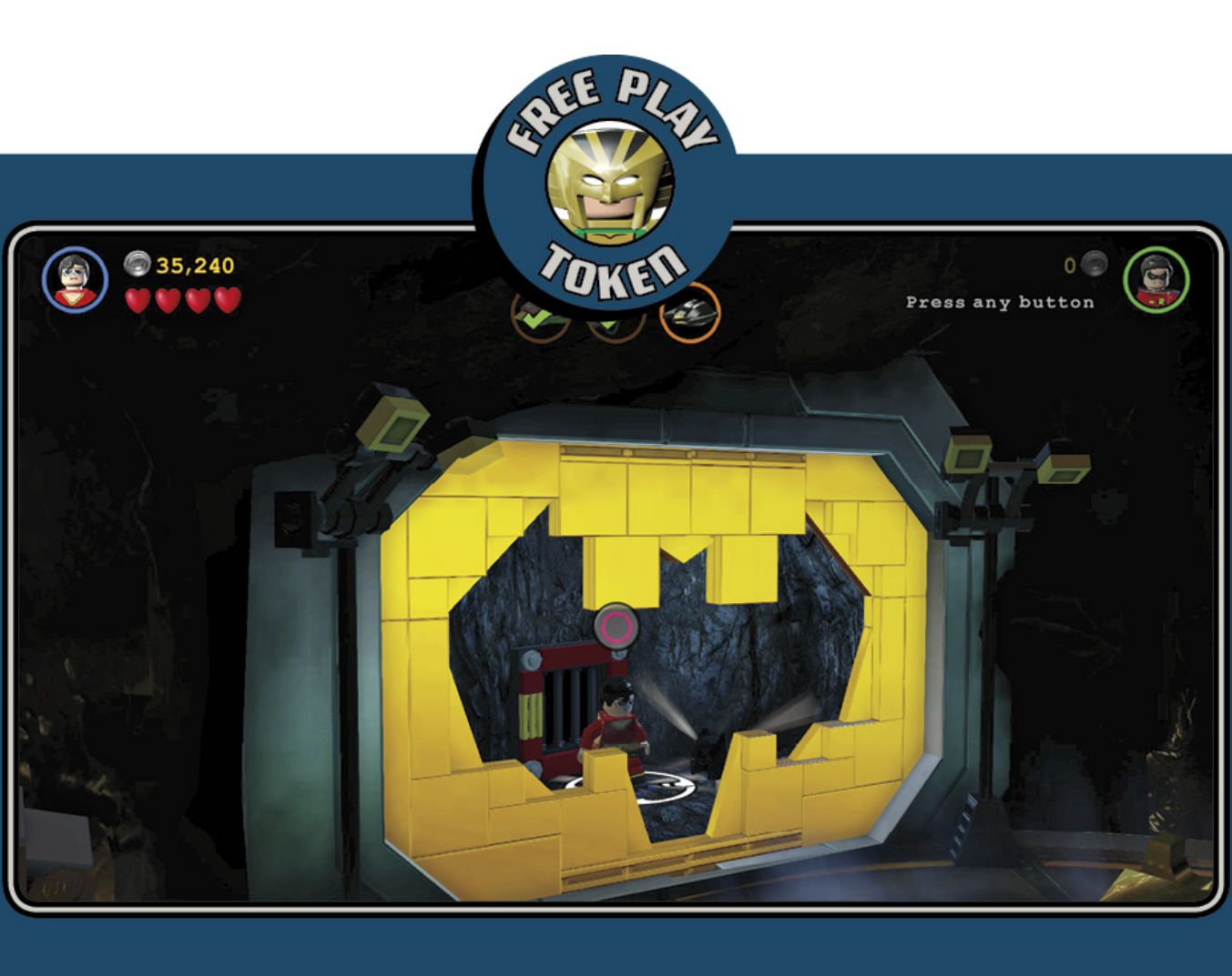
Smash the machinery near the moon buggy area to reveal a vent access. Before sending a stretchy character through, change your character to Robin and charge up his Illumination Suit. Now change your character to Plastic Man or Martian Manhunter and go through the hatch. Change back to Robin and use his Illumination Suit to light up the area. Toss his twirl pole at the hanging planets to smash them into bricks. Build the bricks into a big phone booth, then smash the phone to collect a Minikit!







Tag to Batman and grab the Space Suit Token while Robin makes his way out of the back area. The Space Suit has a laser. Hold the Interact button and fire the laser at the nearby gold crate until it overheats and explodes, then build its bricks into a fueling station for the Space Suit's jet pack. Fill the Space Suit with fuel by holding the Interact button. Like Robin's Illumination Suit, the Space Suit consumes its fuel after a bit of use. The meter on the back tells you how much fuel is left. Refuel at the fueling station as often as you need!



HAWKGIRL

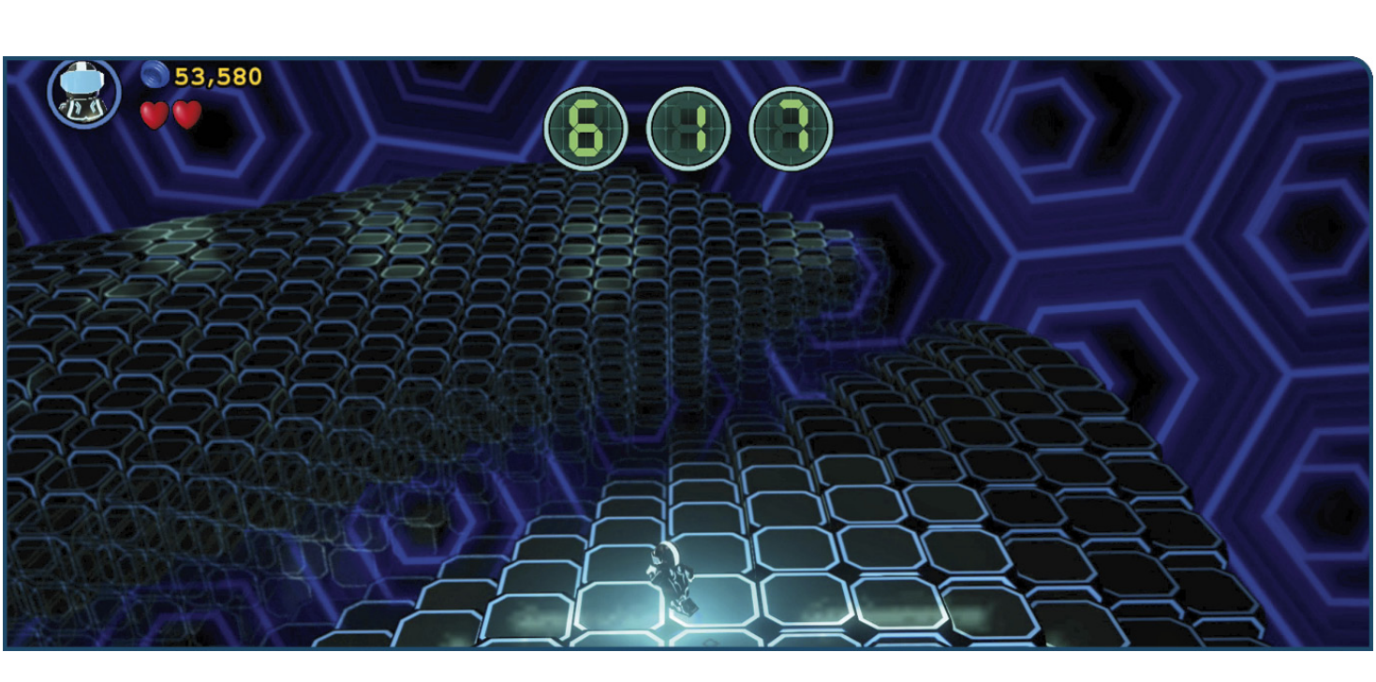
Using Batman's senses to detect the twirl poles also reveals a vent access in the floor. Send a stretchy character through to move behind the gold wall, then pick up the cowl you discover. Go back through the hatch and fly the cowl to your old pal Bat-Mite, who stands near the mission's starting point. He trades it for Hawkgirl's Character Token!

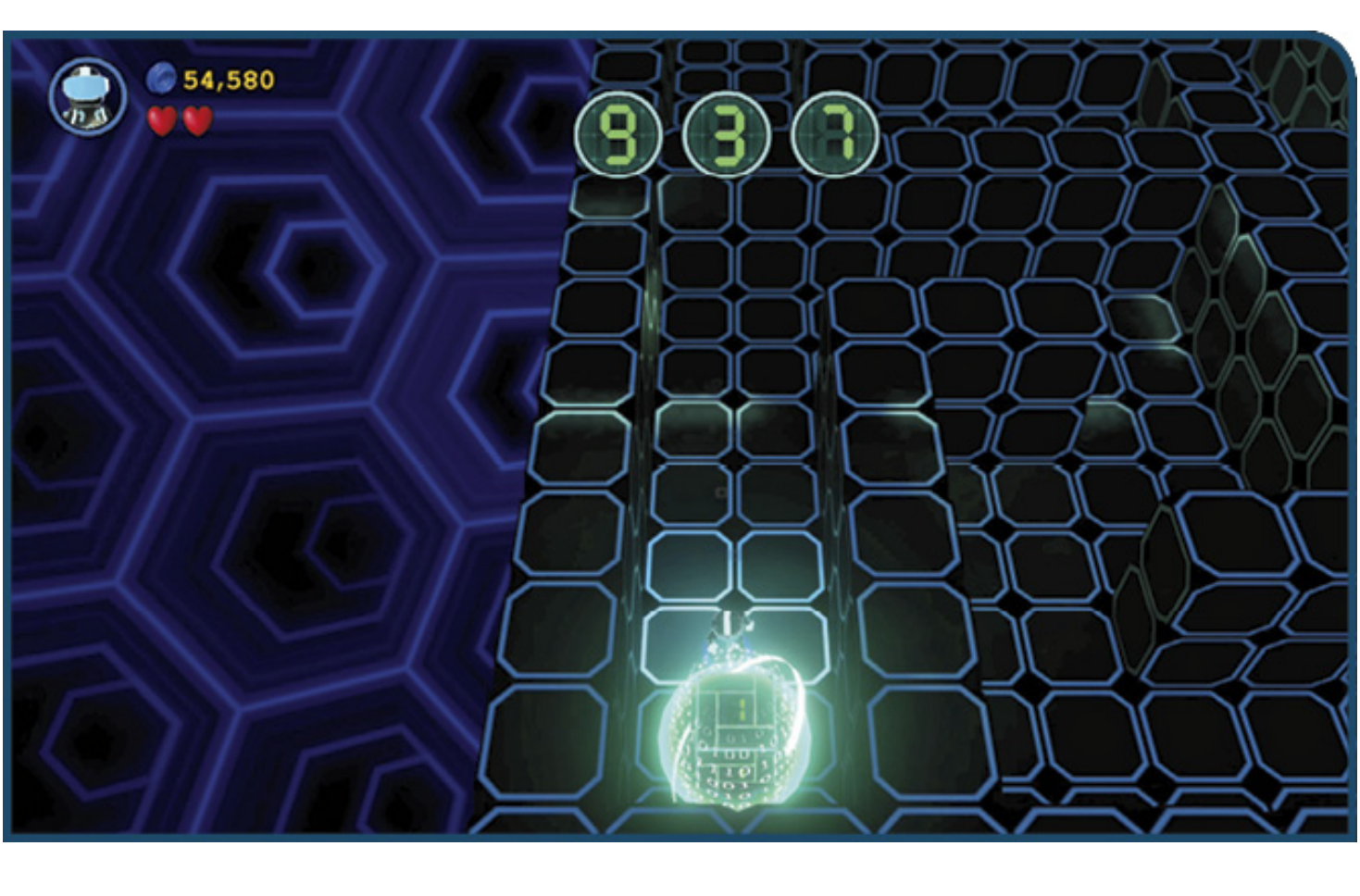
With Batman's Space Suit full of fuel, press the Jump button twice to take flight! Hold the Jump button to fly up high and land atop the large tank that held the Bat-rocket fuel. Use the Space Suit's laser again to destroy the gold hatch up here. This lowers a ladder so that Robin may join you.

Fly to the background platform next, then use the Space Suit's laser again to slice a bat symbol out of the gold wall. Build the bricks that tumble out into a computer terminal for Robin to hack, then use Batman's Sensor Suit to reveal a row of twirl poles running along the right wall.

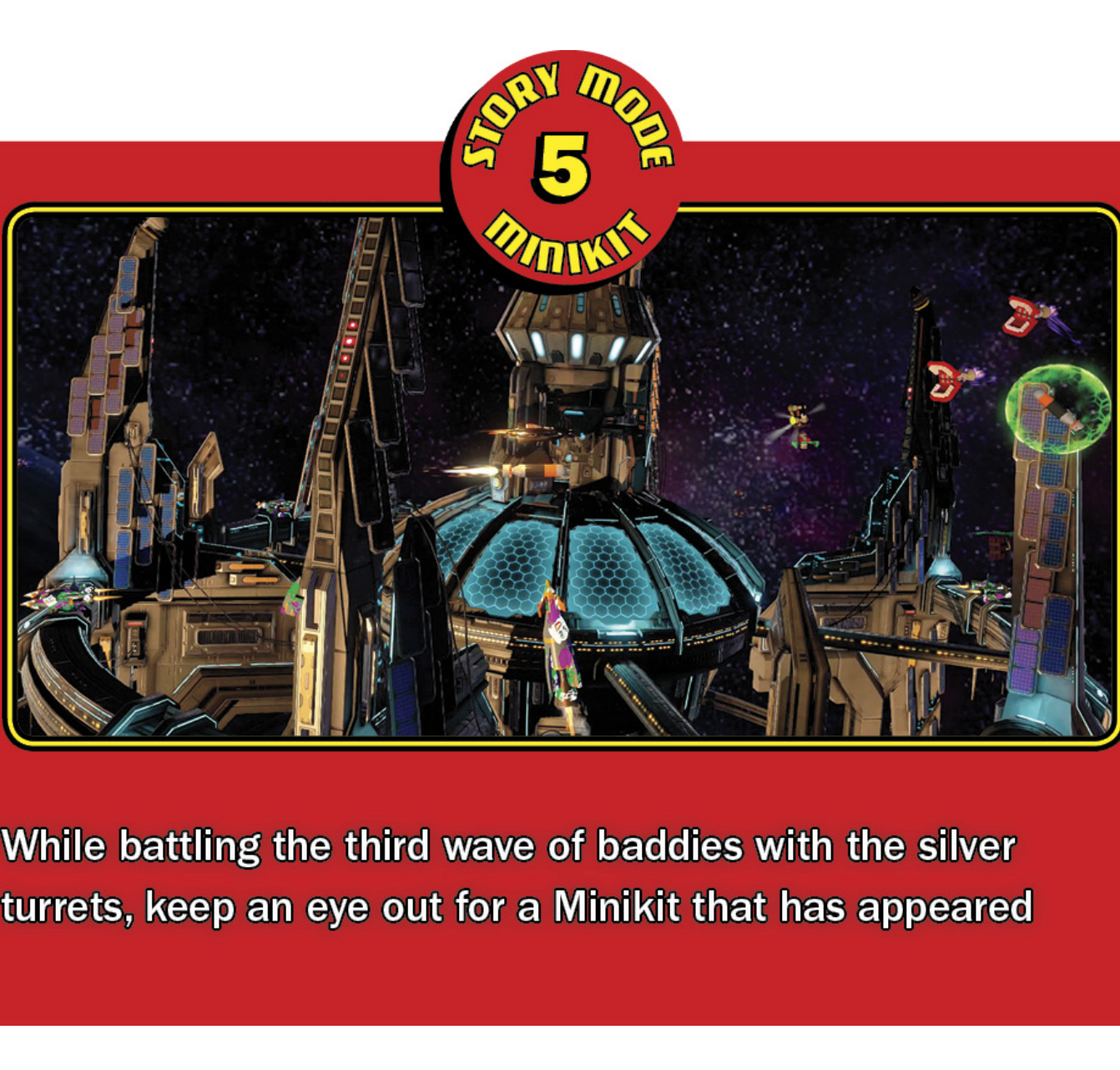
Tag to Robin and approach the row of twirl poles. The first one is missing! Hold the Attack button, aim at the socket, and then release the button to throw and lodge Robin's twirl pole into the socket. Leap along the twirl poles afterward to join Batman near the computer. Hack the computer with Robin's Techno Suit to explore another VR space!

Your objective is to locate three code blocks. Each block gives you one digit to the code that's needed to pilot the Bat-rocket. The first code block lies within a simple maze. Find it in the lower-left corner and attack it to obtainthe code's first digit. The space then shifts to a platforming obstacle course. Be careful not to fall on your way to the second code block!

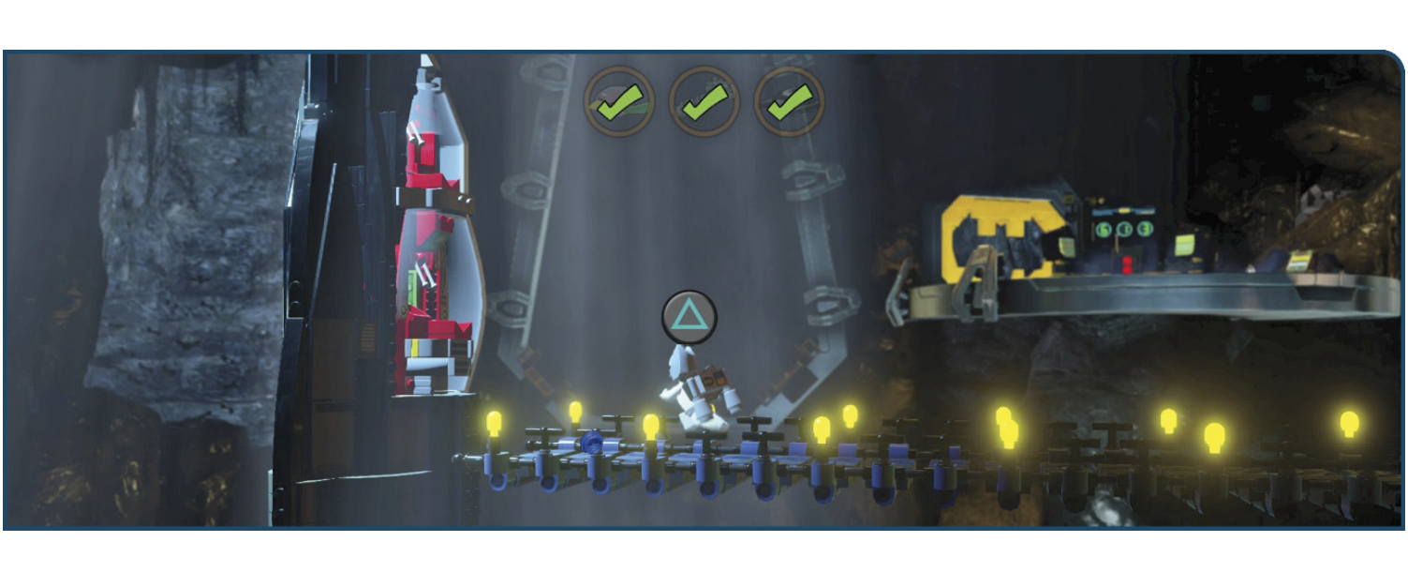




Claim the second code block, and the room changes again. To reach the final code block, you must ride the undulating waves of tiles. Run onto the tiles just as they're about to reach their full height, then simply run along the wave until you reach the third and final code block. If you aren't able to run along the top, you may not have timed it quite right.



While battling the third wave of baddies with the silver turrets, keep an eye out for a Minikit that has appeared



With the code secured, the top portion of the Bat-rocket is placed, and you're finally ready to blast off! Return to the previous platform and cross the walkway, then hop aboard the rocket and lift off into space.

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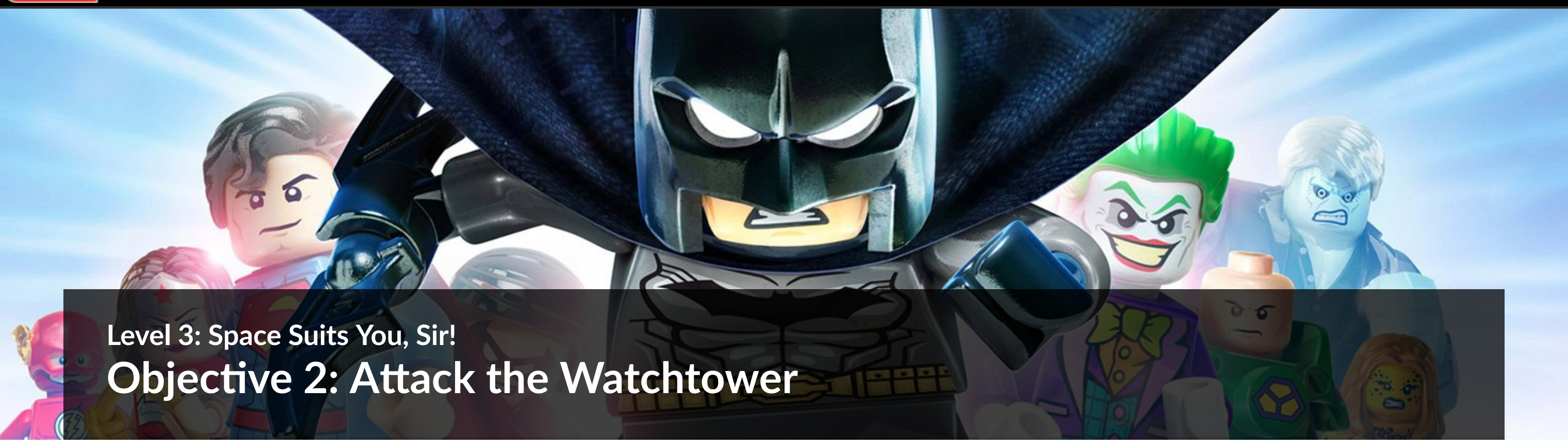
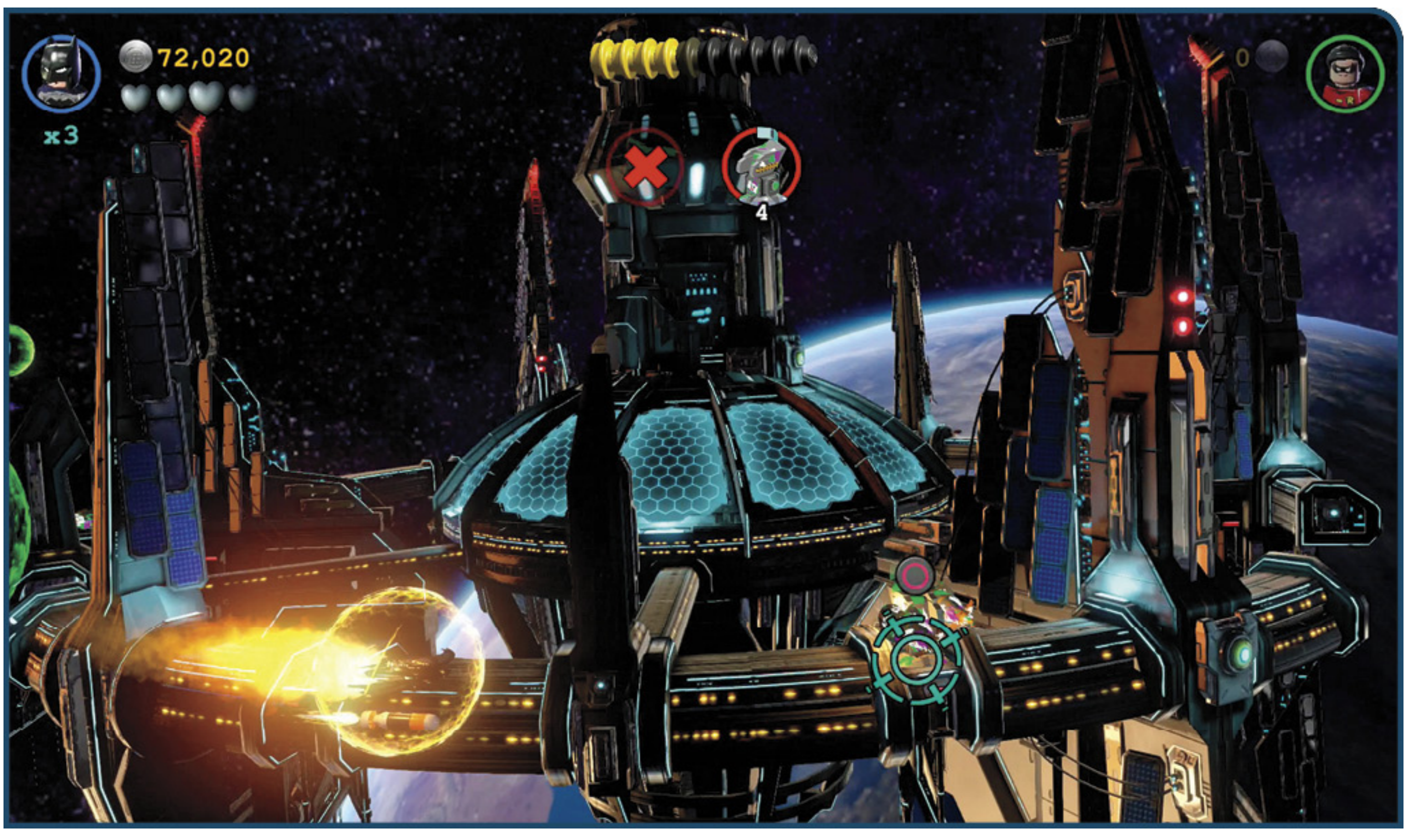


Level 3: Space Suits You, Sir!

Objective 2: Attack the Watchtower

What's this? The Joker and his cohorts have taken over the Watchtower! You've got to stop those vile villains, but they've enacted some serious security measures. Fly circles around the Watchtower, holding the Attack button to blast through the waves of flying Joker teeth. Keep it up until you destroy them all, checking the progress counter at the top of your screen.

After you wipe out the first wave of Joker teeth, a second arrives, along with flying bombs. Again, simply focus on destroying them all. The third wave features teeth, bombs, and silver turrets poised around the Watchtower. Collect missiles and press the Interact button to launch them at each turret to destroy them.



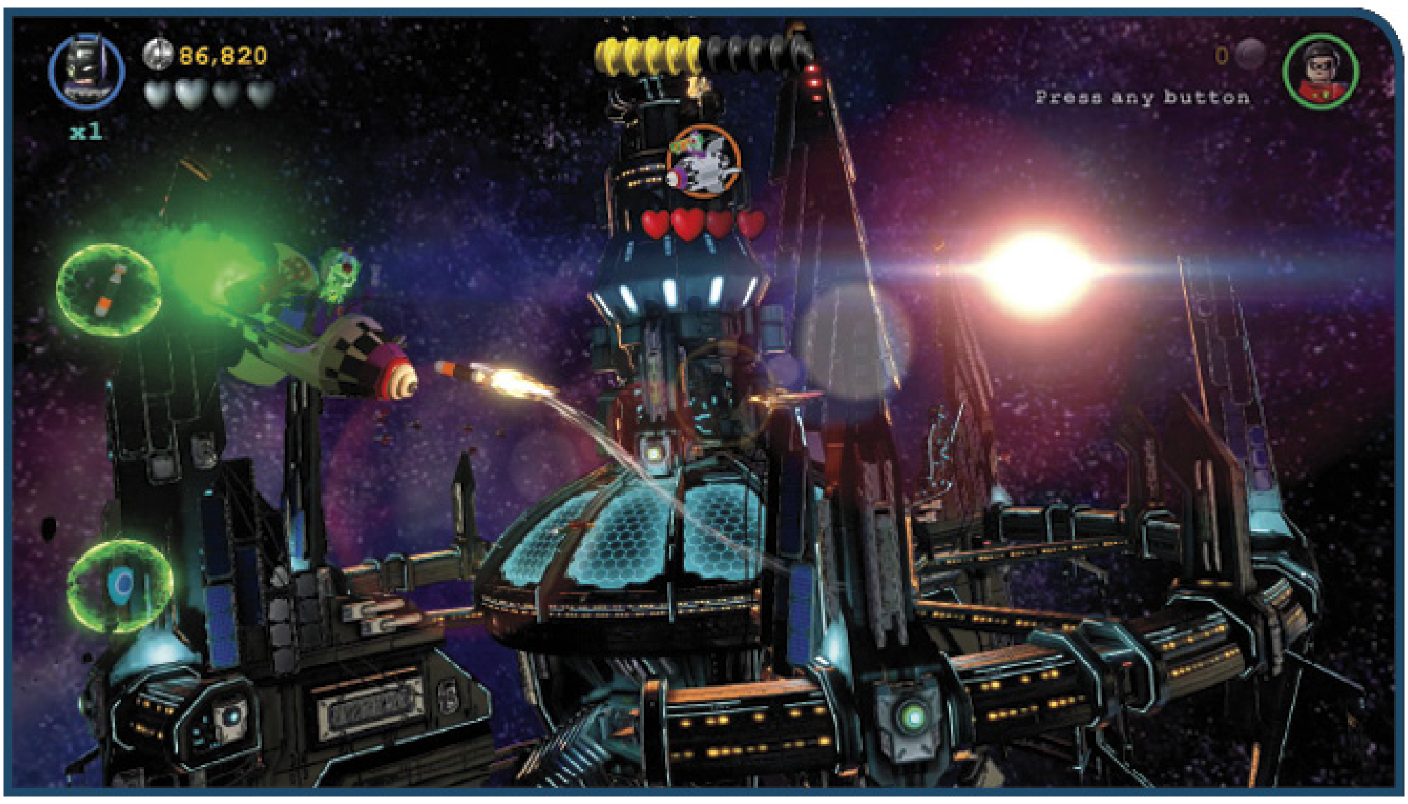
In space shooting segments, enemies often leave power ups behind after they're destroyed. Collect these power ups to gain big advantages!

Gain a shield that shelters you from all damage.

Get a big speed boost and catch up to your prey!

Let loose a big laser that lays waste to the bad guys.

Collect a missile and then launch at bigger targets. These can destroy silver objects, too!



Seeing his defenses falling, The Joker decides to take to the battle himself (sort of) by sending out a drone that he pilots from the Watchtower. Collect a missile and fire it at The Joker's drone to knock off one of its hearts. The Joker then speeds his drone around the Watchtower. Avoid him until he slows down, then hit him with another missile. Keep it up until that drone is toast!

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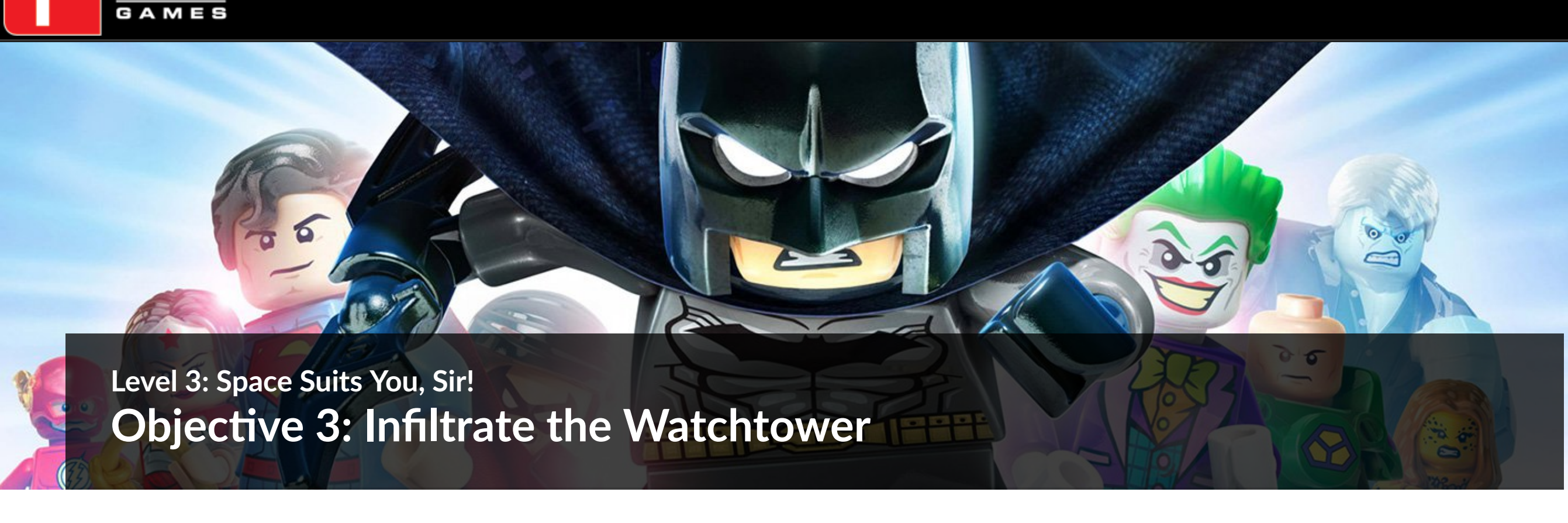
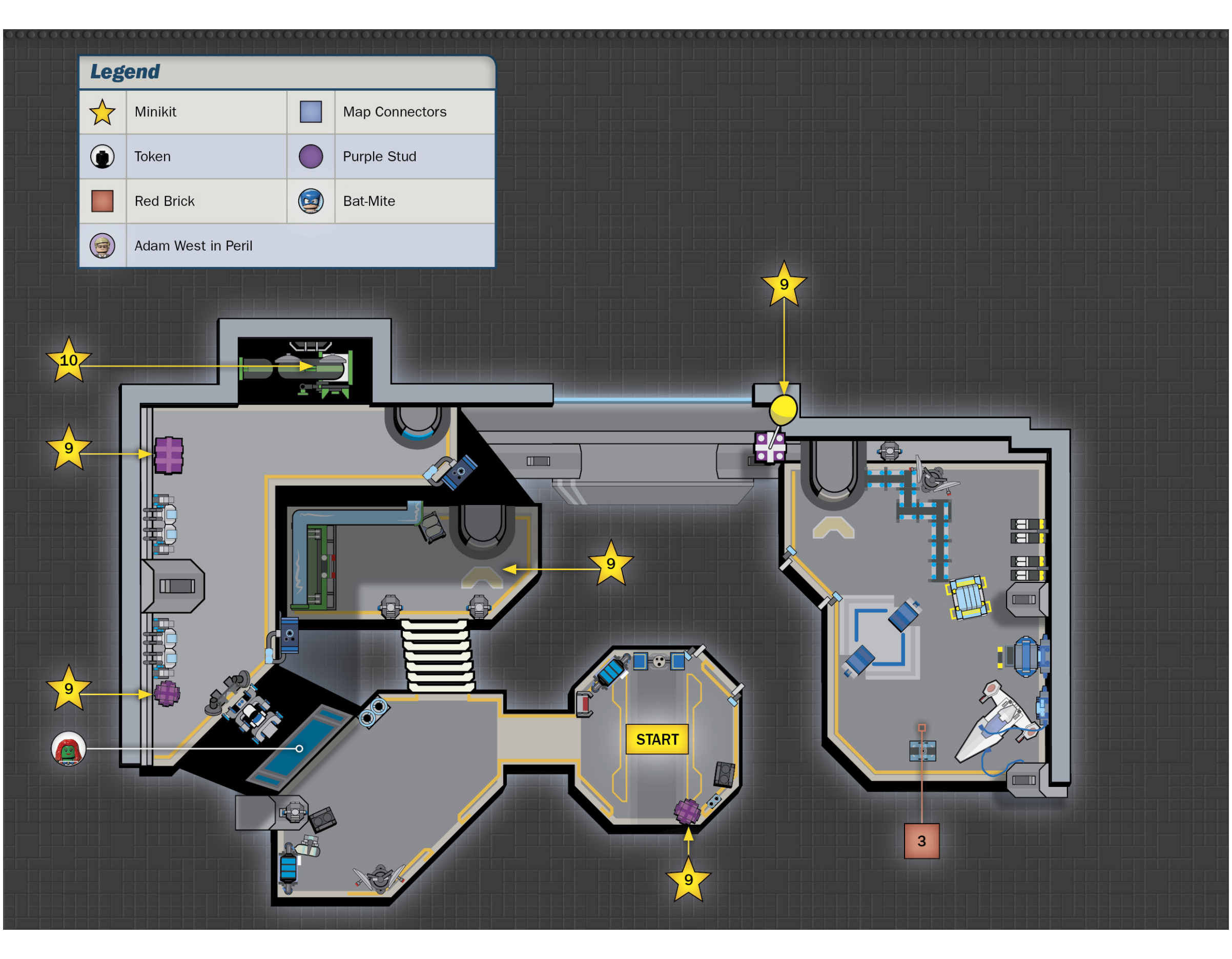
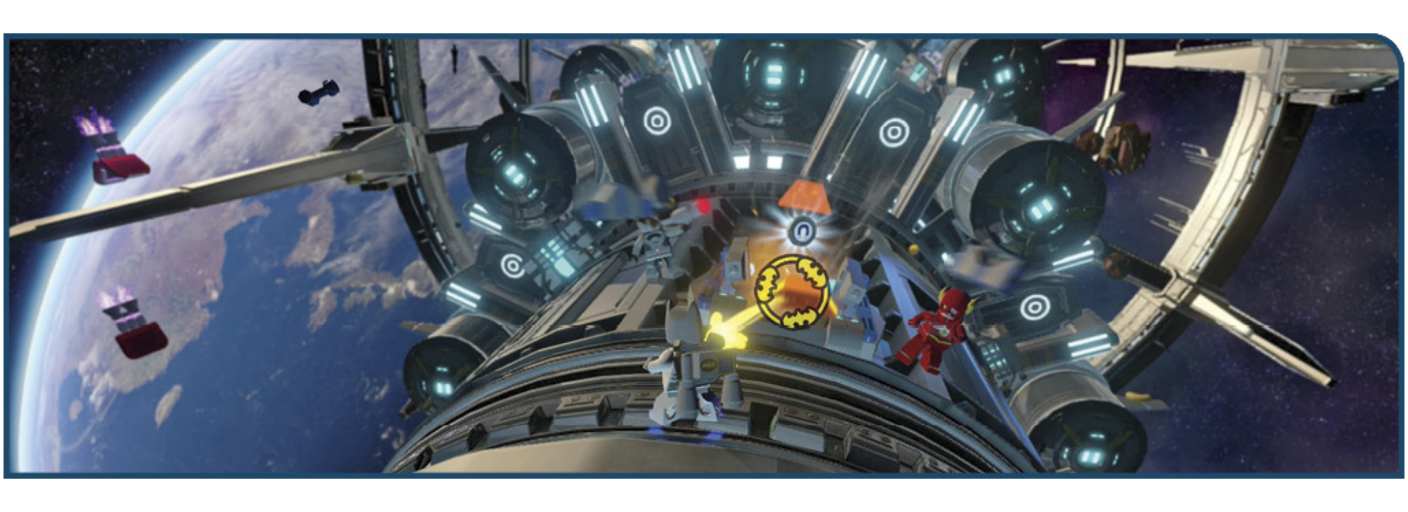


Level 3: Space Suits You, Sir!

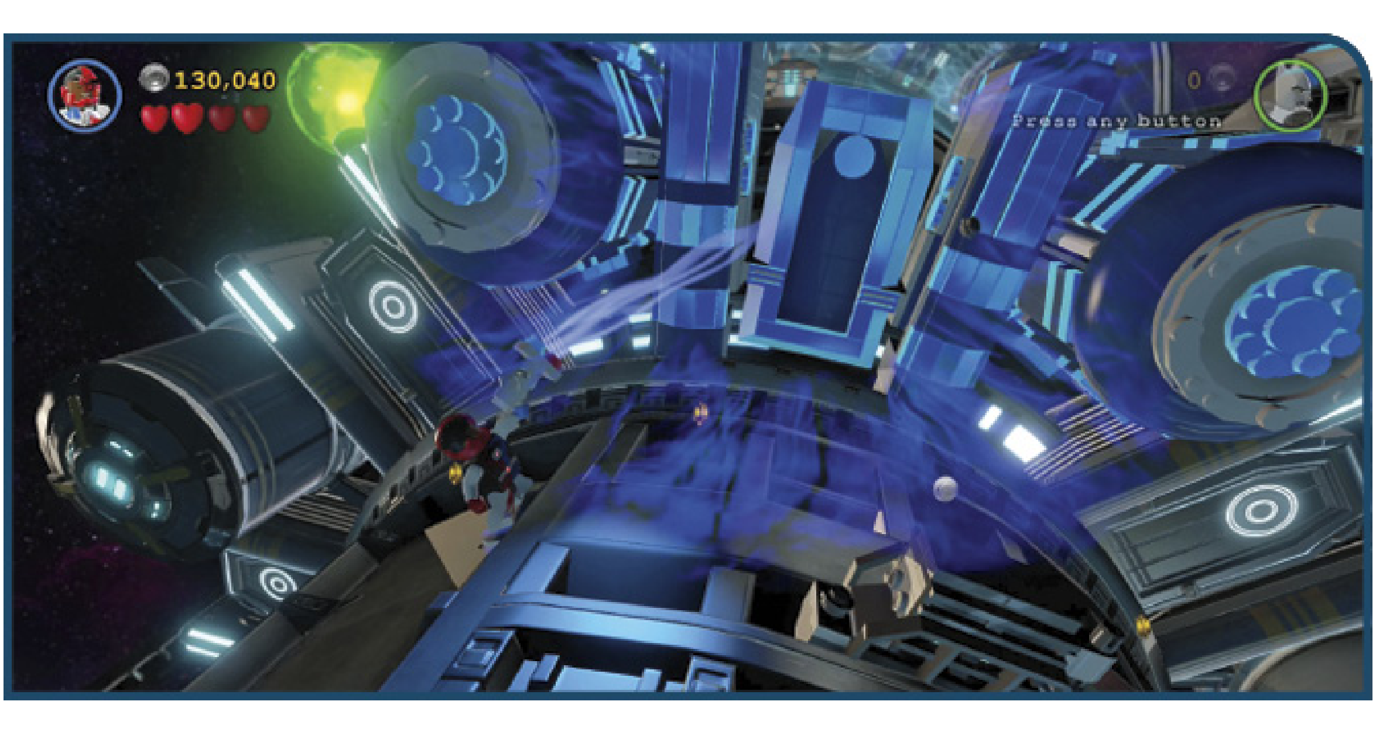
Objective 3: Infiltrate the Watchtower

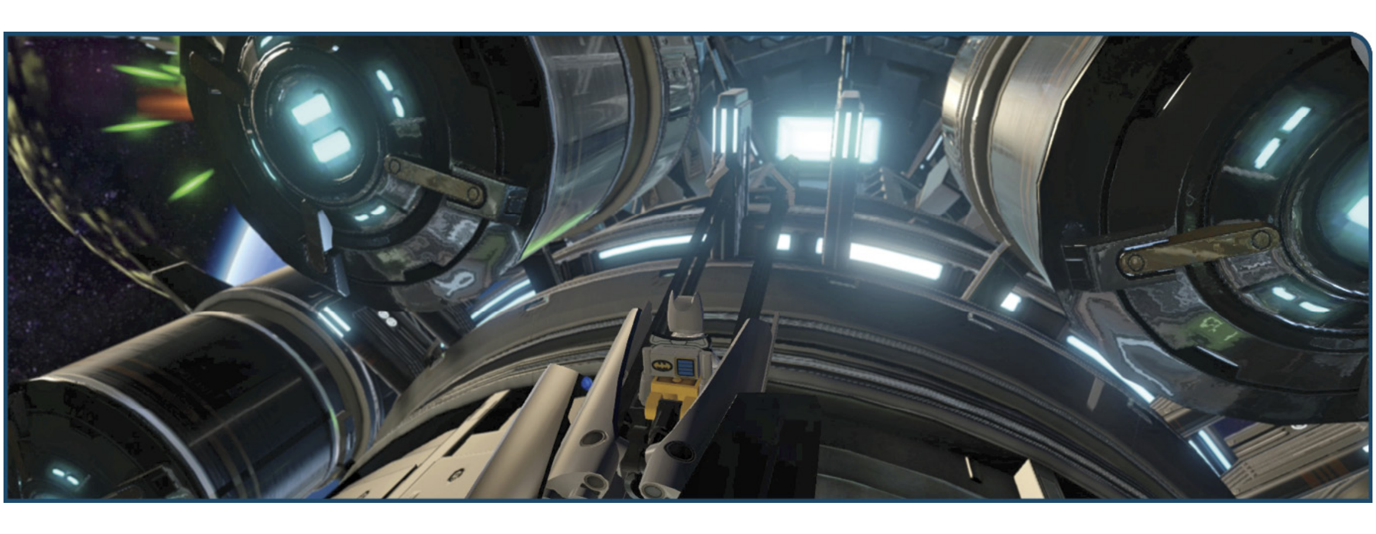


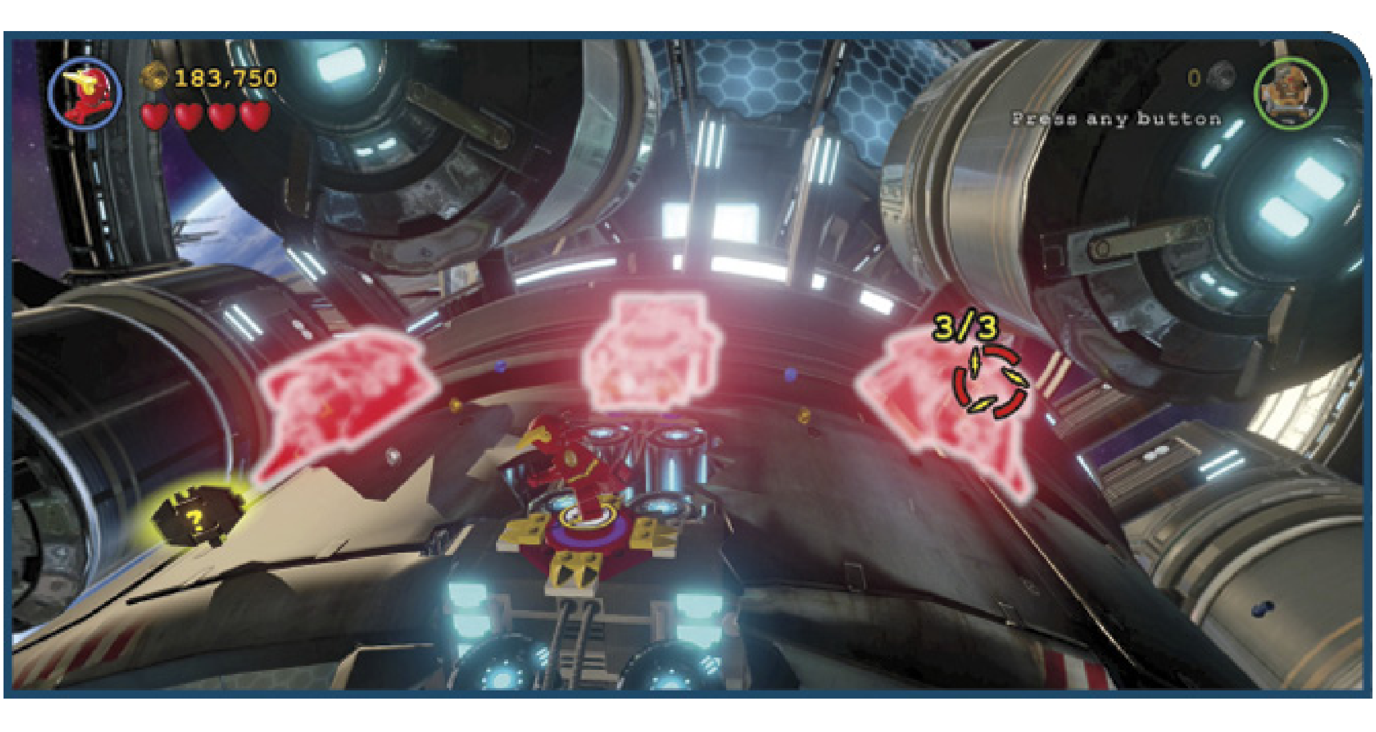
Though he loses his drone, The Joker manages to destroy both Batman and Robin's ships with a devious missile barrage. Robin is forced to retreat, but members of the Justice League come to Batman's aid. You're now exploring the Watchtower's exterior alongside Cyborg and The Flash. Use Batman's Space Suit laser to melt the gold hatch in the background and discover the Magnet Suit Token for Cyborg.



Have Cyborg don the Magnet Suit and then use it to tear down the blue magnetic section of the large rotating machinery that's encircling the Watchtower in the background. Simply stand near the blue magnetic section and hold the Interact button to rip it apart with magnetic power.

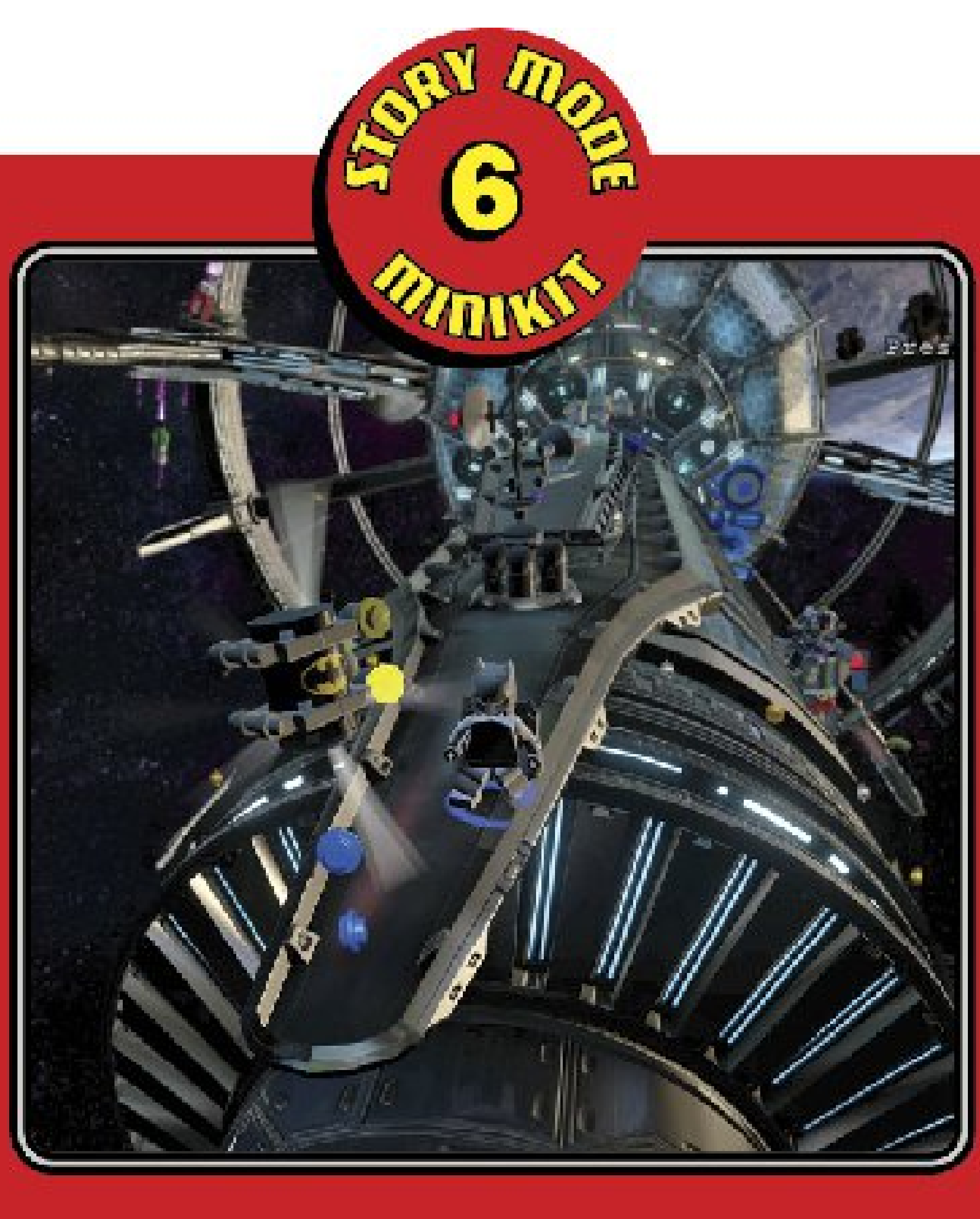




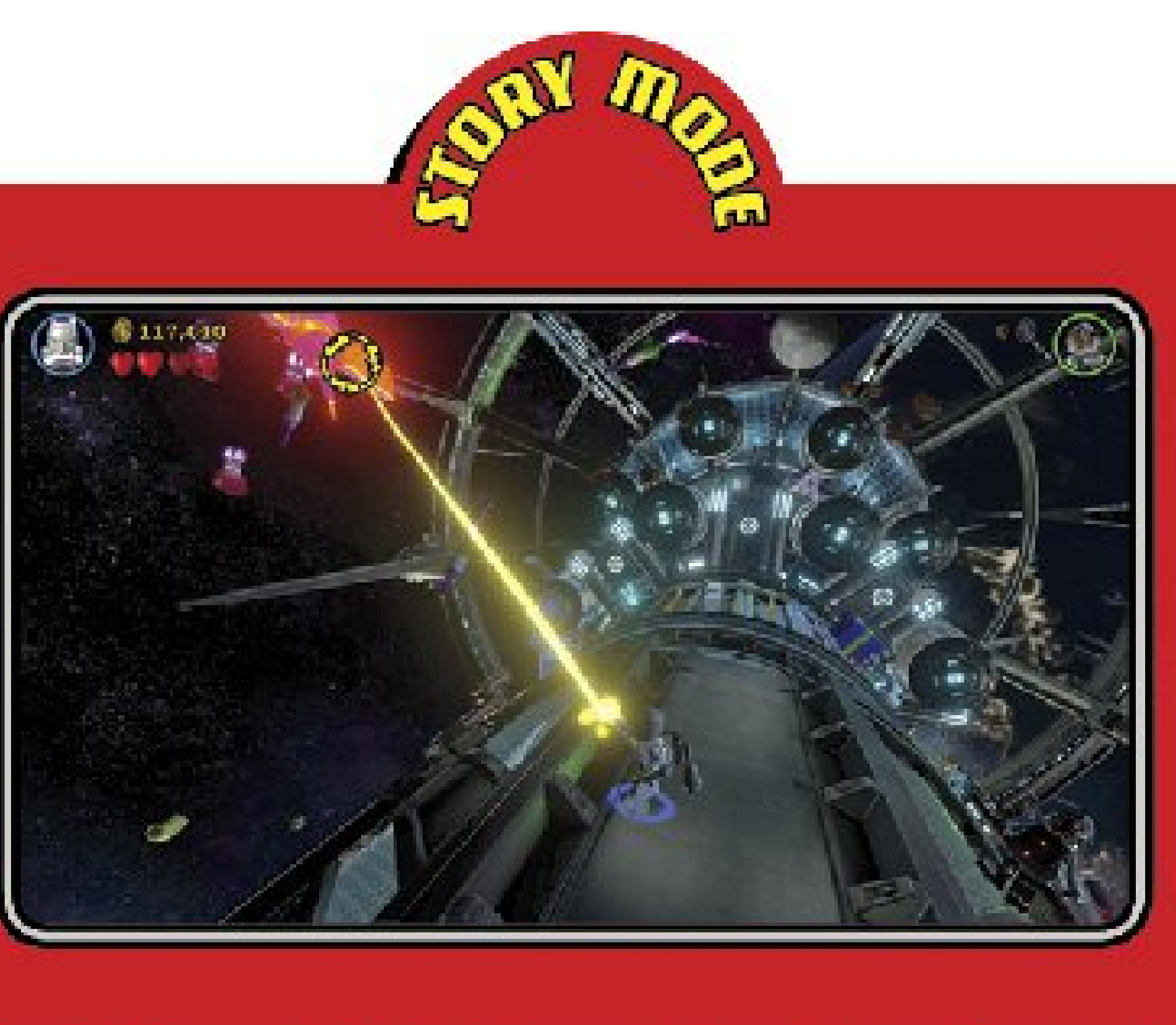


Advance farther down the Watchtower, and you come to a forcefield. Change to Cyborg's Demolition Suit and destroy all of the silver generators that are circling the Watchtower and powering the forcefield. The forcefield lowers once this is done. Heads up! A giant rocket slams into the station just ahead. Use Batman's Space Suit or Cyborg's laser to destroy the gold section of the rocket, then build the hopping bricks into a Flash-Build panel. Move The Flash onto the panel, then hold the Attack button and target the three objects ahead.

After targeting all three, release the Attack button, and The Flash swiftly builds a giant cannon out of the objects you targeted. Hop into the cannon to rocket your way into the station!

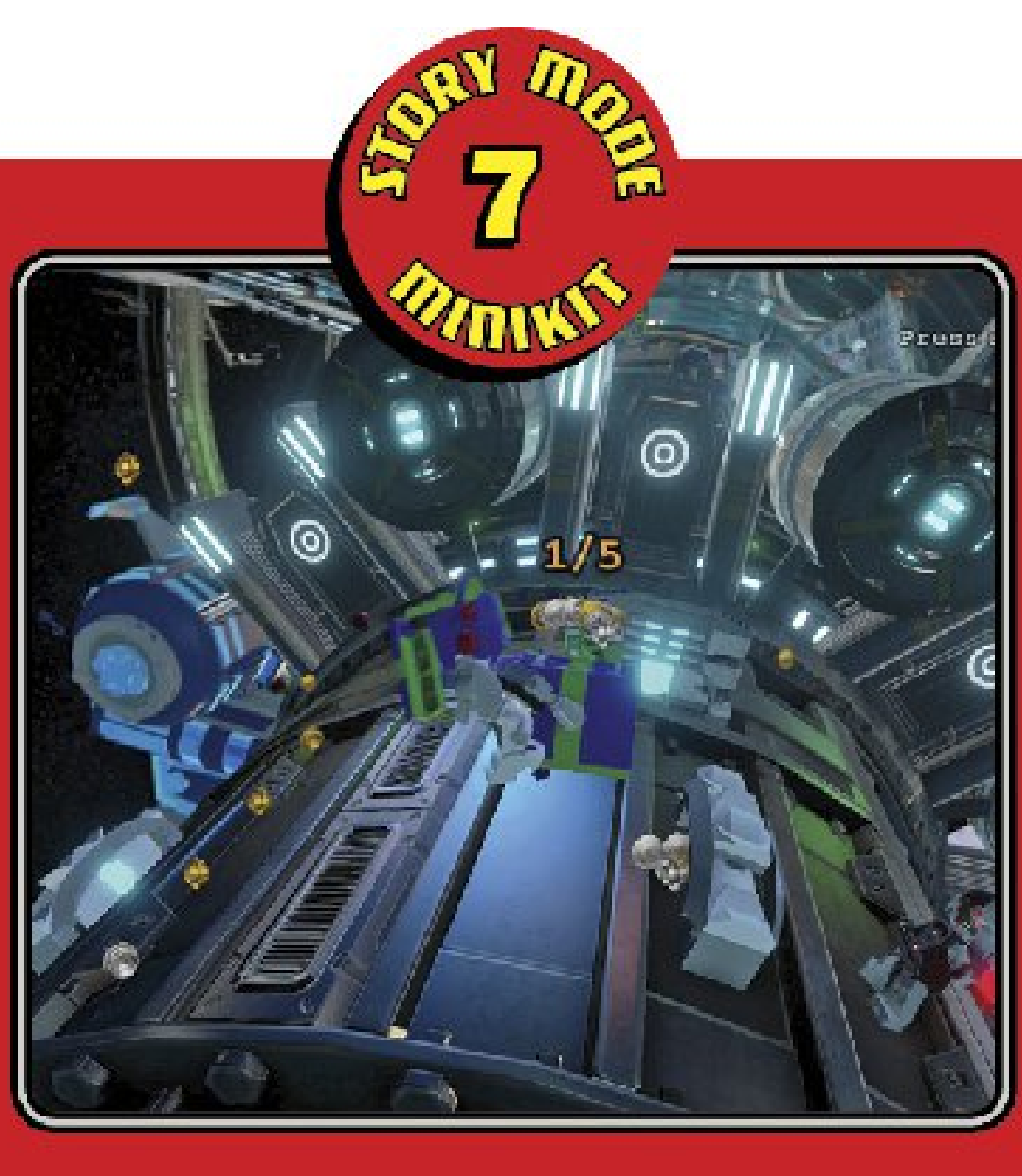


Run around the Watchtower so that you're on its opposite side, then head into the foreground to discover valuable studs and a Minikit. How fore-tunate!

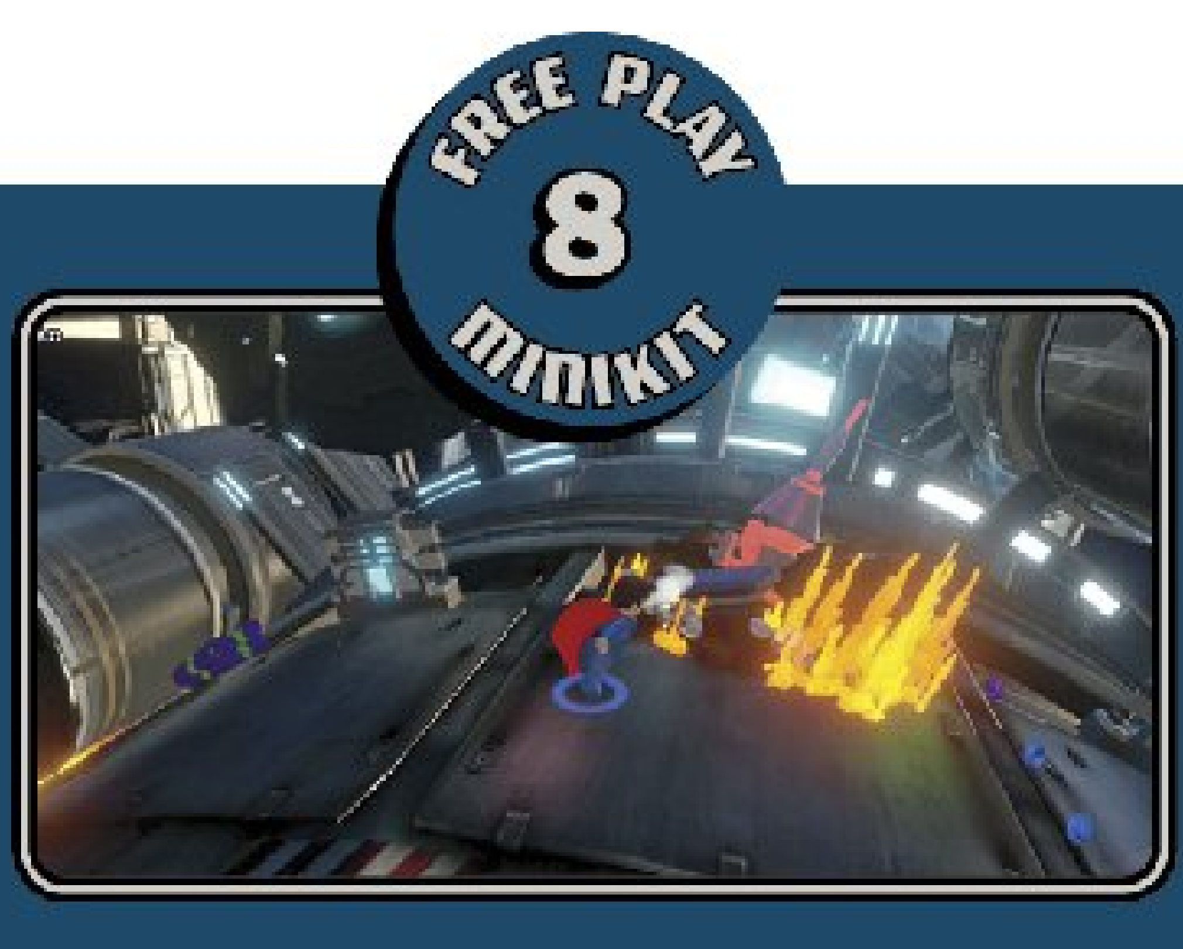


ADAM WEST IN PERIL!

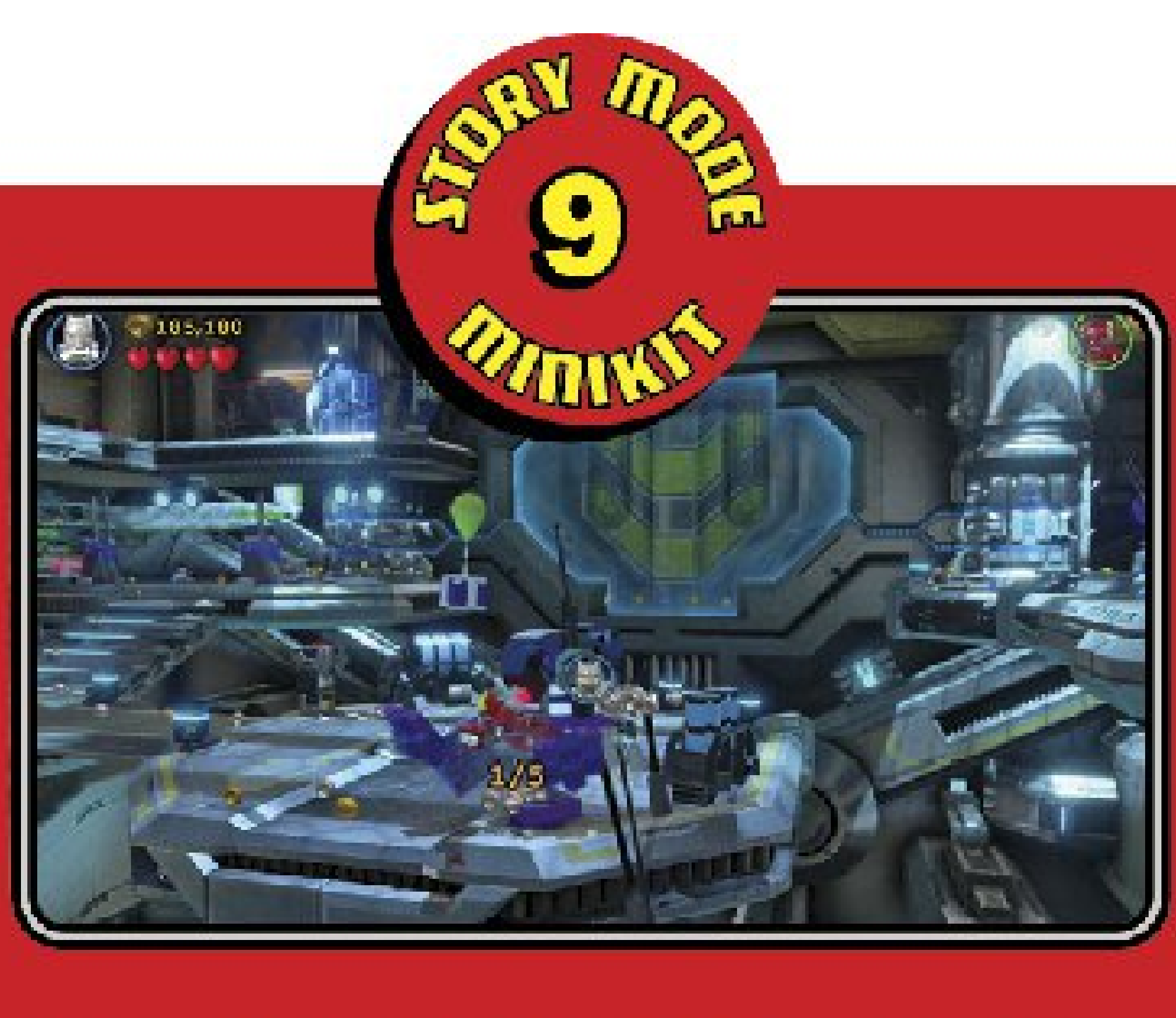
Look up at the stars as you circle around the Watchtower, searching for a golden satellite. Blast the satellite with either Batman or Cyborg's laser to destroy it and rescue your old pal, Adam West! His career has really taken him to great heights, wouldn't you say?



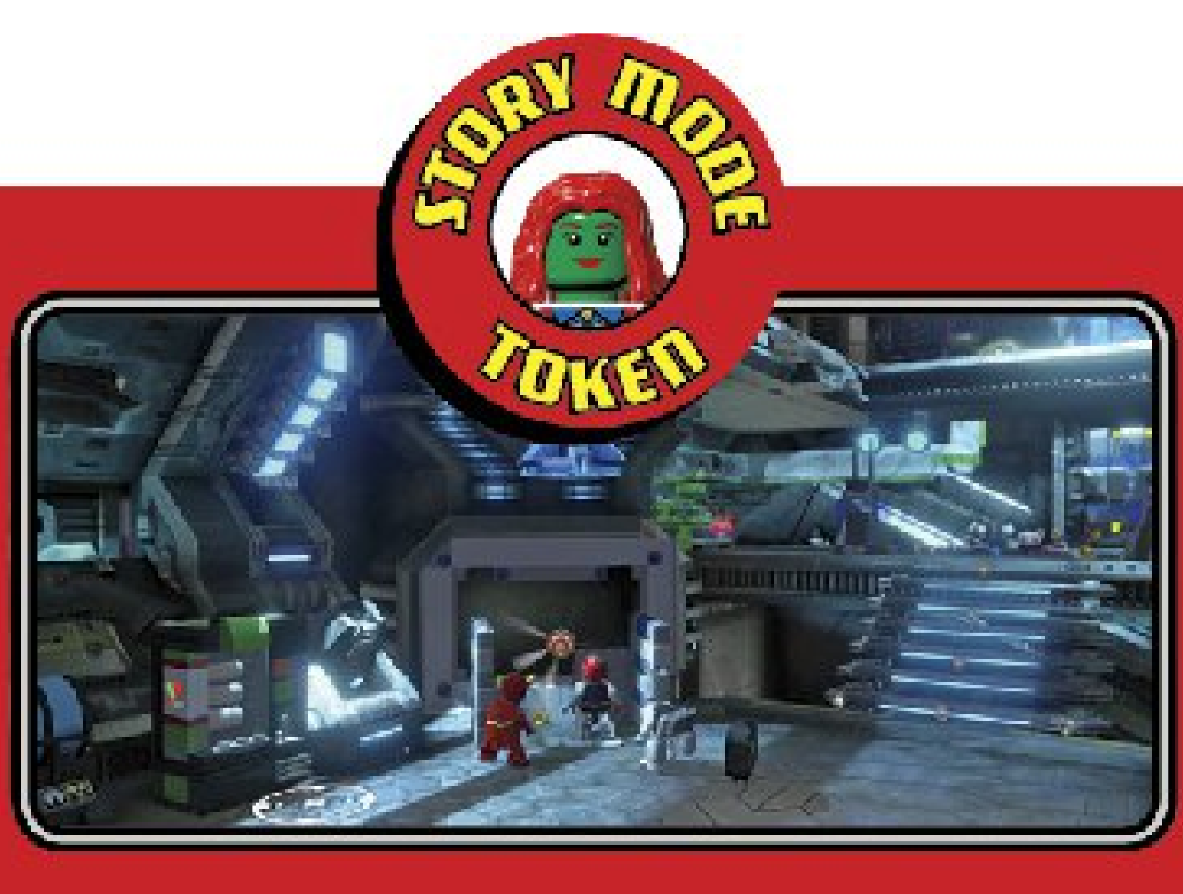
Find and destroy five big jack-in-the-boxes placed by The Joker around the Watchtower's exterior. All five can be found and destroyed during your explorations in Story Mode. Get all five, and a Minikit is yours!



Before using the cannon to enter the Watchtower, run to the right, circling around the station to find some fiery wreckage. Use super-breath, a freeze cannon, or a water character like Aquaman to put out the LEGO fires, then smash the smoldering debris to uncover a Minikit!



Destroy two round LEGO presents, two floating balloon presents, and one big present box around the Watchtower's interior to earn another Minikit! Hold the Attack button to aim and ensure you hit those floating balloons.



MISS MARTIAN

After cutting a bat-symbol out of the gold wall, fire your laser again to destroy the rest of the wall. With the gold wall totally gone, you can claim the Character Token in the nook beyond!

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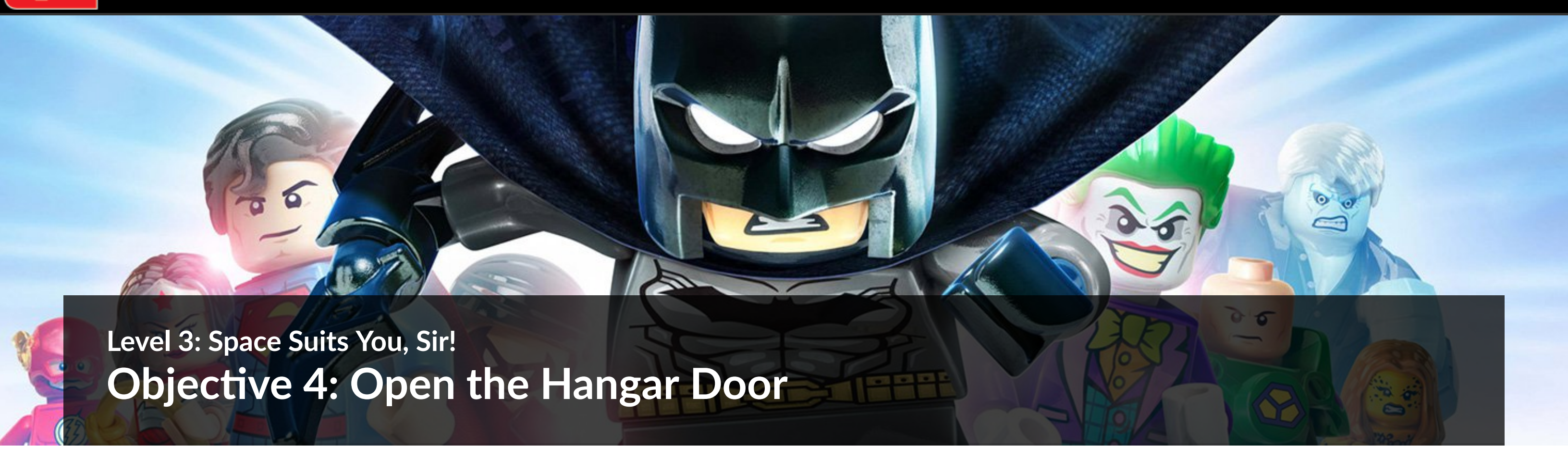
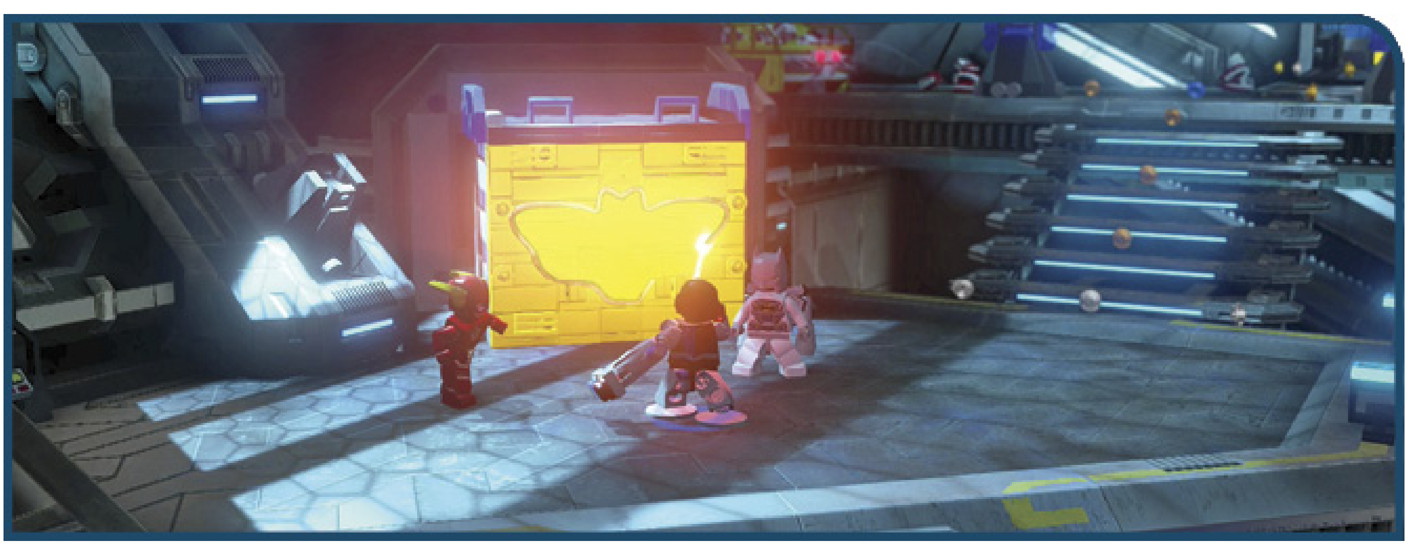


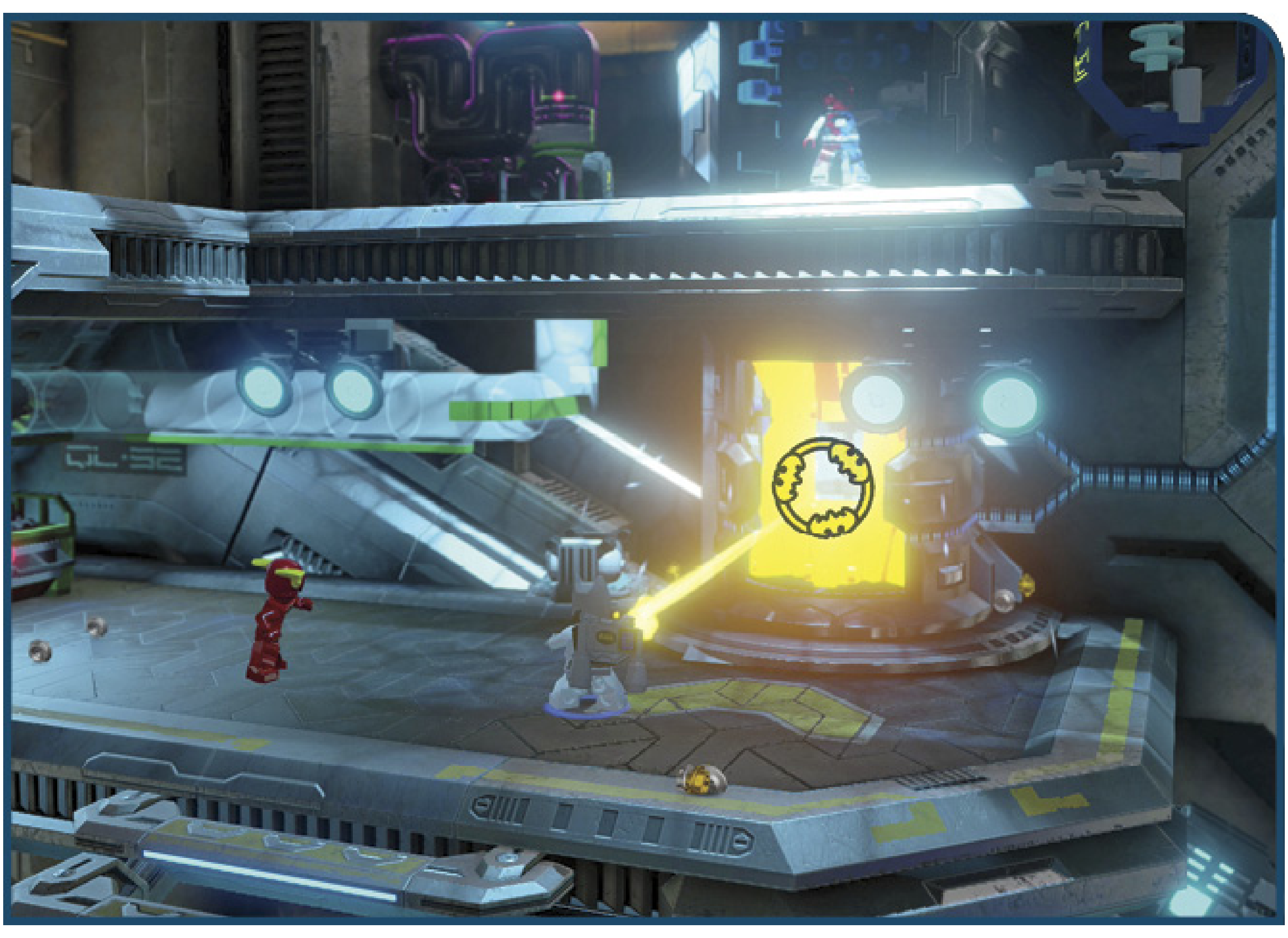
Level 3: Space Suits You, Sir!

Objective 4: Open the Hangar Door



Thanks to some fancy Space Suit flying, Batman has managed to infiltrate the Watchtower. Now you just need to open the hangar door so that the rest of the Justice League can land! Go left and use Cyborg's Magnet Suit to pull down a large object. This exposes a gold wall. Use Cyborg's laser to cut out a bat-symbol, then build the bricks that tumble out into a fueling station for Batman and Cyborg's Space Suits.

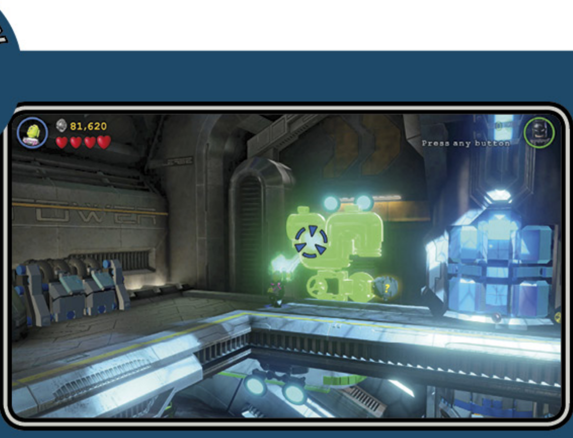
Fuel up Cyborg's Space Suit and then fly up to the platform above you. Switch back to the Magnet Suit and open a magnetic door up here to access a button. Move Cyborg onto the button to expose a gold power cell below you. Tag to Batman and use his Space Suit's laser to overheat the gold power cell from below.

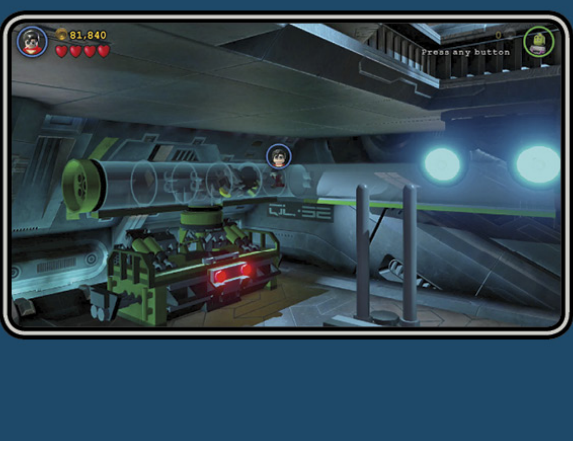


FREE PLAY
10
MINIKIT

Use Brainiac's shrink ray to shrink the sparkling black and green pipes on the wall to the left of the magnetic door. This reveals a small, clear pipe. Use a Red Brick Mini Character and quickly run into the pipe. (The Atom can also simply shrink himself and enter the pipe more easily.)

When you reach some blockage in the pipe, attack it to knock a bunch of bricks out of the pipe and onto the ground. Smash the green cap at the end of the pipe to escape, then build the bricks you knocked out into a Minikit!

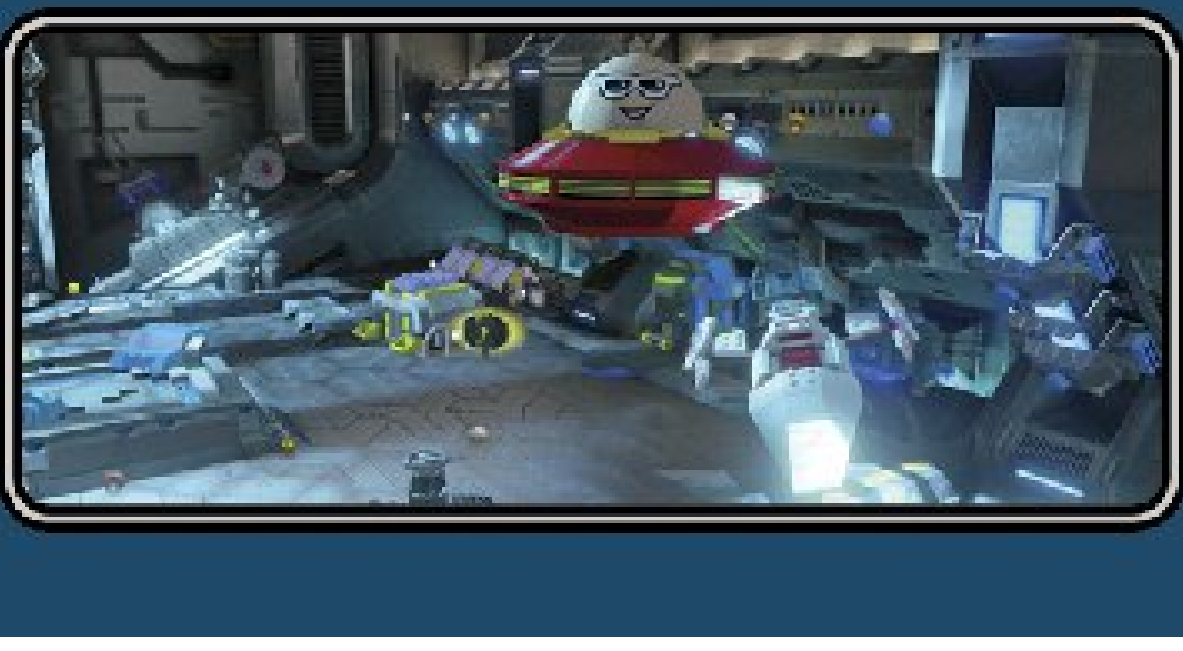




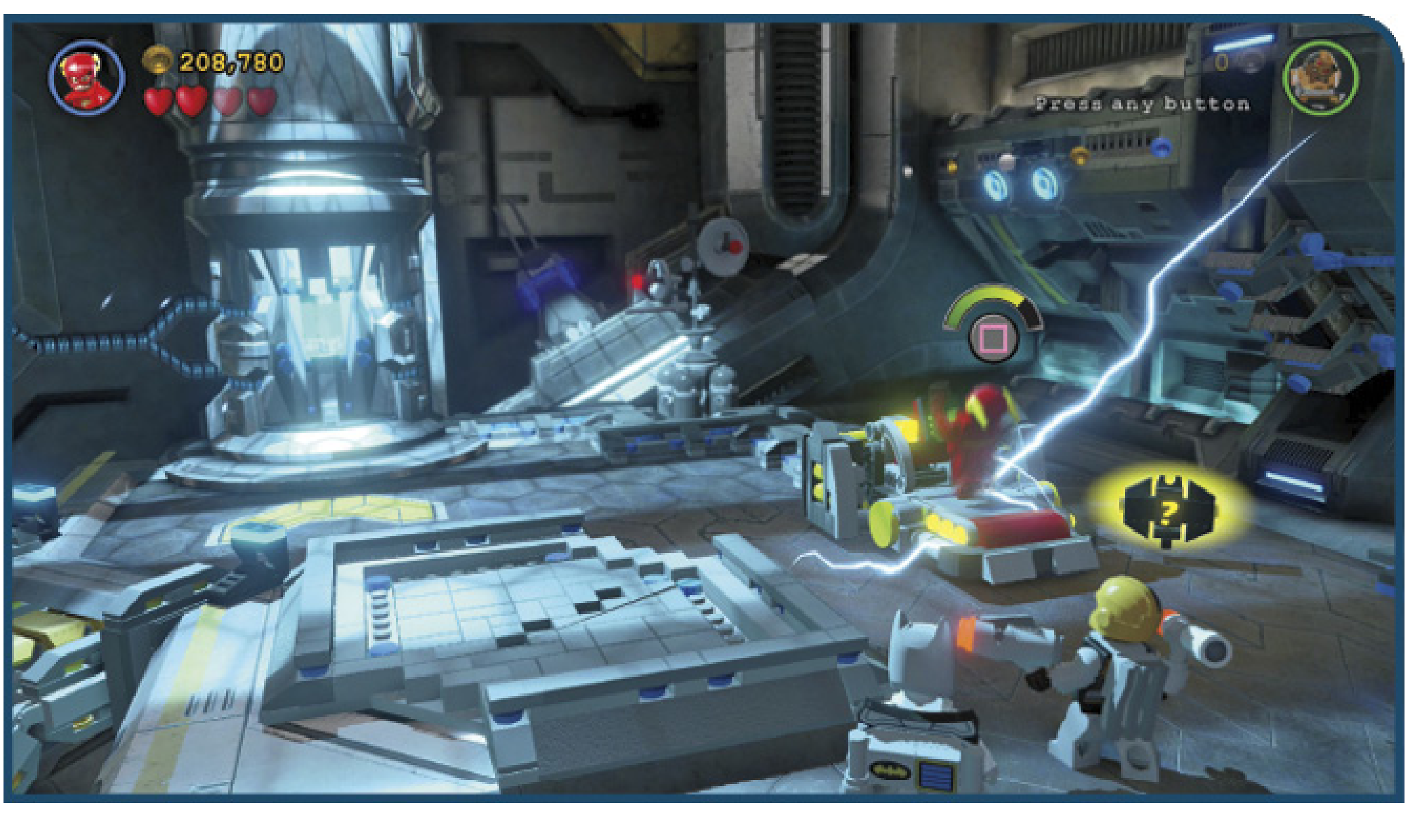
FREE PLAY
3
RED BRICK

STUDS X6

Pull the lever on the right wall to make some bricks pop out of a nearby ship. Build these into a Plastic Man pad, then use the pad to transform Plastic Man into a UFO that zips off and abducts a Red Brick!



The hangar door won't open—there must be another power cell! Tag to Cyborg, put on his Space Suit and then fly to the right. Land and use his magnet suit to raise a spinner up from the floor over here. Push the spinner's green side to extend some stairs for Batman and The Flash.



Use Batman's Power Suit or Cyborg's Demolition Suit to destroy the silver objects near the spinner with explosive attacks, then build their bricks into a treadmill. Tag to The Flash and jump on the treadmill, then tap the Attack button to run faster and faster. Keep running until you overcharge and blow the hangar door's other power cell. With both cells destroyed, the hangar door opens, letting the rest of the Justice League land!

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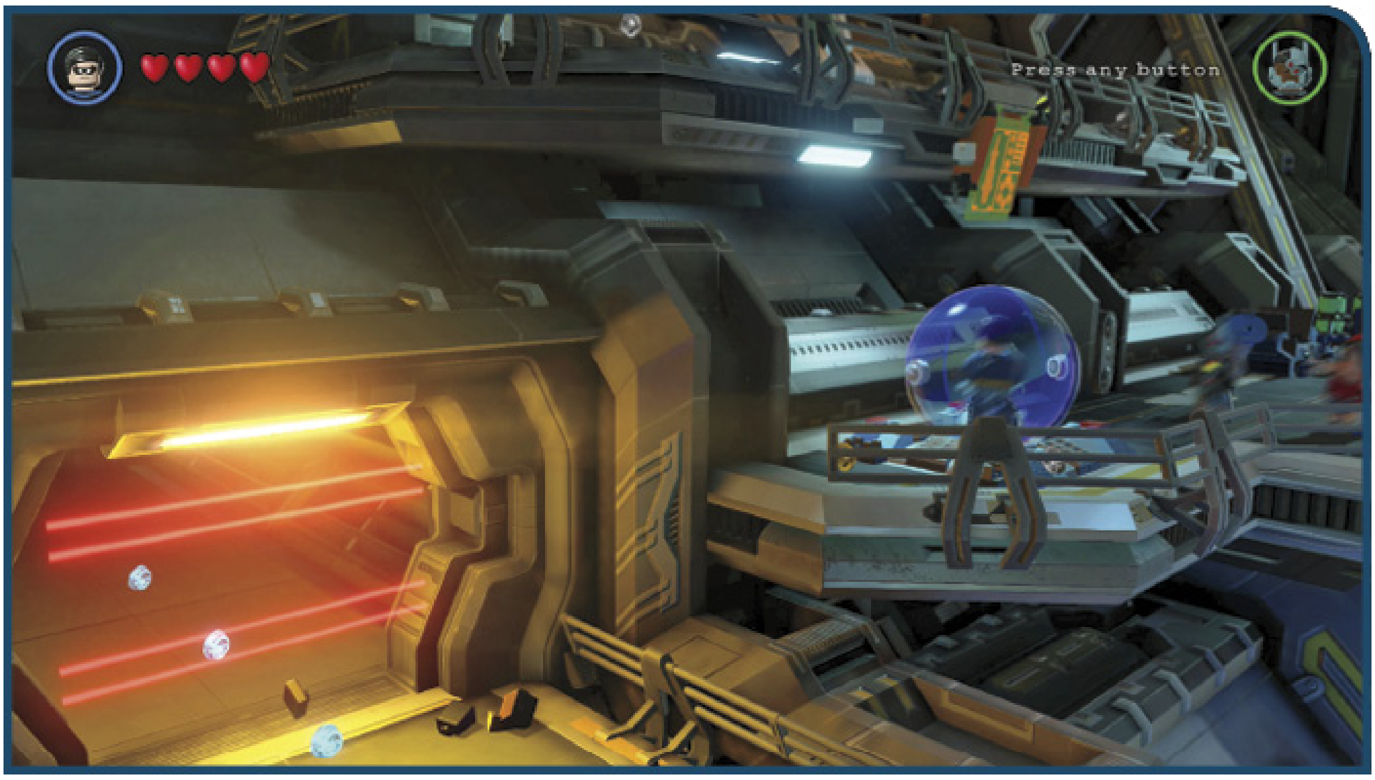
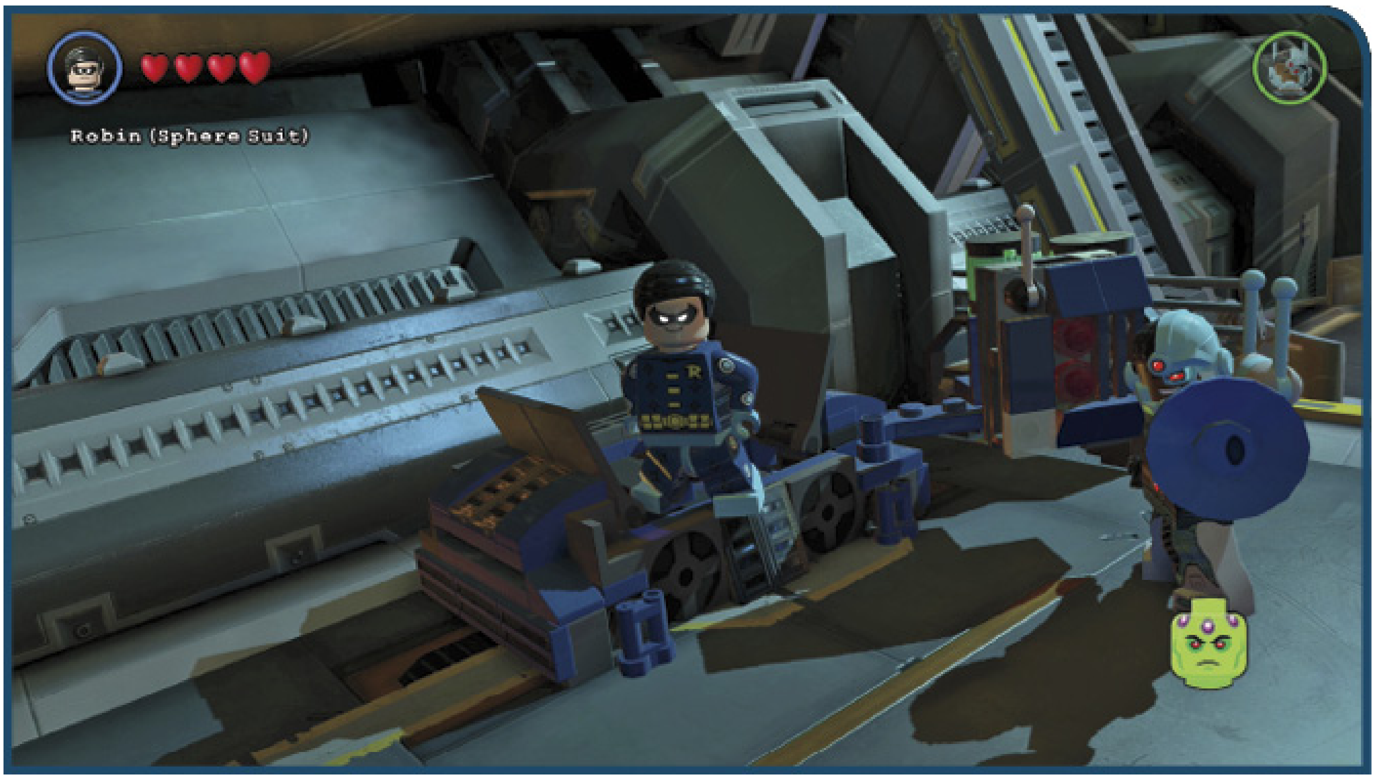
Hub Visit 3: Watchtower

Objective 1: Get through the First Security Door

The hangar's security door has gone haywire! Use Cyborg's laser from a safe distance to destroy the lasers that The Joker placed. Now you just need to open the door. Backtrack a bit and scale the stairs on the left. Use Cyborg's Demolition Suit to destroy the silver object, then build its bricks into a techno panel. Hack the panel to make a Suit Token rise from the floor. The Token is encased in glass—use Cyborg's Sonar Suit to shatter its case. Tag Robin again and collect the Token to obtain his Sphere Suit!

Switch to the Magnet Suit (Robin now has this as well as Cyborg) and use it to rip up the nearby magnetic floor hatch. This exposes a sphere slot. Don Robin's Sphere Suit and then tap the Interact button to encase Robin in a protective sphere. Roll on to the sphere slot and roll forward. Doing so opens the security door, letting your group advance.





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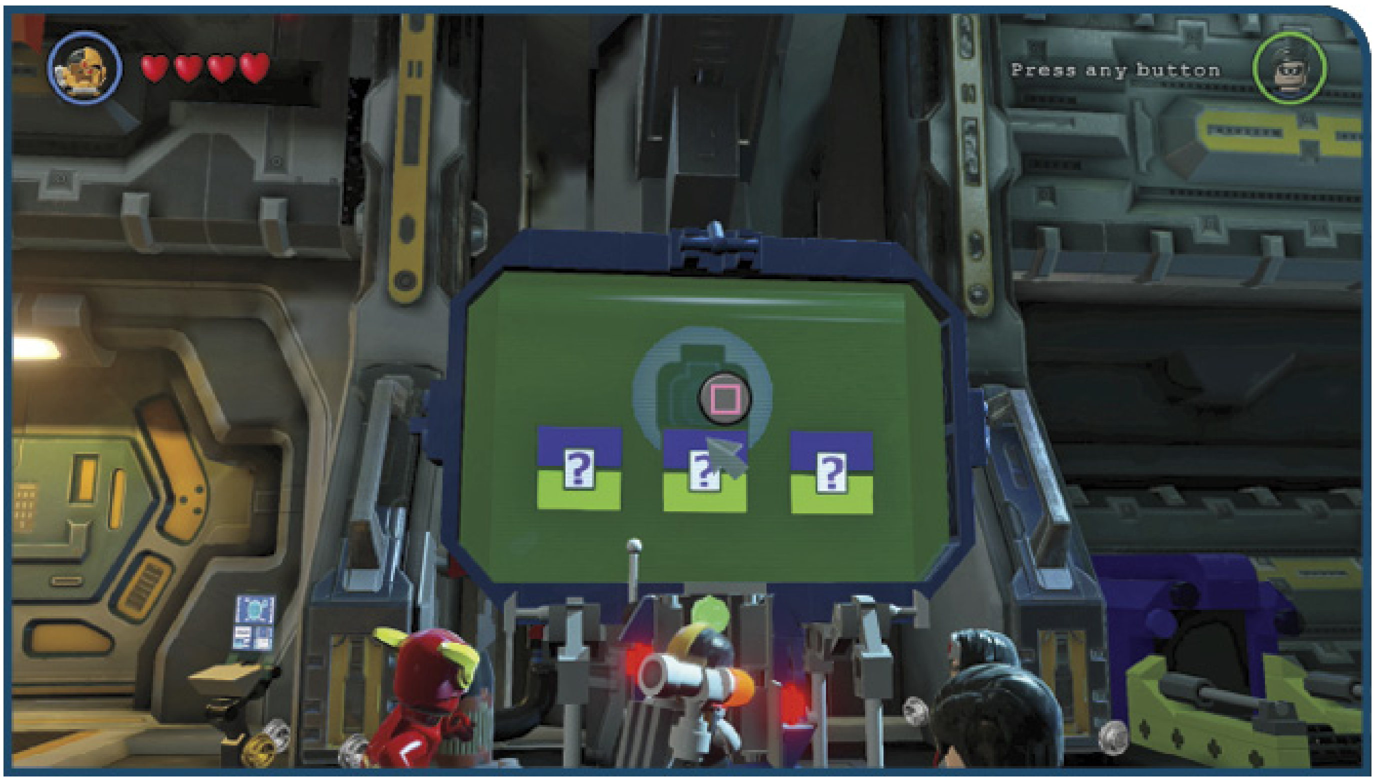
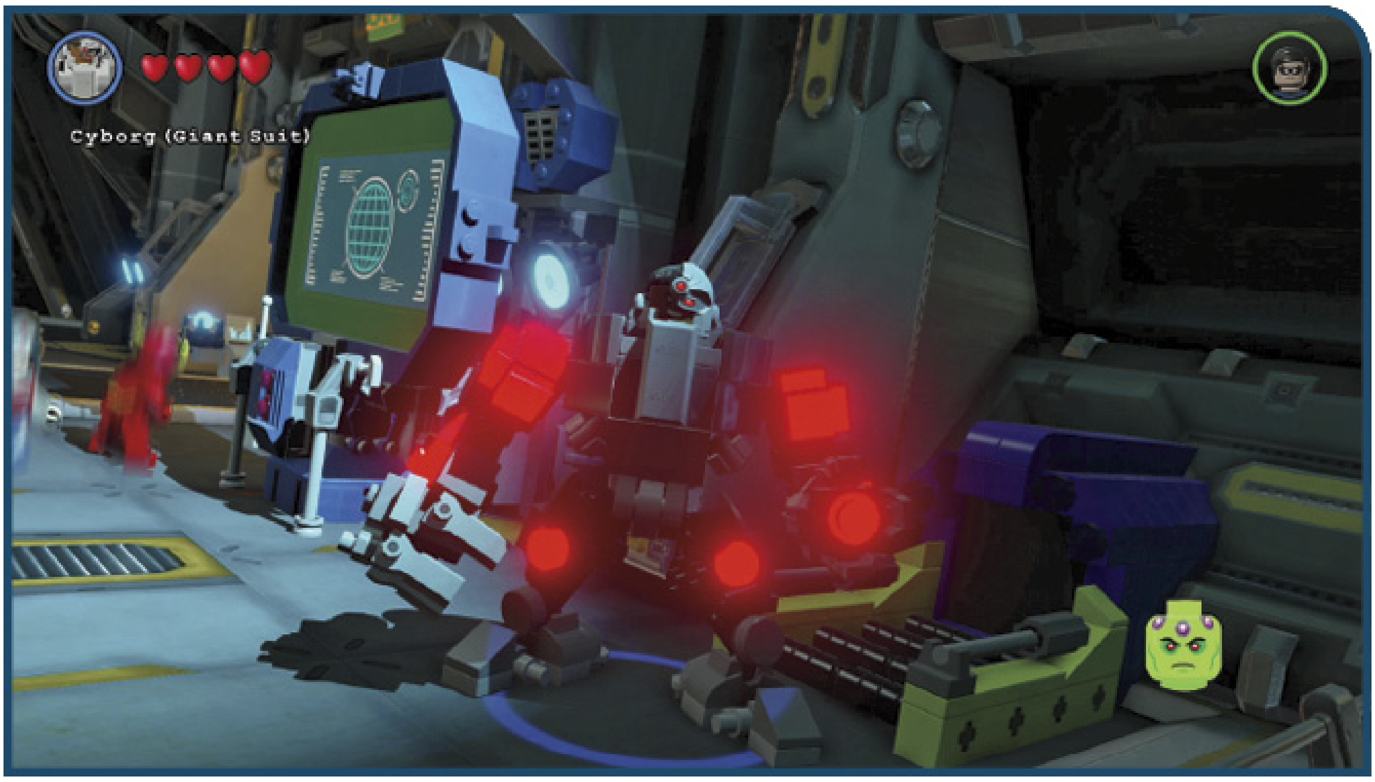
Hub Visit 3: Watchtower

Objective 2: Get through the Second Security Door

What's this? The Joker's goons are guarding another security door! Explore the foreground on the right to find a silver barrel. Destroy it with Cyborg's Demolition Suit and then build the bricks into a techno panel. Activate the techno panel, and the nearby screen lights up, showing three boxes. Click the middle box and it opens and closes. The boxes then shuffle around—keep your eye on the one you clicked, then select it when the boxes stop to solve The Joker's little puzzle. If you guessed right, you score a Purple Stud!

Solving The Joker's puzzle also causes a box to emerge from the nearby wall. The box suddenly explodes, revealing a Suit Token! Tag Cyborg and collect the Token to unlock his awesome Giant Suit.





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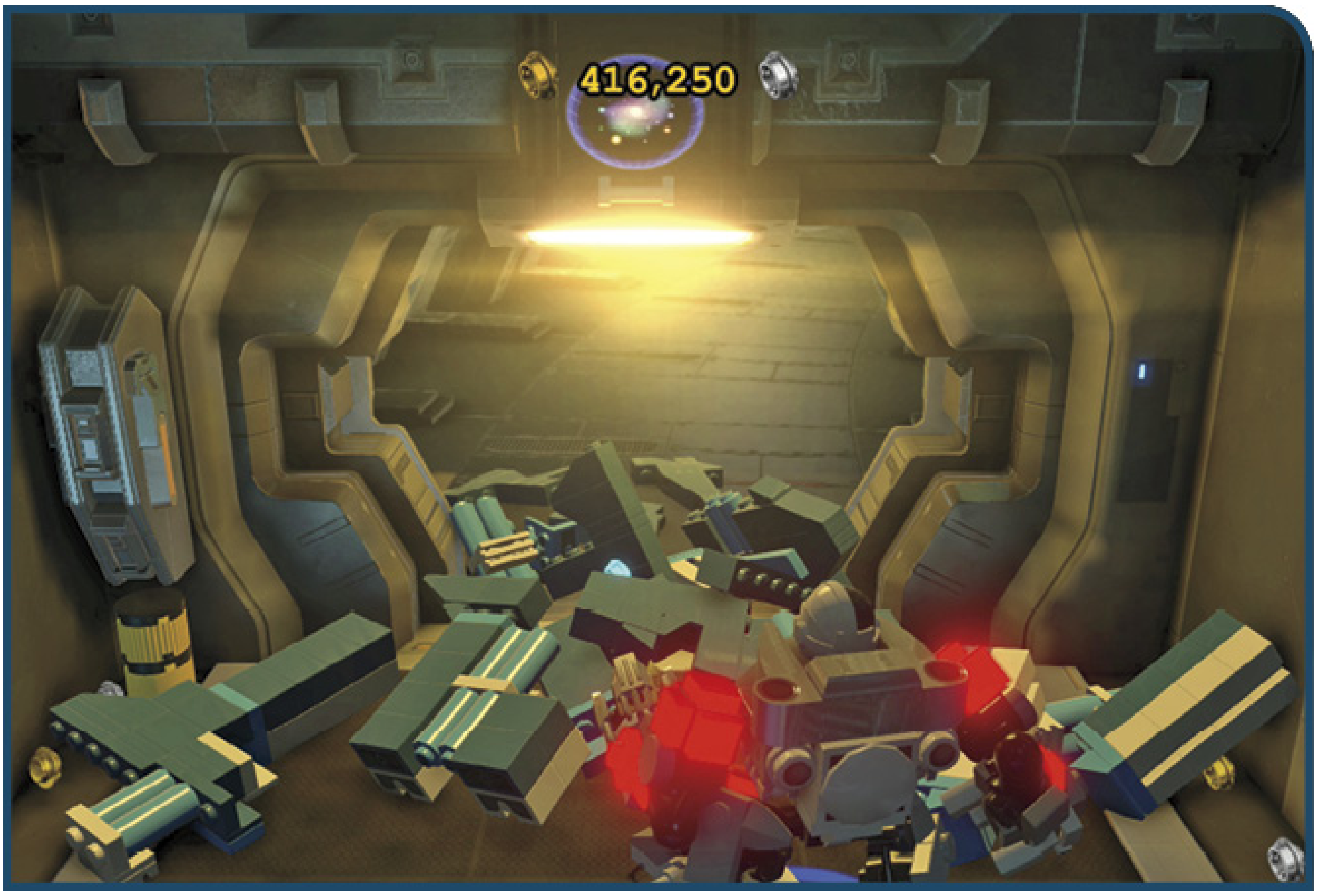
Hub Visit 3: Watchtower

Bypassing the Security Gate



Now let's see about those goons. Use Cyborg's Giant Suit to wipe out the ones that drop in, and then head upstairs. Follow the ghost studs to a metal object with two green handles. Only giant characters have the size and strength to interact with green-handled objects like this. Use Cyborg's Giant Suit to grab the handles and lift the object overhead, clearing the path to the second security door.

Lay waste to the goons ahead, then use the Giant Suit again to smash through the cracked background door. Like objects with green handles, only giant characters have the size and strength to smash through cracked walls. Hurry down the corridor beyond to begin the next mission!

NOTE

At this point, you have the option of exploring more of the hubs. You can visit other sections of the Watchtower right now, and you can use its slideways teleporters to reach the Batcave and the Hall of Justice. Optional adventures abound in the hubs, and all of this exciting content is covered in complete detail in the "Hub Areas" chapter that follows the walkthrough. You can explore the hubs anytime you like, mind you, so there's no need to get sidetracked now if you're enjoying the story. In fact, the hubs are a bit easier to explore after you've beaten Story Mode. See the "Hub Areas" chapter for complete details!

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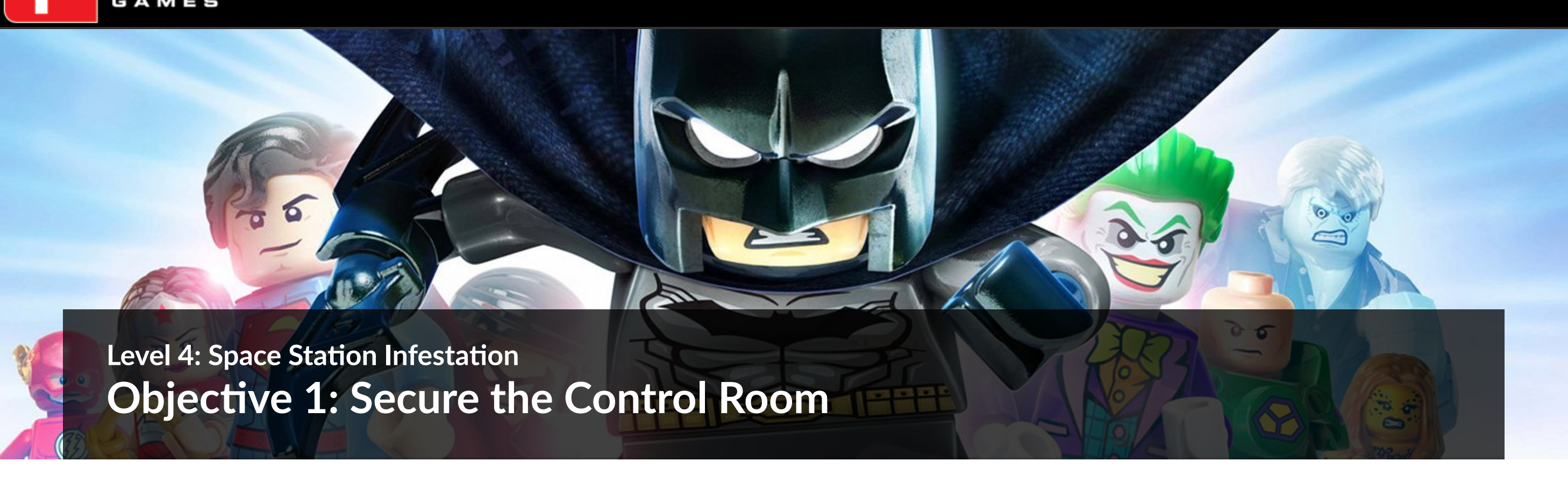


Level 4: Space Station Infestation

Objective 1: Secure the Control Room

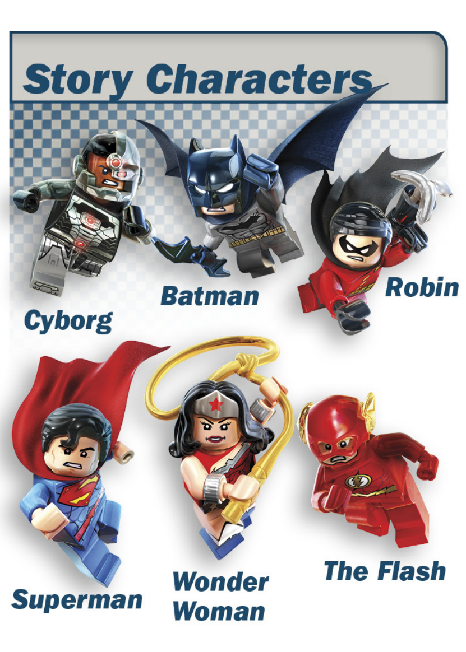
WALKTHROUGH
4
LEVEL
BANG!

Space Station Infestation

The Story Thus Far ...

The Dynamic Duo have done their part in helping the Justice League infiltrate their besieged Watchtower. Now the League must work together to defeat the villains that have overtaken their orbital station. A facility this powerful can't be allowed to remain in evildoers' hands!

Story Characters



Minikits

No.	Area	Mode	Notes
1	1	Story	Knock down six floating balloon presents around the area.
2	1	Free Play	Hack the techno panel in the back of the control room.
3	1	Free Play	Send the Toy Wonder through the hatch in the back of the control room.
4	2	Story	Find and destroy five warning signs on the walls (three are in the dark armory).
5	2	Story	Open the magnetic crate on the right.
6	2	Free Play	Mind control the janitor in the booth, pull the lever and destroy the gold crate.
7	2	Story	Use Cyborg's Space Suit to fly up and collect it from the armory's left background corner (near the twirl poles).
8	3	Free Play	Descend the background ladder and hack the techno panel.
9	3	Free Play	Smash objects on the right to find a techno panel. Hack it and then destroy the gold crate.
10	3	Free Play	Open the blue hatch on the left with magnetic power. Drop into the glass chamber below.

Suits

Icon	Suit	Mode	Notes
	Batman (Electricity Suit)	Story	Obtained through Story progression.

True Hero Stud Requirement

155,000

Tokens

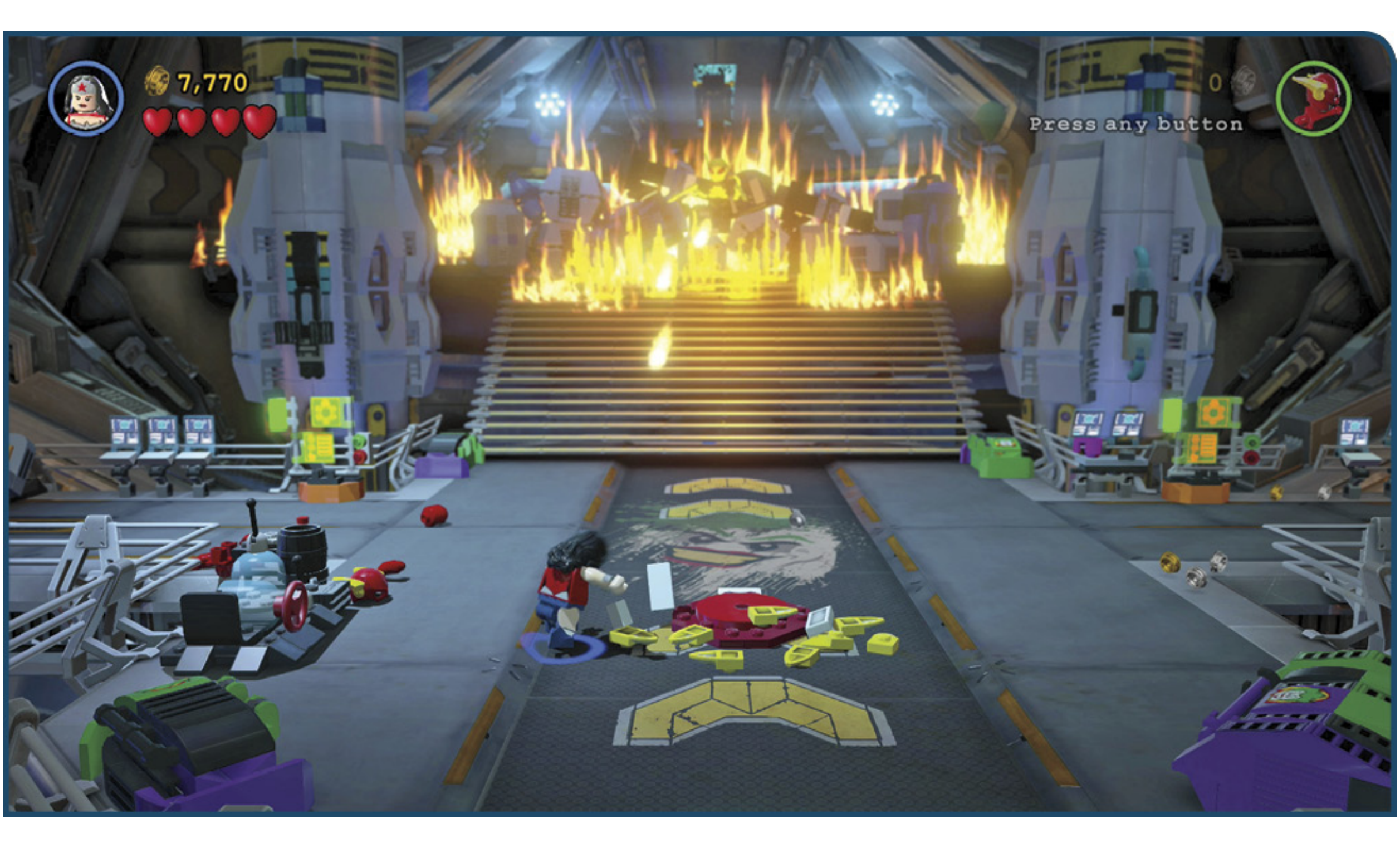
Icon	Character	Area	Mode	Notes
	John Stewart	1	Free Play	Use magnetic power to open the blue grate on the left.
	Reverse Flash	2	Free Play	Shrink the big missile on the armory's right side, then destroy the silver crate.
	Green Arrow	2	Free Play	Complete Bat-Mite's fetch quest (Electric Suit required).

Red Brick

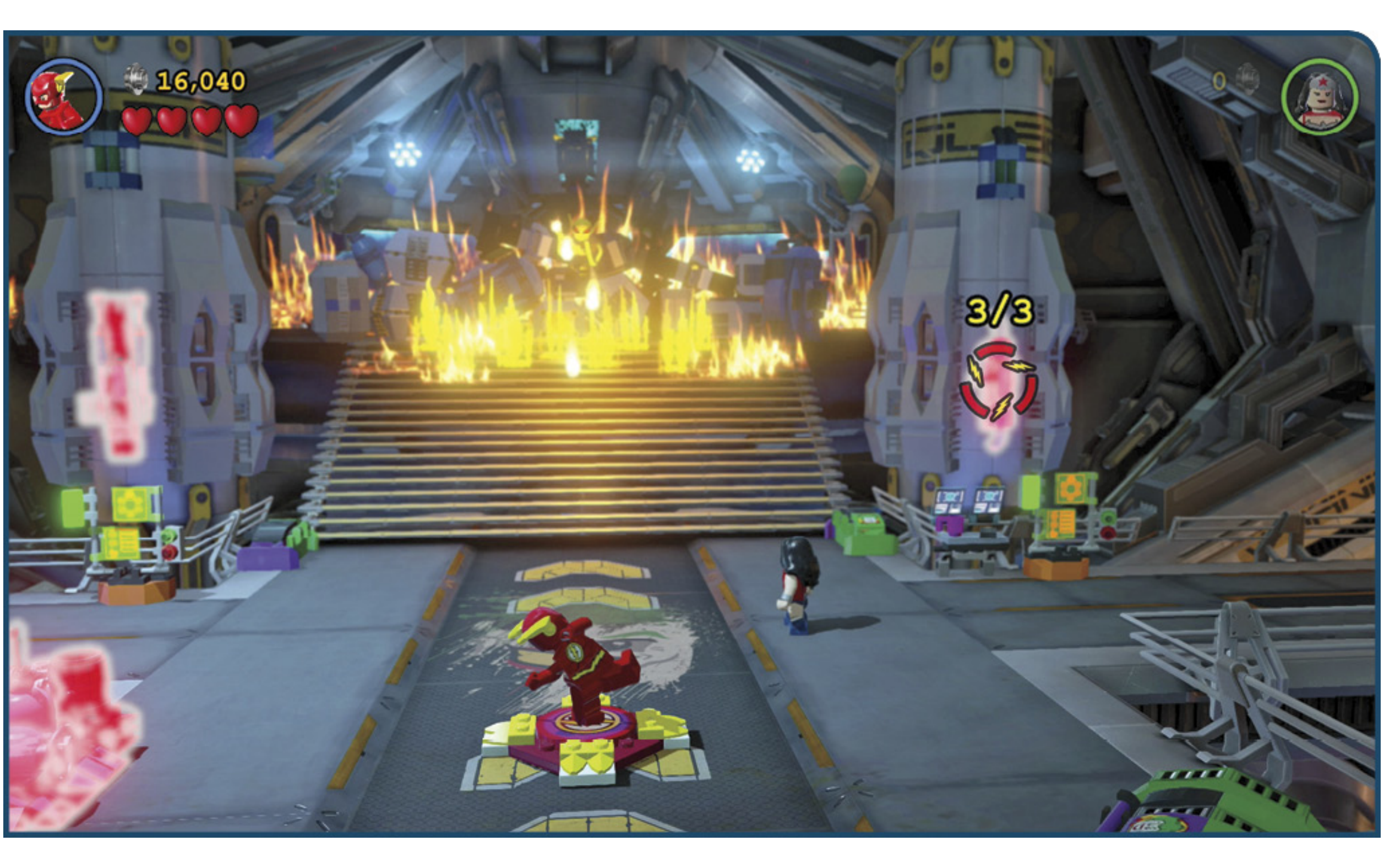
No.	Effect	Area	Mode	Notes
4	Studs x8	3	Free Play	Go through the vent access, run to the right, stealth past the cameras, and use the Plastic Man pad.

Adam West in Peril!

Area	Mode	Notes
3	Free Play	Go through the vent access, smash the crates, build and use the Lantern pad.

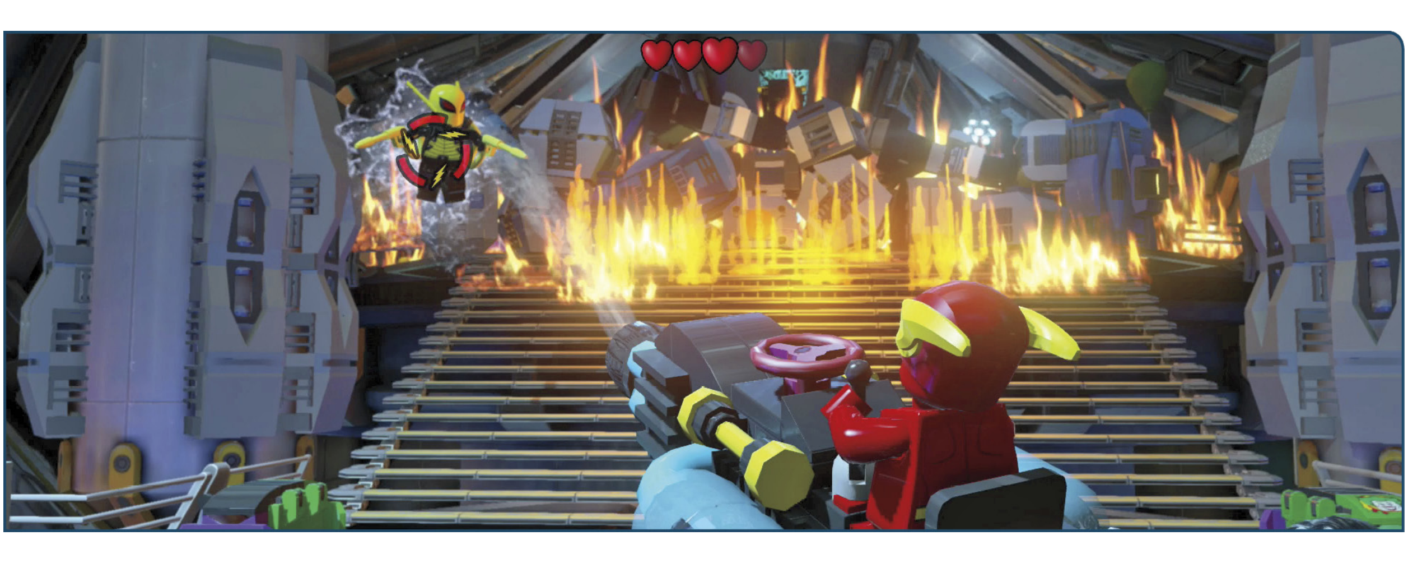


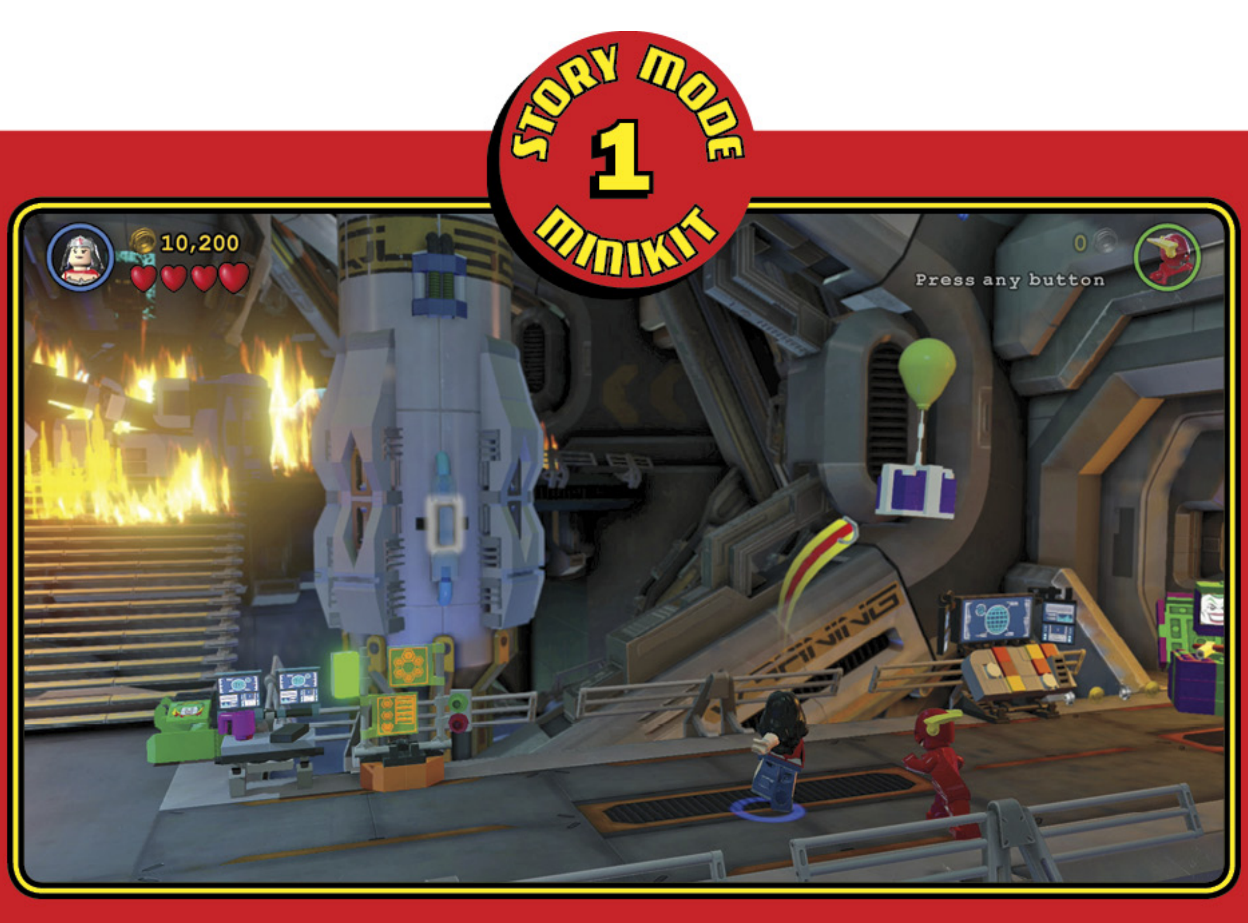
Whoa, Firefly is really steamed! You can't harm the fire-wielding villain at first, so dodge his searing attacks until he unleashes a sweeping jet of flame that knocks down some bricks. Build these bricks into a Flash-Build pad.



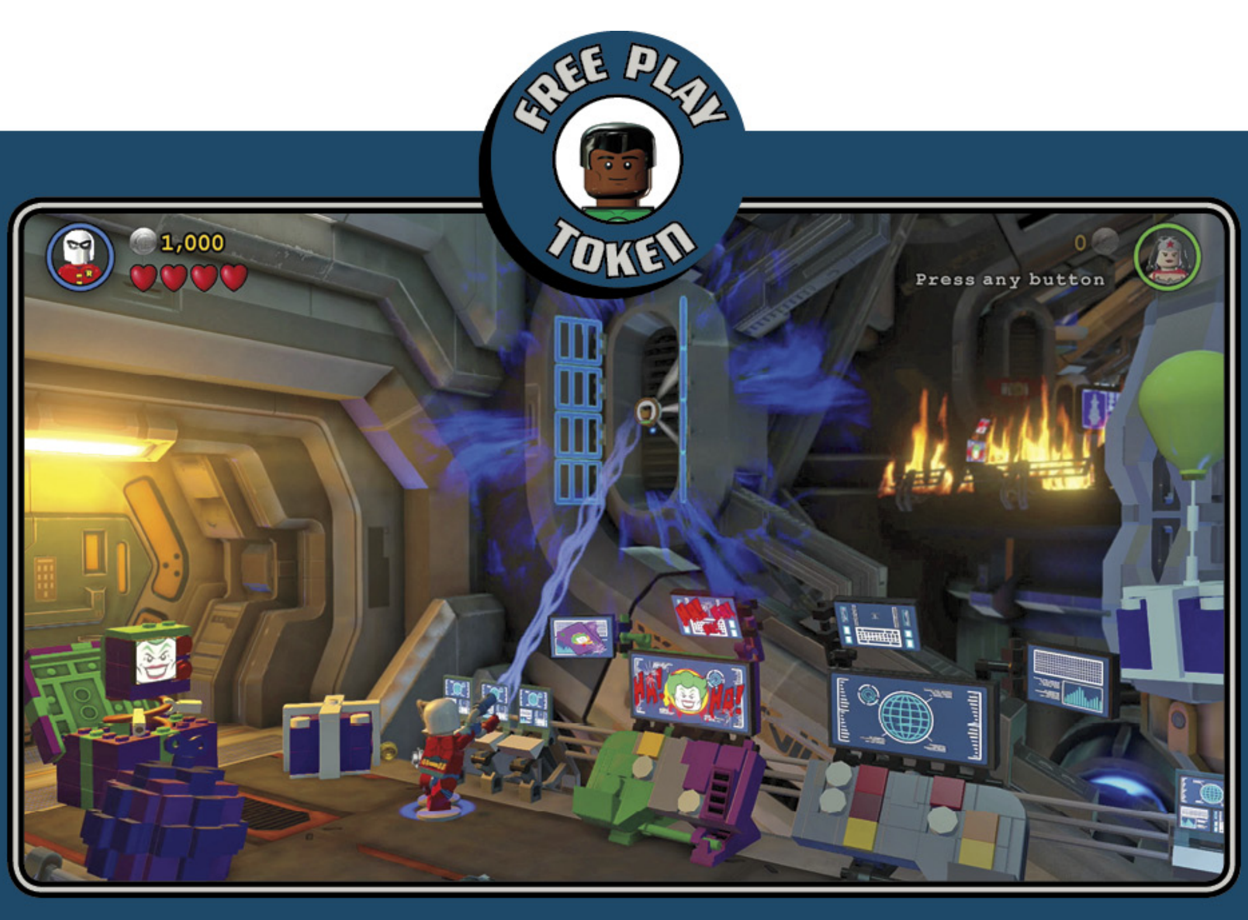
Move The Flash onto a Flash-Build pad, hold the Attack button, and then target the three glowing objects in the vicinity (the water valve on your left and the two rockets on either side of Firefly). Release the Attack button to send The Flash zipping around, collecting bricks from these objects and building a water cannon.

Time to fight fire with ... water! Hop onto the water cannon and blast away. Just keep soaking Firefly until he's all wet behind the ears. After Firefly falls, continue using the water cannon to douse the flames ahead so that you may advance. Use Wonder Woman's lasso to yank the orange hook at the top of the stairs and bring down the debris that's blocking the control room.





Throw Wonder Woman's tiara and knock down six floating balloon presents around the area to earn a Minikit as your reward! The first two balloons are found near Firefly; the other four are located in the control room just beyond him. Raise Wonder Woman's bracelets and walk through the LEGO fire to reach the balloons in the background.

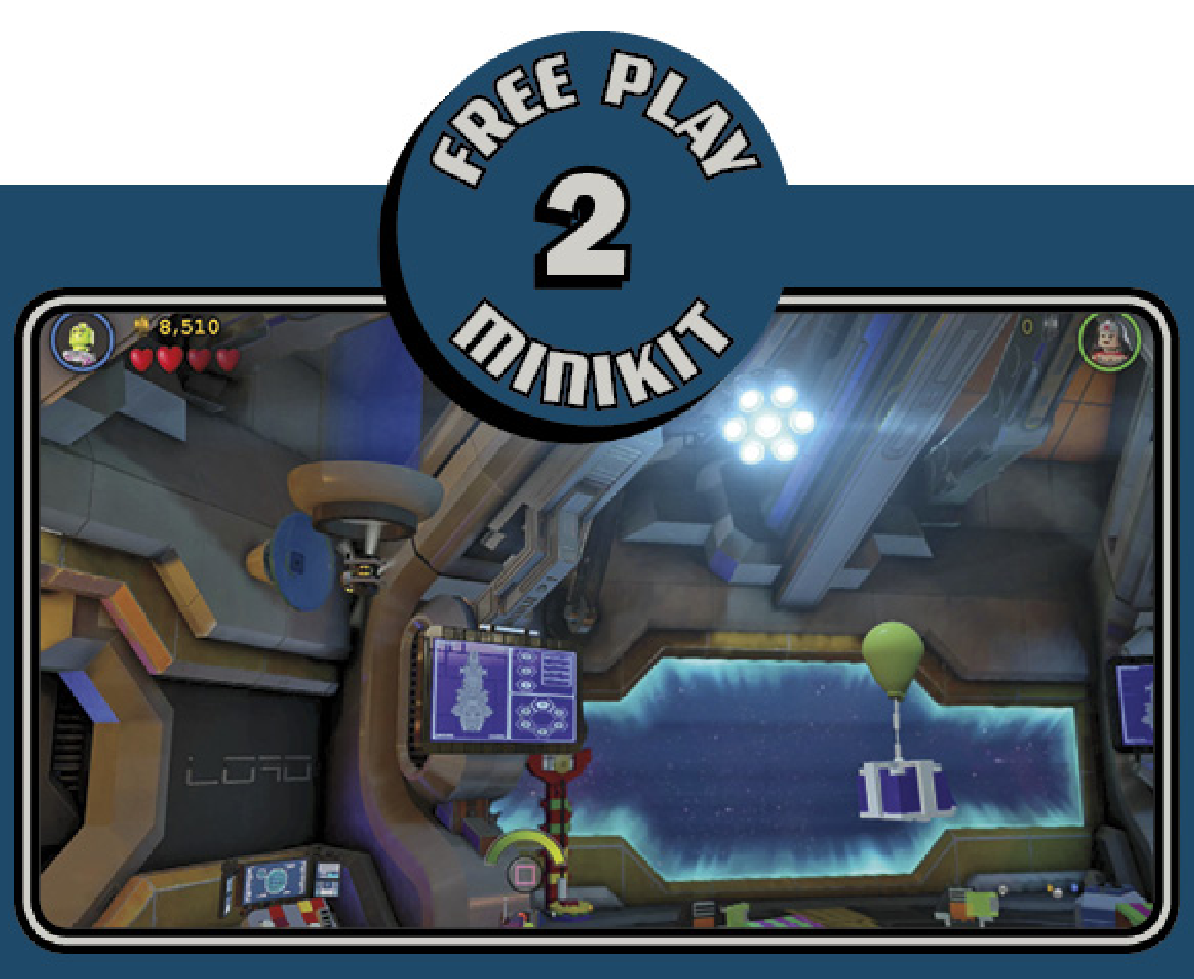


JOHN STEWART

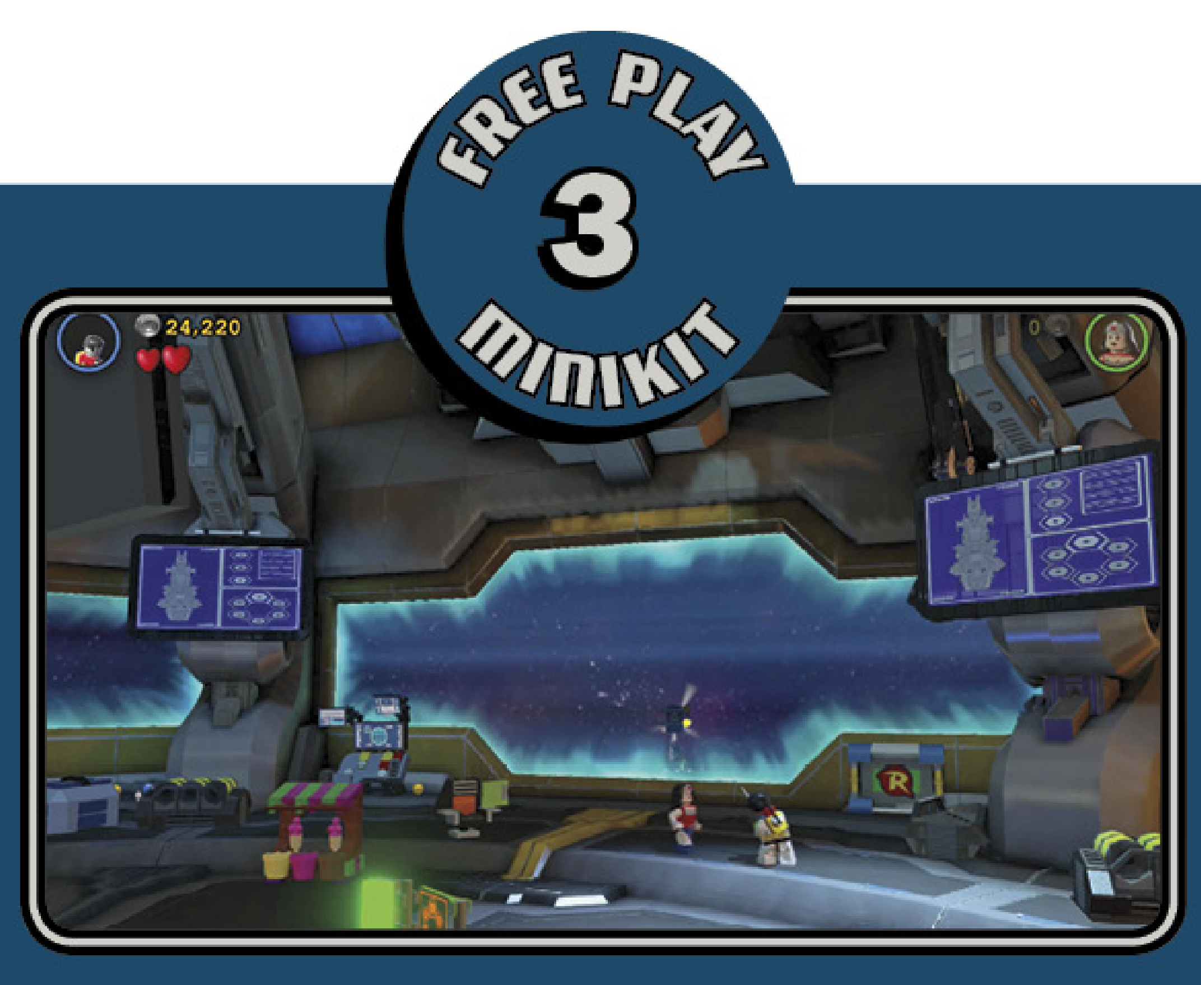
Walk to the left of the starting point and use magnetic power to open a blue grate that's way up high. Hey, there's a Character Token up there! Fly up and grab it.

The water cannon can only put out LEGO fires—not "real" fires that are part of the environment.

DECLAWING CHEETAH

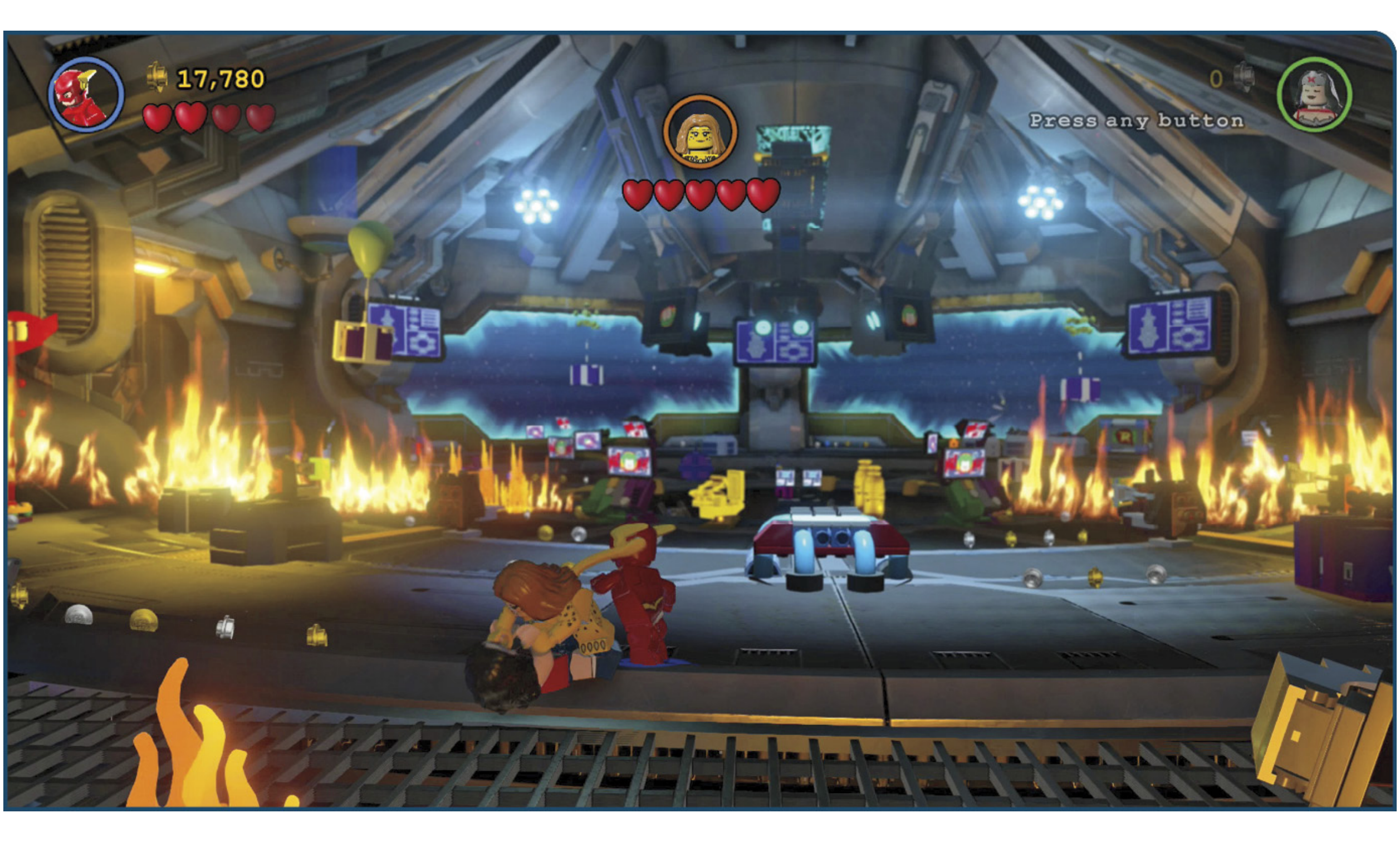


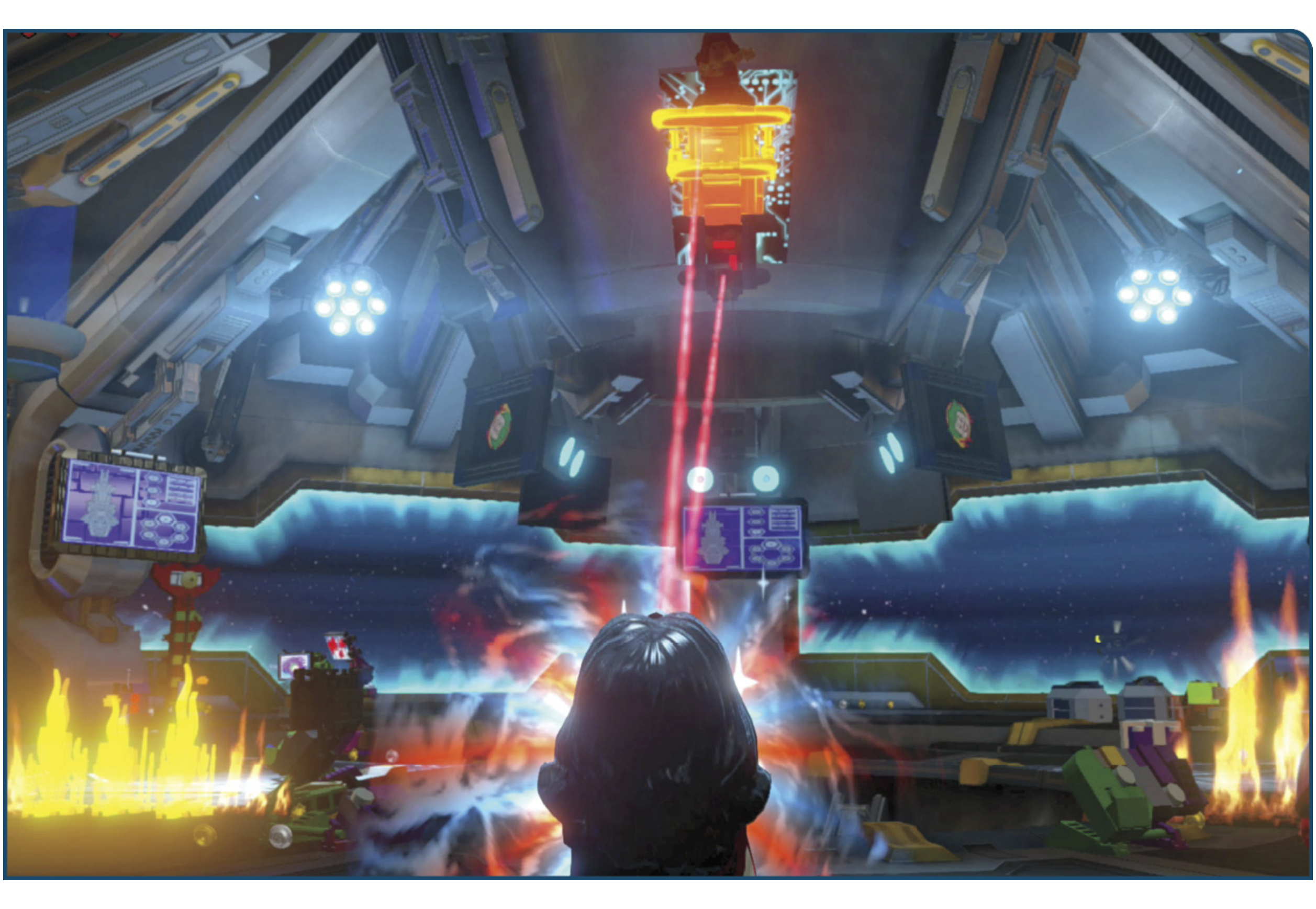
Extinguish the LEGO fires in the control room, or walk through them with Wonder Woman (using her bracelets for defense), to reach the back of the room. Change to a tech character and hack the techno panel on the left to make a Minikit drop from an overhead pipe!



Get past the LEGO fires in the control room, then change your character to Robin and equip his Techno Suit. Hold the Interact button to pull out the Toy Wonder, then send it through the Toy Wonder hatch on the right. Surf out into space and collect the Minikit that can be seen through the window.

You've beaten one baddie, but another awaits you in the control room—Cheetah! Allow this nimble villain to pounce on you, then tag to your other character and hit Cheetah while she's attacking. She flees and doesn't return until you've defeated all of the goons that storm in.





When Cheetah returns, hit her again after she pounces, and she flees to an overhead security laser made of gold. The laser destroys an object. Build its bricks into a shield deflect pad, then move Wonder Woman onto the pad and reflect the laser beam back at the security laser to destroy it. Cheetah flees after she falls, and more goons arrive. Defeat them all and then strike Cheetah again after she pounces, just as you've done before. Keep it up until Cheetah's had enough, and Wonder Woman and The Flash have succeeded in securing the Watchtower's control room!

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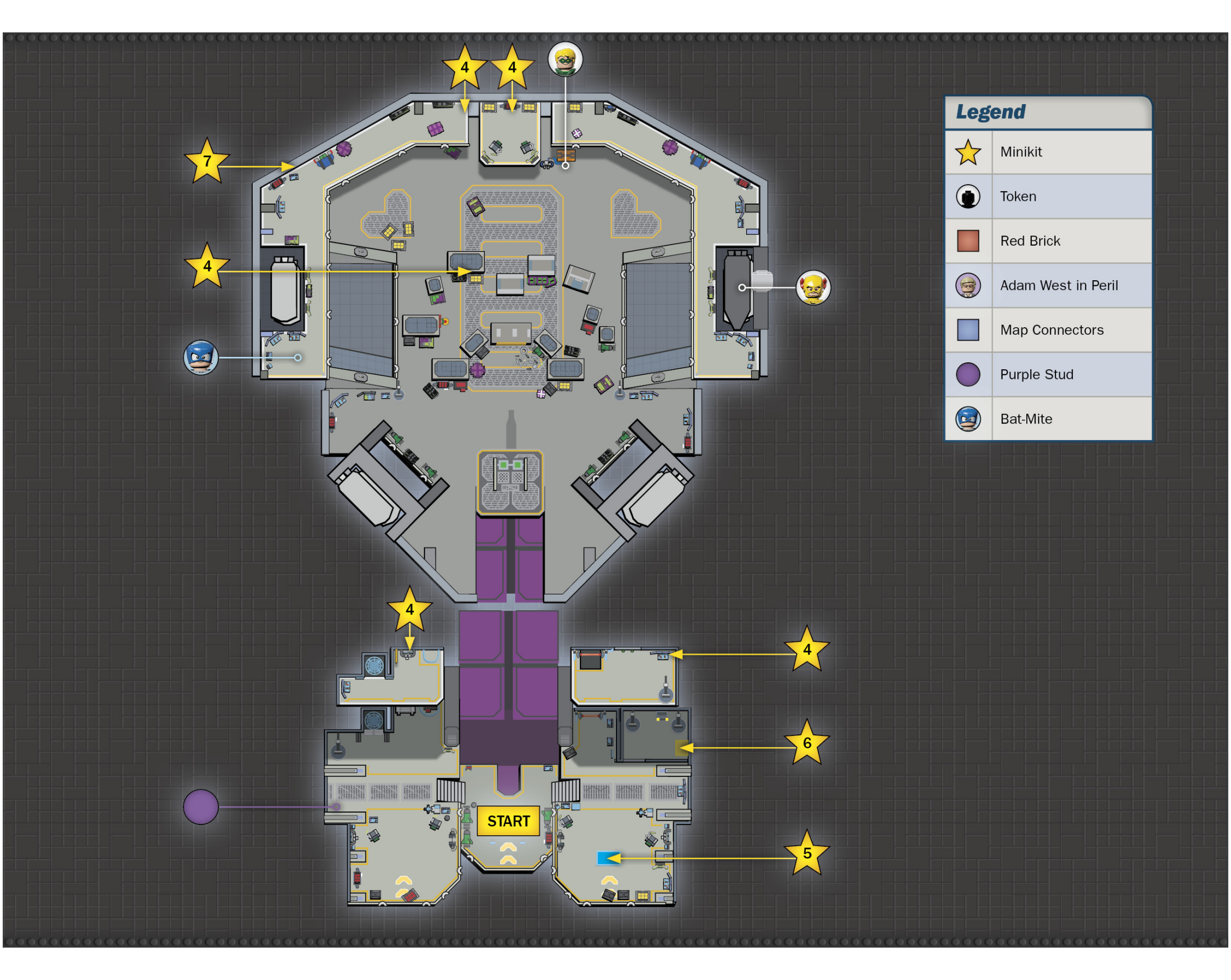
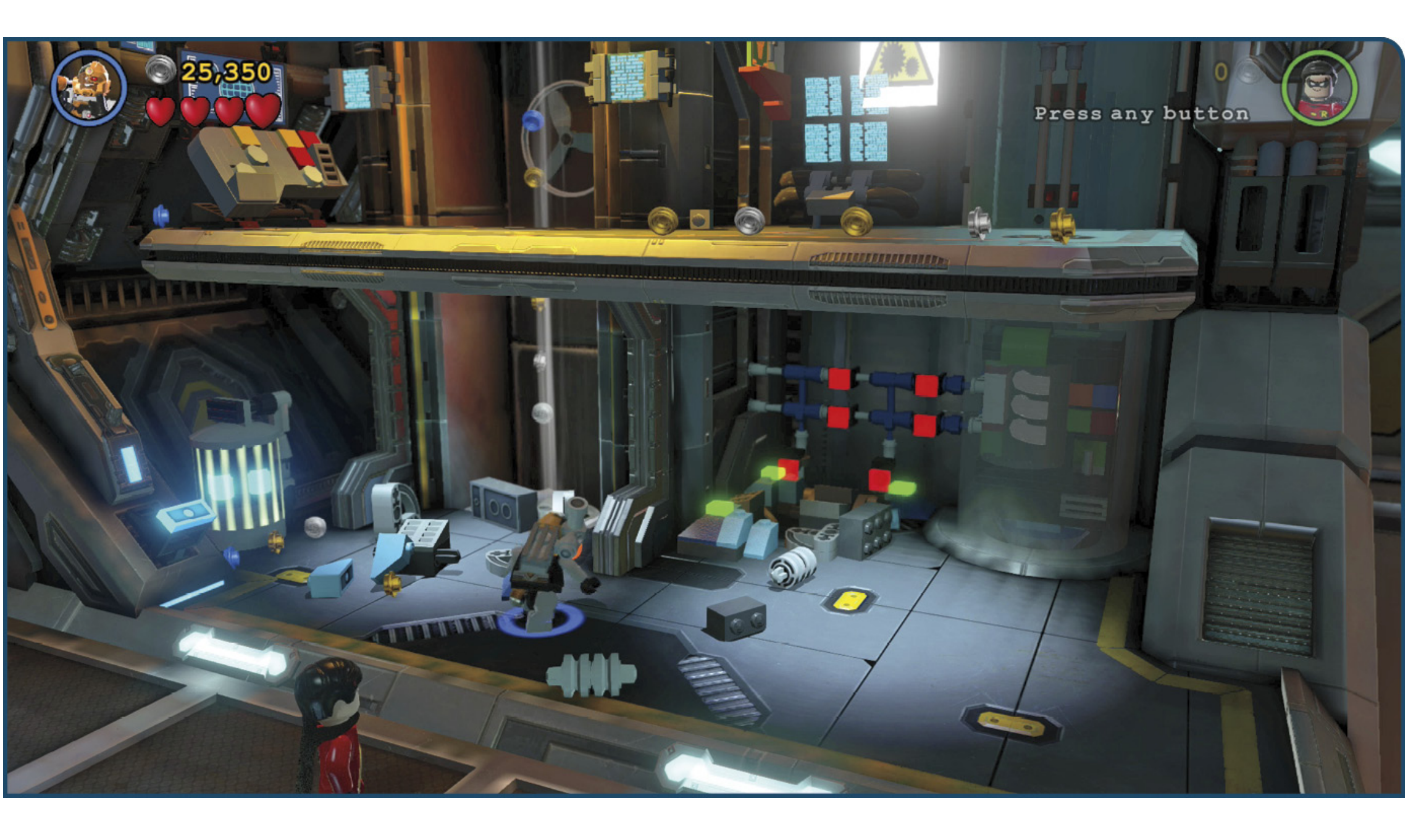
Level 4: Space Station Infestation

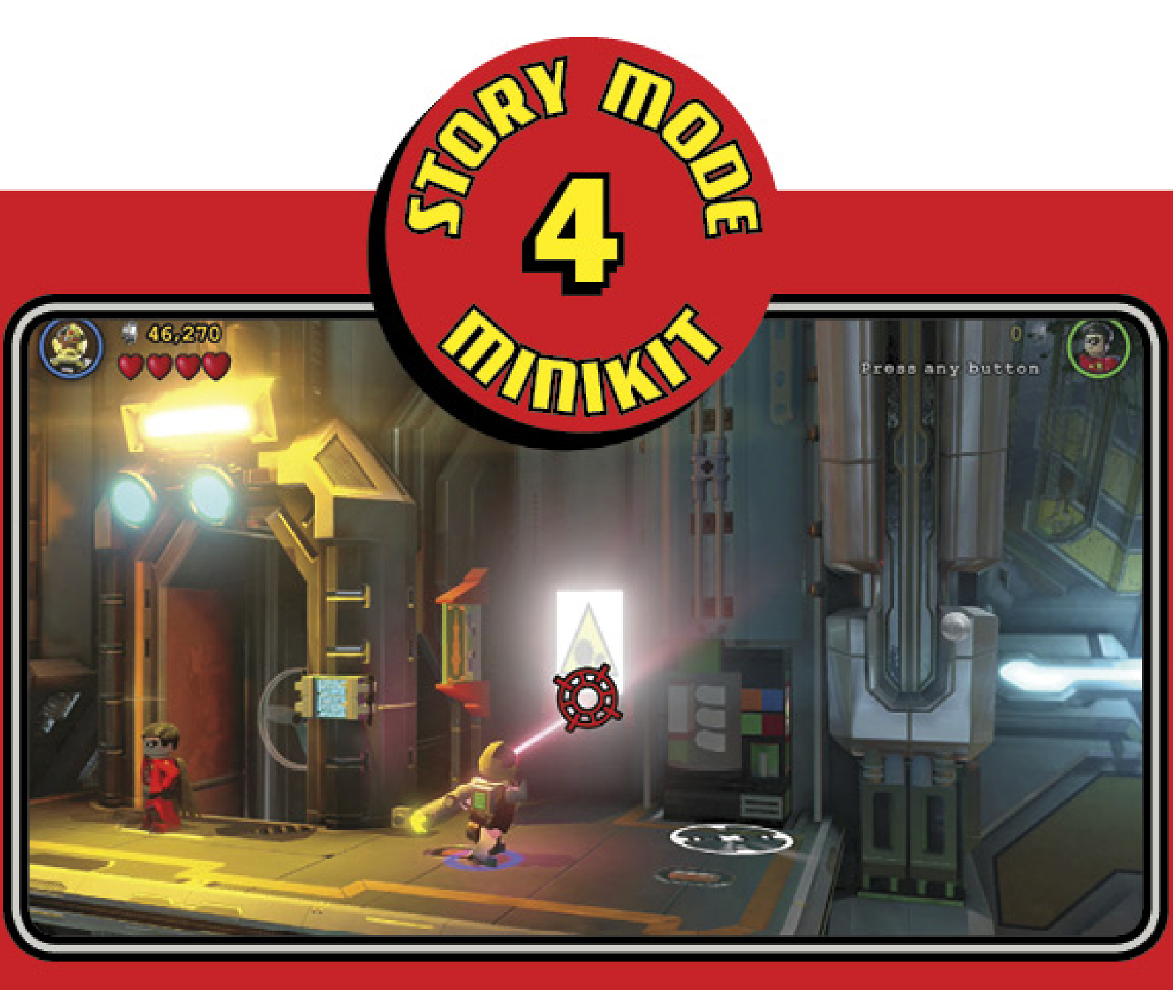
Objective 2: Catch Killer Croc and Grundy



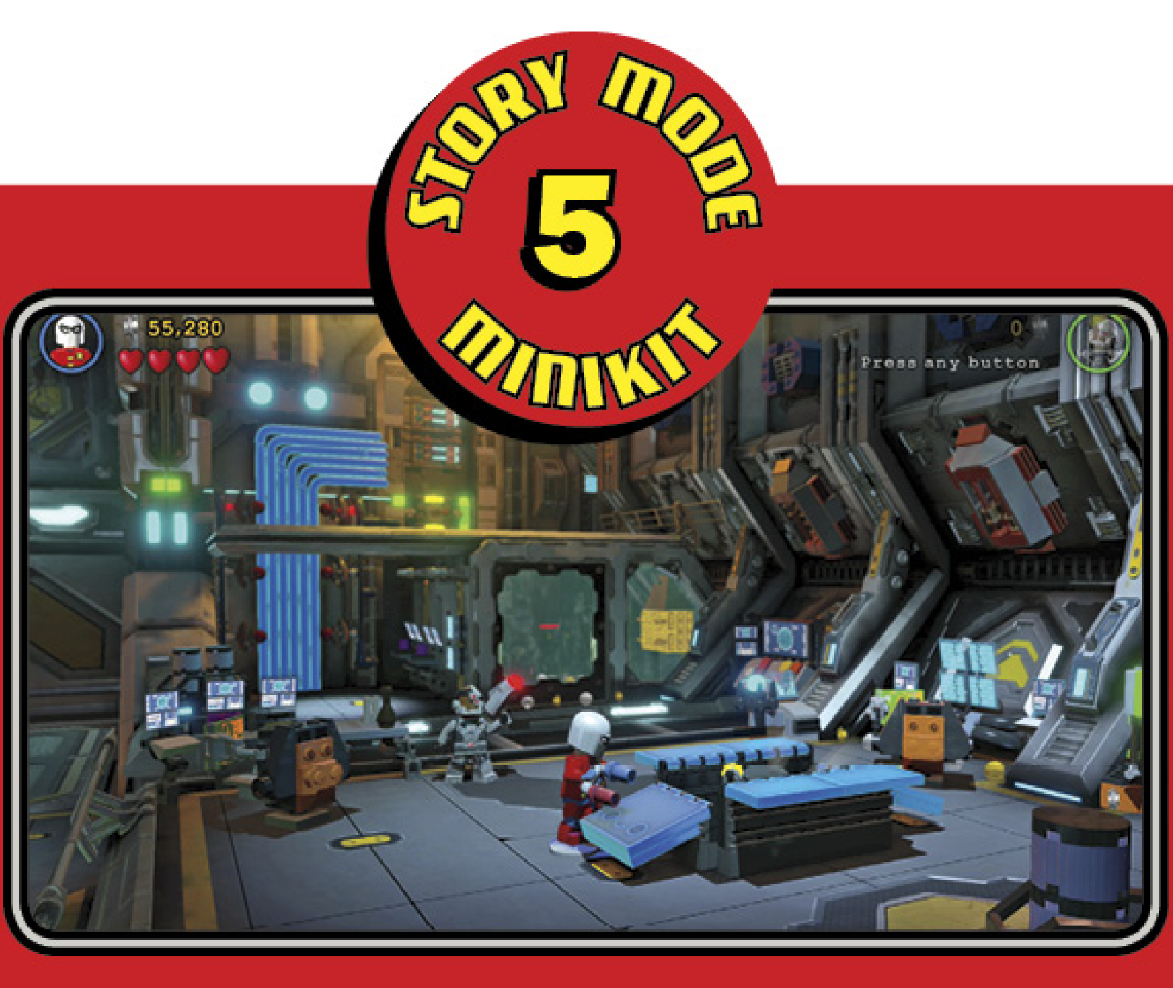
With the Watchtower's control room secured, the scene shifts to Robin and Cyborg, who are hot on the heels of Killer Croc and Solomon Grundy. Change to Cyborg's Demolition Suit and destroy the silver objects on the left to expose an updraft and obtain some bricks. Build the bricks into a sphere slot for Robin.



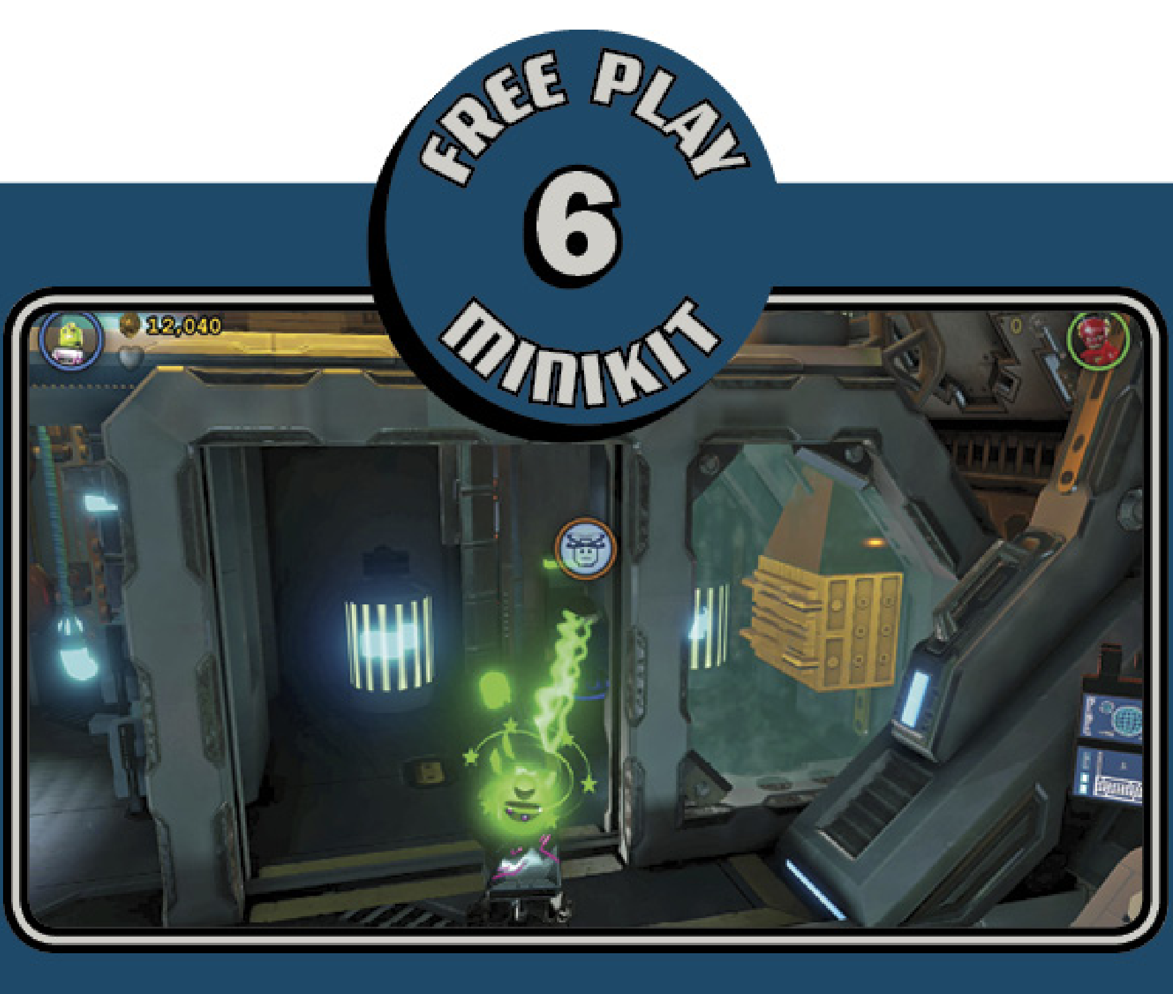
Check near the door on the left to find a hidden Purple Stud!



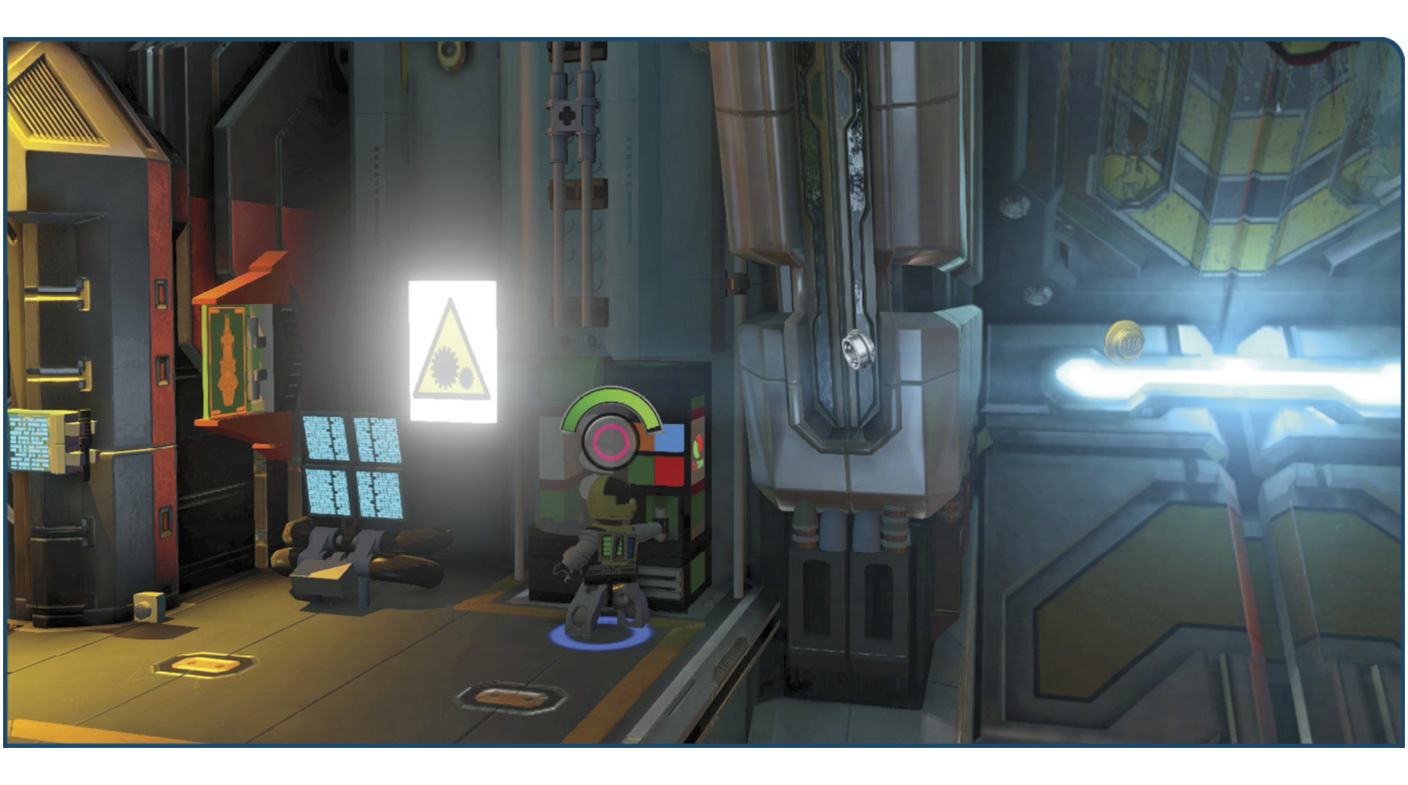
Find and destroy five white, glowing signs on the walls around this area to claim another Minikit. Two are around this area (one's near the updraft, the other's above the janitor's booth), while the other three are up in the dark armory you'll soon be visiting. Check the map to see their locations!



Use Cyborg or Robin's Magnet Suit to open the magnetic crate on the right. Open both of sets of doors to uncover a Minikit!



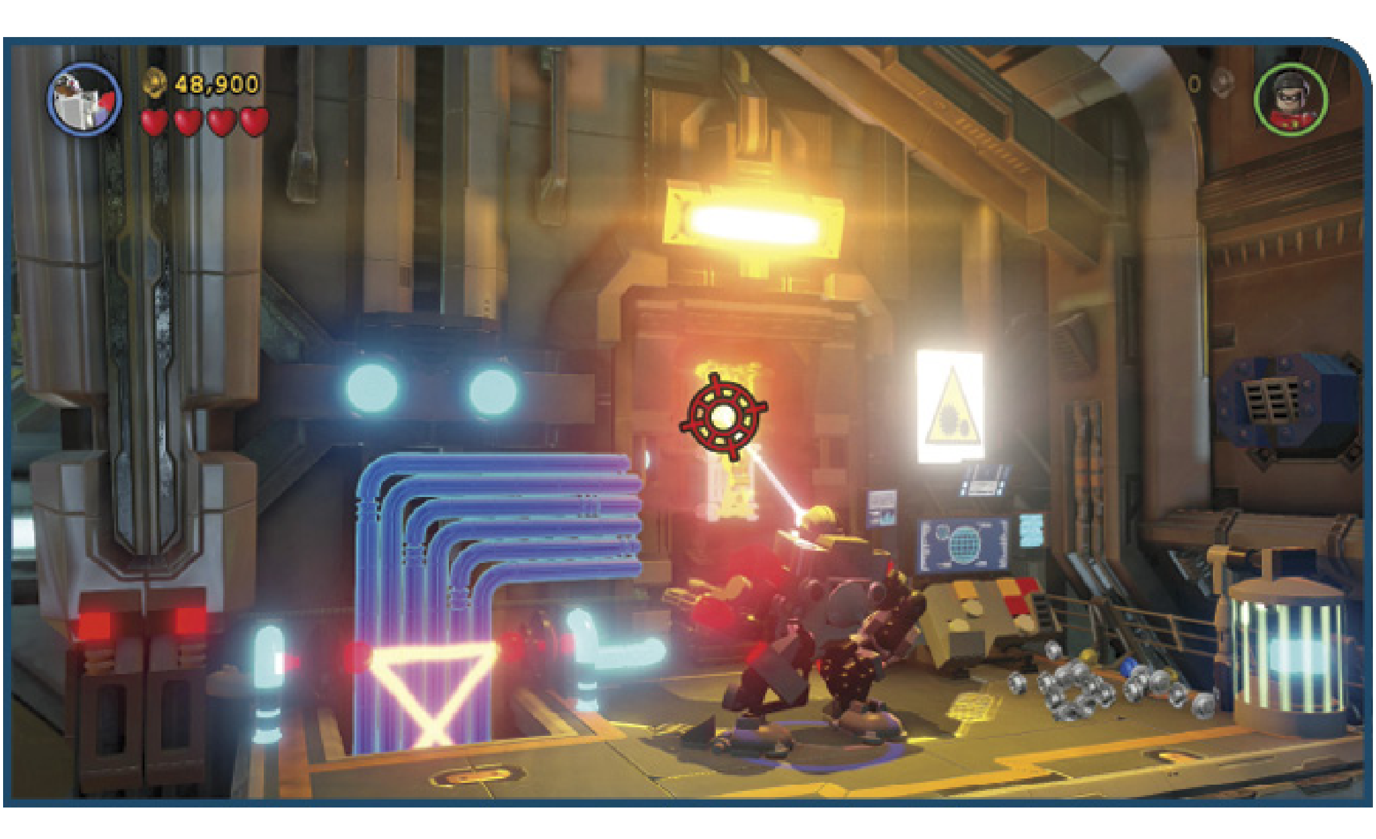
During Free Play, move to the right and use a mind control character like Martian Manhunter to gain control of the janitor in the booth. Make the janitor pull the lever to open the booth's door, then go in and destroy the gold crate to discover a Minikit!

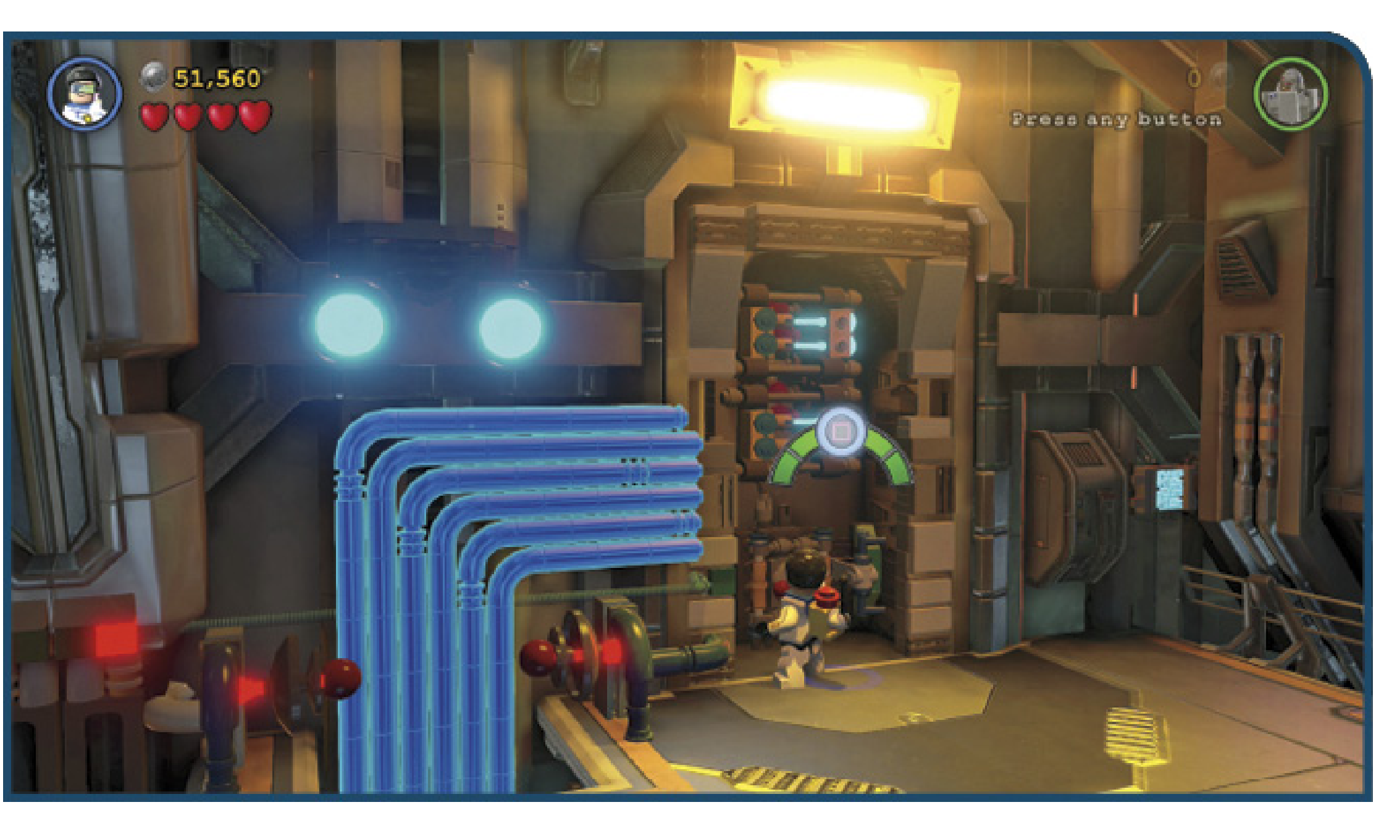


Activate the sphere pad with Robin's Sphere Suit, and a fueling station appears above you. Tag to Cyborg and jump into the updraft to reach the fueling station, then put on his Space Suit and fill his jet pack with fuel. Then fly to the right, following a trail of studs to another platform.

Land on the platform and switch to Cyborg's Giant Suit. Pull the nearby green handles until you rip a panel off the wall, exposing some gold circuitry. Use Cyborg's laser to destroy the circuitry, disabling the nearby lasers that are blocking some blue magnetic pipes.

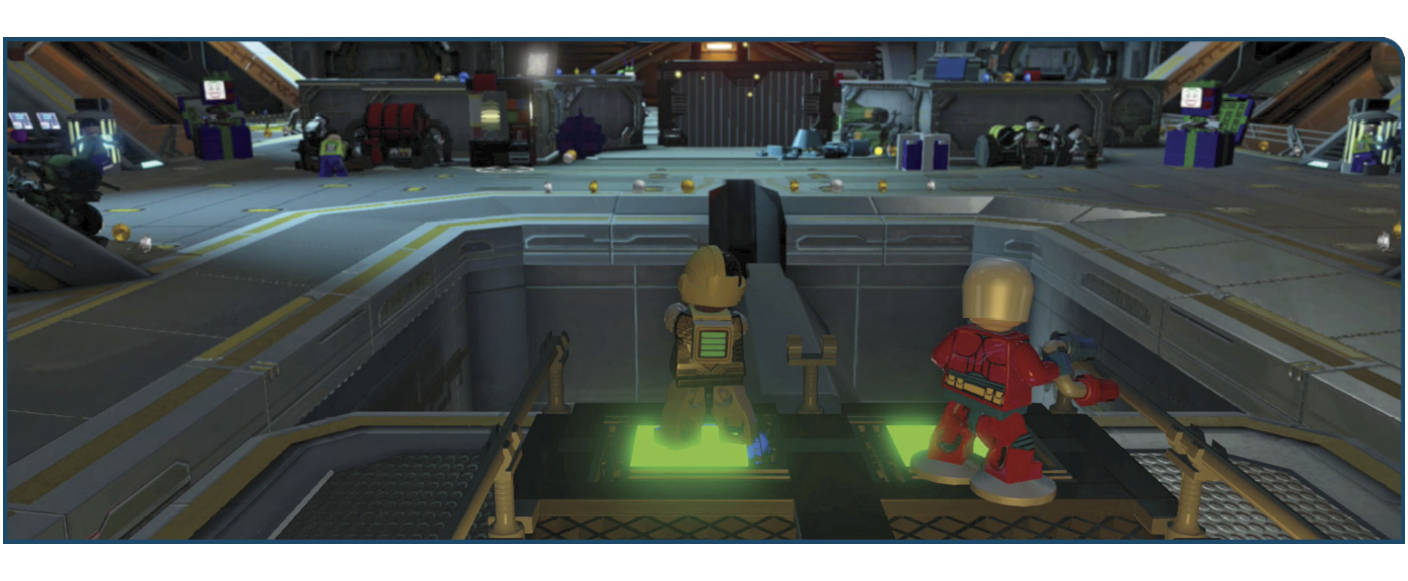
Tag to Robin and put on his Magnet Suit. Go to the right and walk up the blue magnetic pipes to join Cyborg on the platform above. Equip Robin's Techno Suit and hack the Toy Wonder panel up here to call the elevator, which arrives loaded with goons!

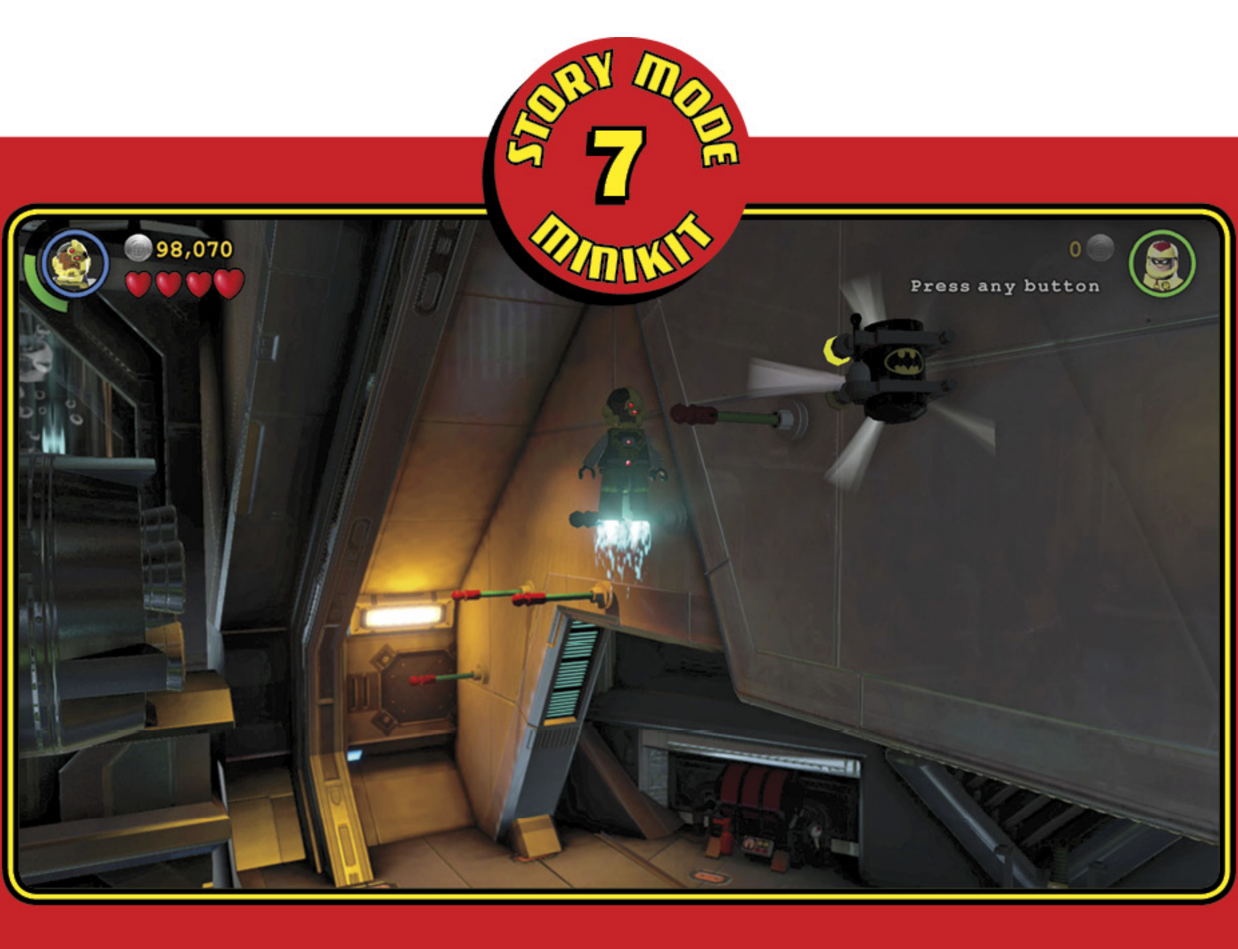




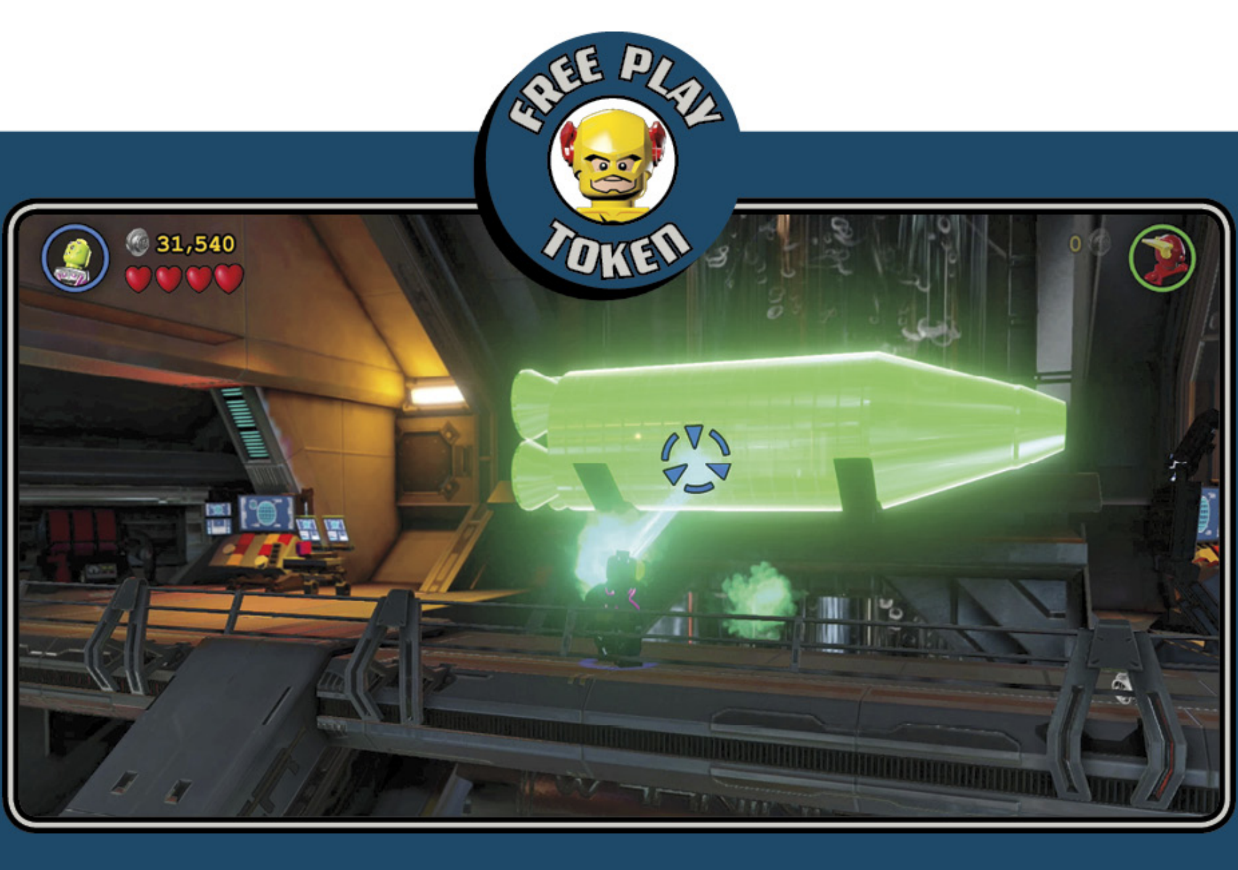
HITCH A RIDE TO THE ARMORY

Beat up the goons and finish searching the area for studs. When you're ready, top off Cyborg's Space Suit so that it's full of fuel, then board the lift and ride up to the Watchtower's pitch-dark armory. Move Robin onto one of the lift's pressure pads and Cyborg onto the other to start the lift in motion. Wipe out the goons that ambush you when you reach the armory, then use the nearby charging station to power up Robin's Illumination Suit. Light up the nearby area to discover some hopping bricks, then build the bricks into a big lamp that shines light on a nearby gold wall. Tag to Cyborg and use his laser to trace a bat symbol in the gold wall.





If Cyborg's Space Suit still has some juice, you can fly up and explore the armory's upper walkways. Go to the left background corner and fly up high to find a Minikit hovering above some twirl poles. Robin can't reach these poles during Story Mode, but Cyborg can simply fly up and snatch the Minikit with his Space Suit, provided he has enough fuel.



REVERSE FLASH

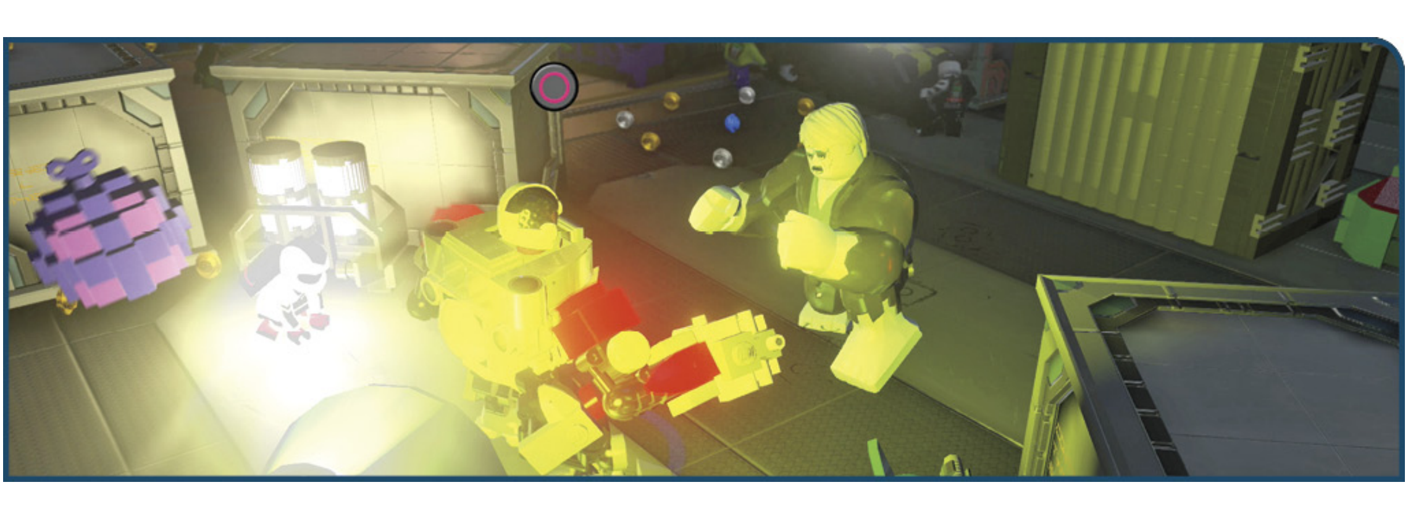
Fly up and locate a big, sparkling missile on the armory's right side. Land and switch to Brainiac, then shrink the missile to expose a silver crate. Toggle to a character with explosive attacks and destroy the crate, then fly up and collect the Token you've uncovered.

GREEN ARROW

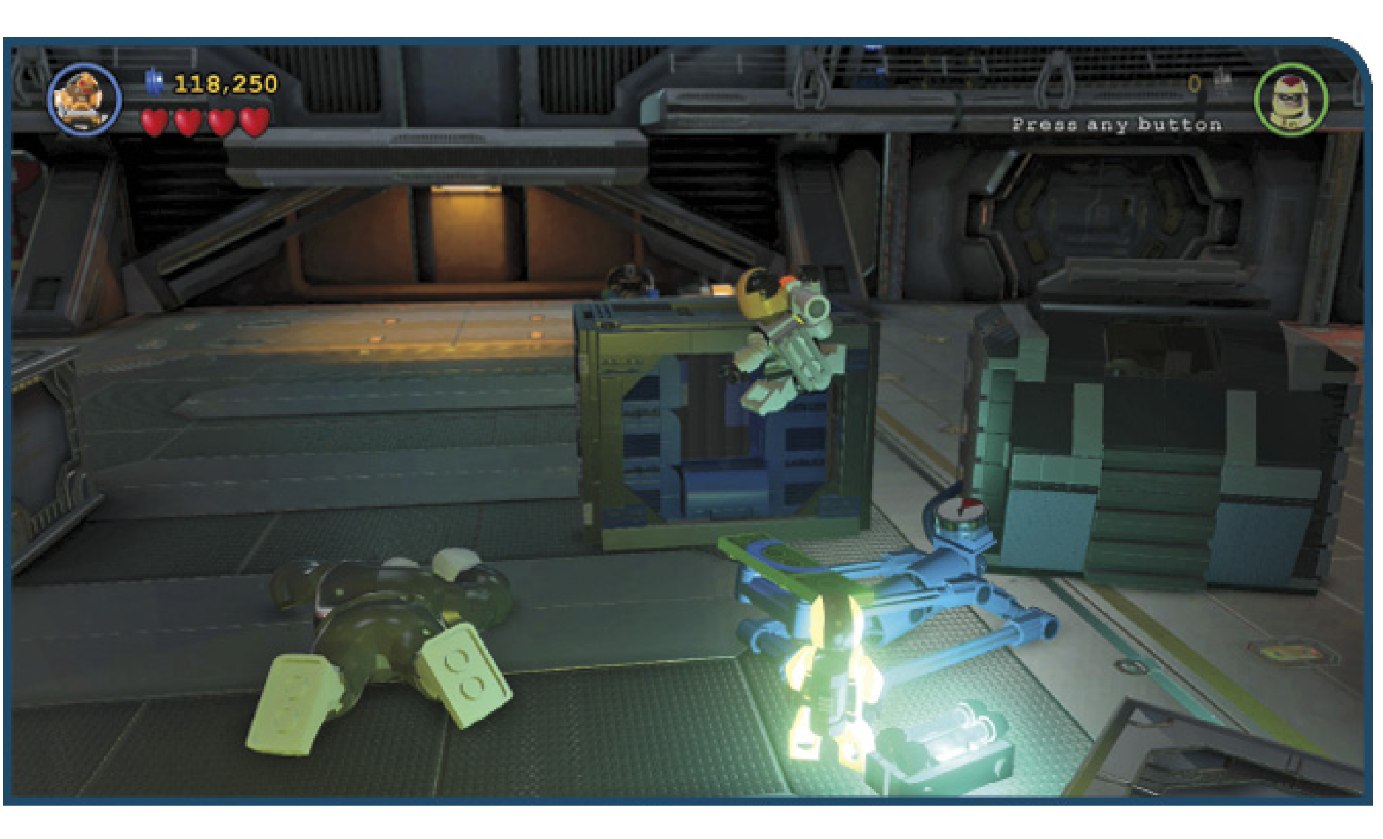
FREE PLAY
TOKEN

During Free Play, fly up and find your old pal Bat-Mite on the armory's left side. He's after a Bat-Scepter. Fly to the background and drain the charge out of the upper electric panel, then deposit this charge into the lower electric panel to open a nearby crate (or simply use Shazam! to power the lower electric panel.) There's the Bat-Scepter! Fly it back to Bat-Mite to receive your Token reward.

Hey, Solomon Grundy's hiding in that crate! He quickly bricks it over, but that won't stop Cyborg. Switch to his Giant Suit and smash the crate, then defeat Solomon Grundy by quickly tapping the buttons that appear during the fight.



TAKING OUT KILLER CROC



118,250
Press any button

Nice work! Now you just need to find Killer Croc. Recharge Robin's Illumination Suit if need be, then continue to explore until you discover a crate with a silver hatch. (It's right near another charging station.) Blast the hatch with Cyborg's Demolition Suit, then build the bricks that tumble out into a big pump. Jump on the pump three times to burst Killer Croc out of the adjacent crate!

Your last clash with Killer Croc didn't go so well—time to get some revenge! Switch to Cyborg's Giant Suit and battle Killer Croc just as you did Solomon Grundy. Cyborg quickly puts out Croc's lights, and the armory is secured!

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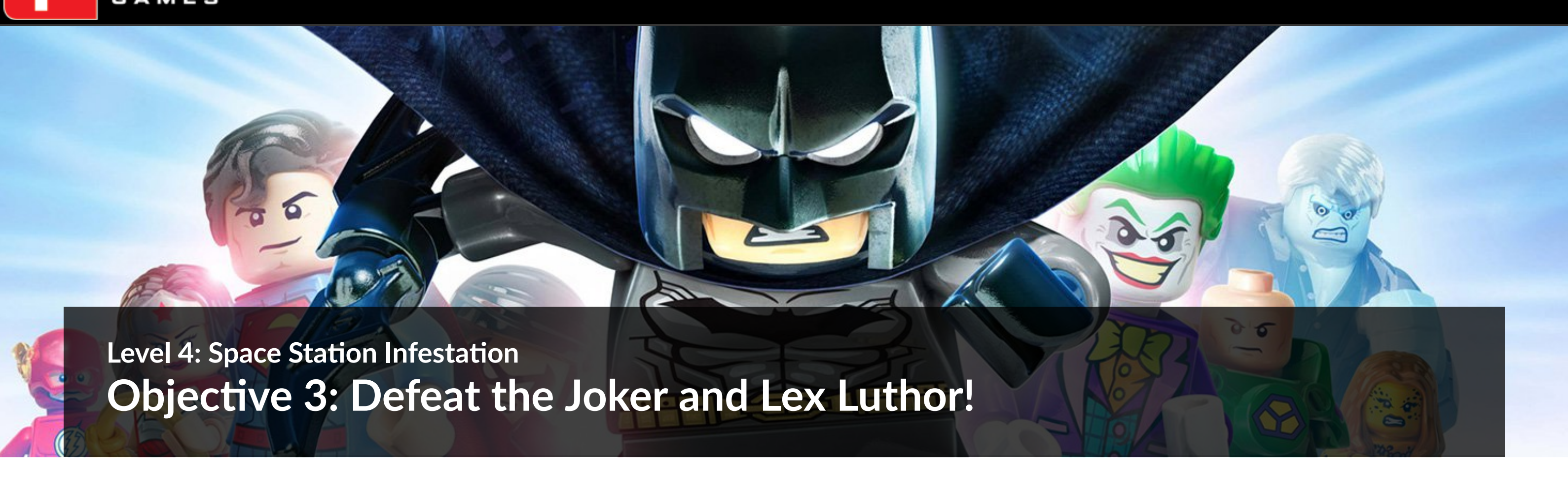
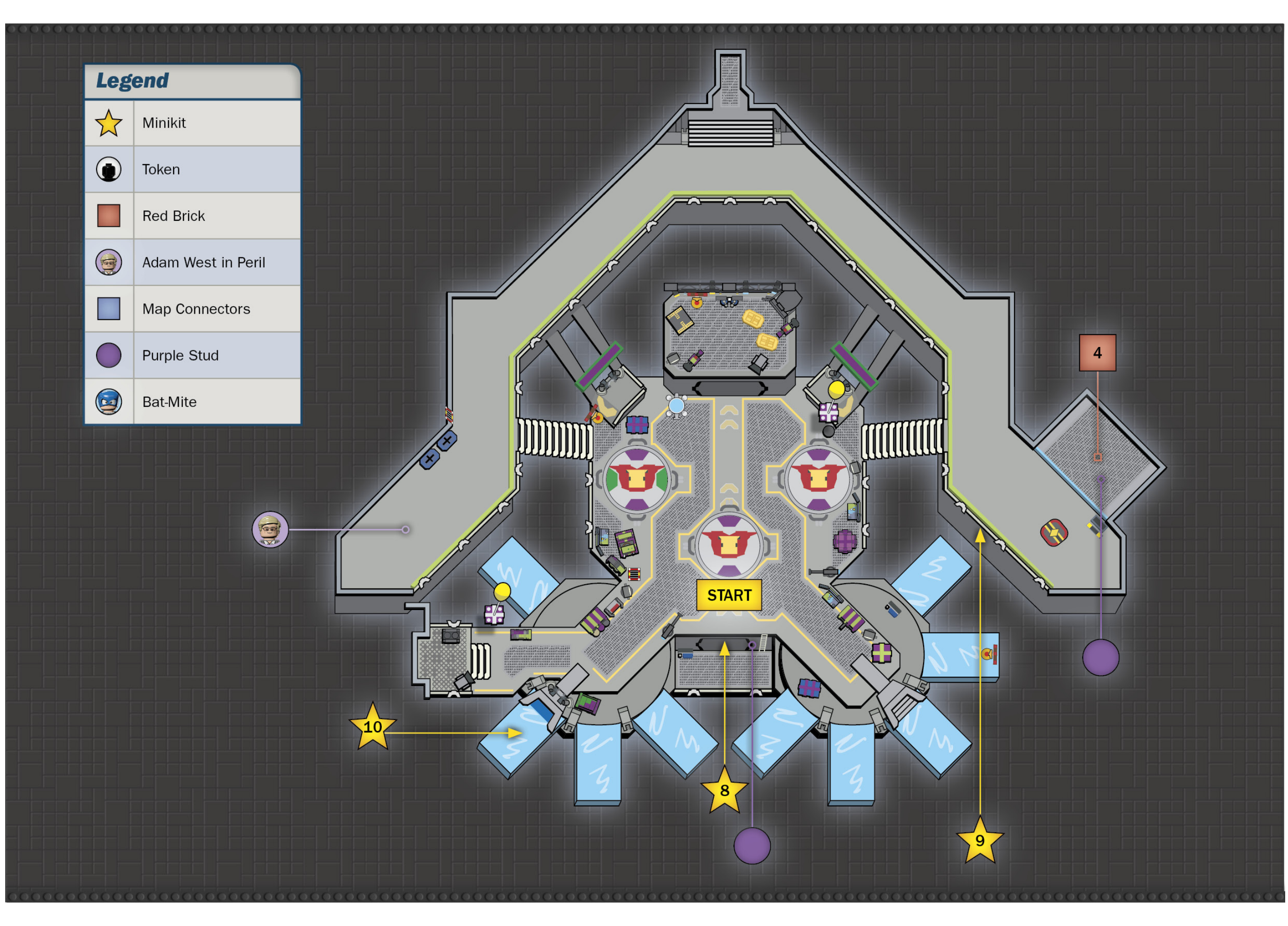


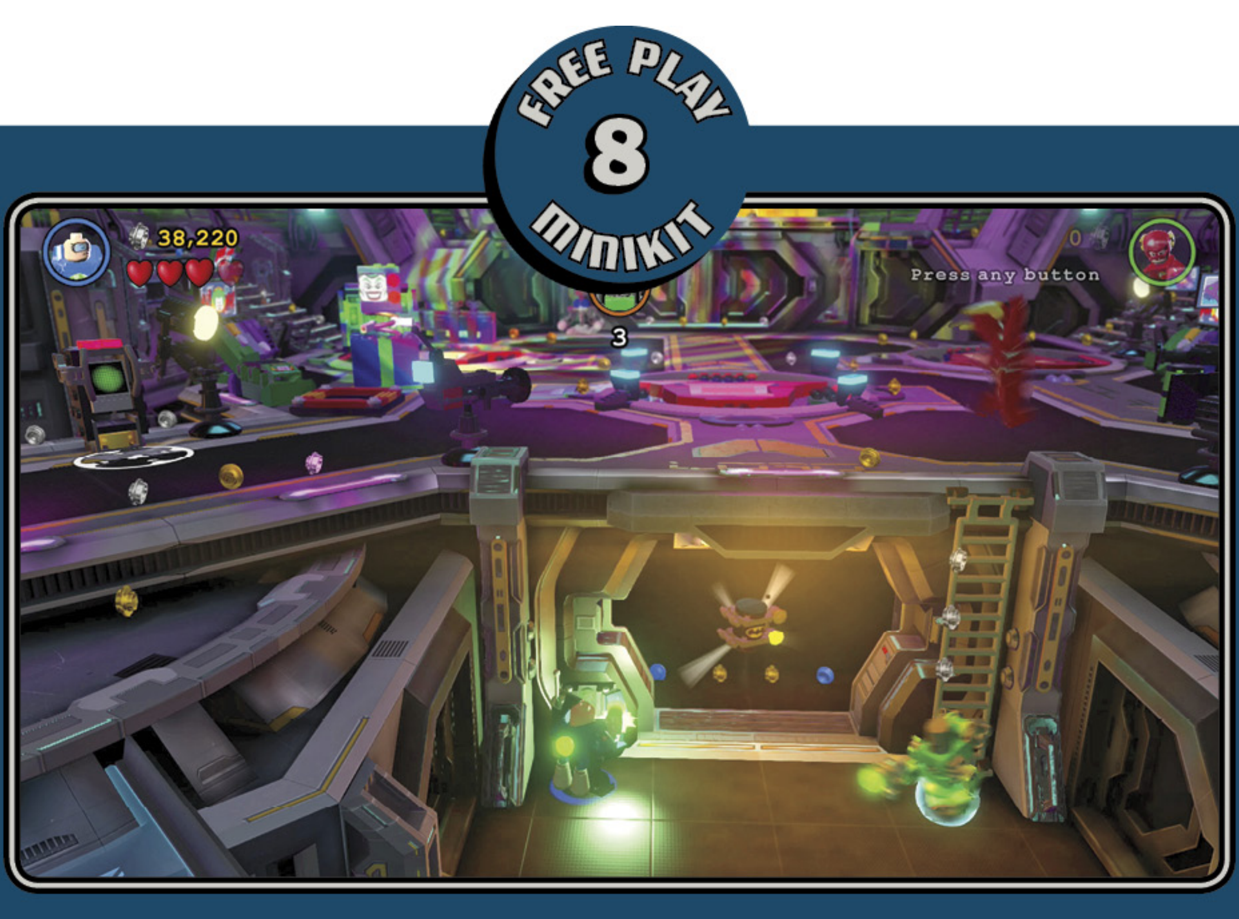
Level 4: Space Station Infestation

Objective 3: Defeat the Joker and Lex Luthor!



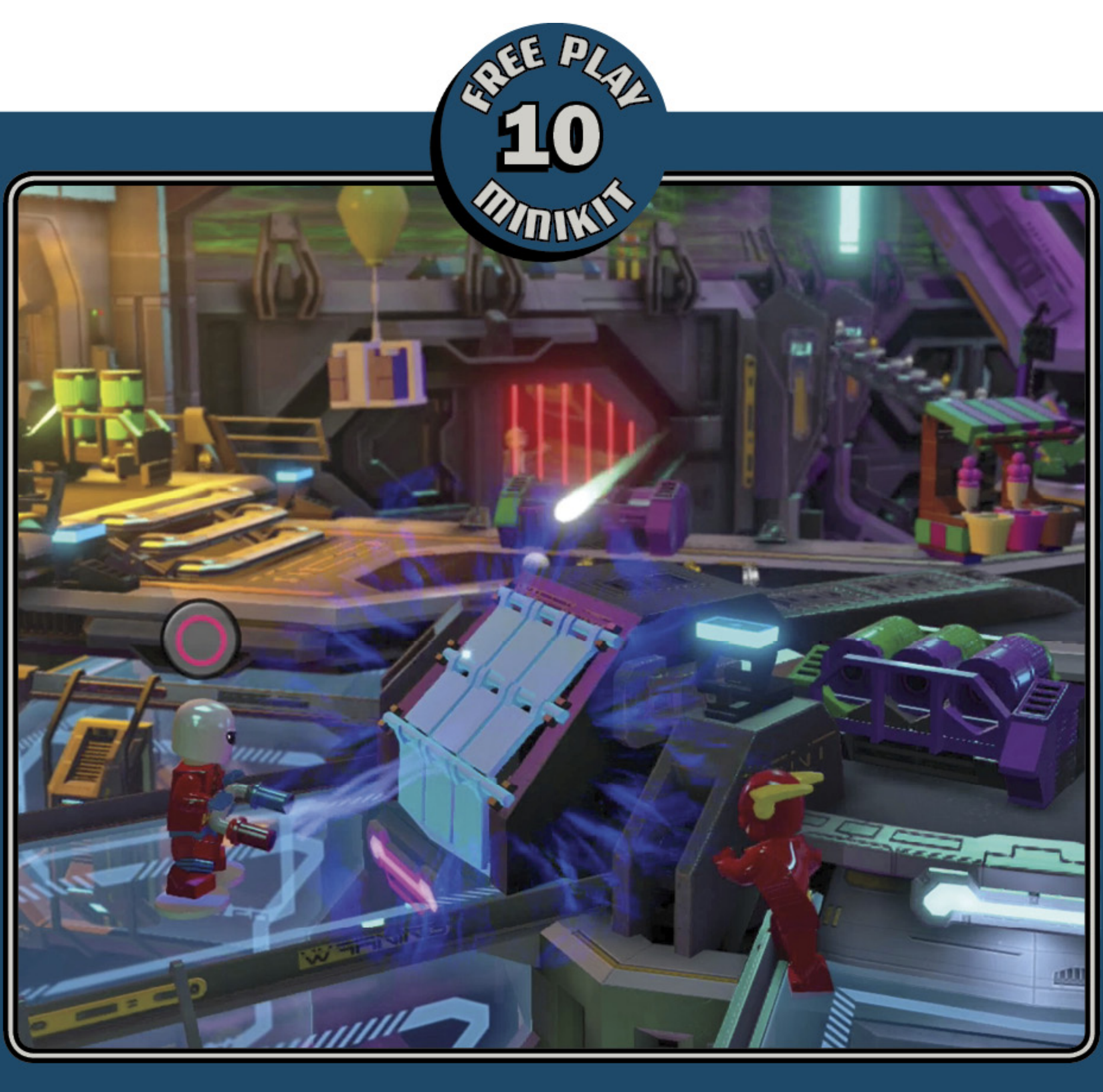
With the Watchtower's control room and armory secured, all that remains is to rid the station of The Joker and Lex Luthor. Batman and Superman must team up for this daring effort. The Joker is your first adversary, and he sends out waves of Lexbots and goons. Defeat each wave of baddies that the Clown Prince of Crime unleashes on you.

FREE PLAY 8 MINIKIT



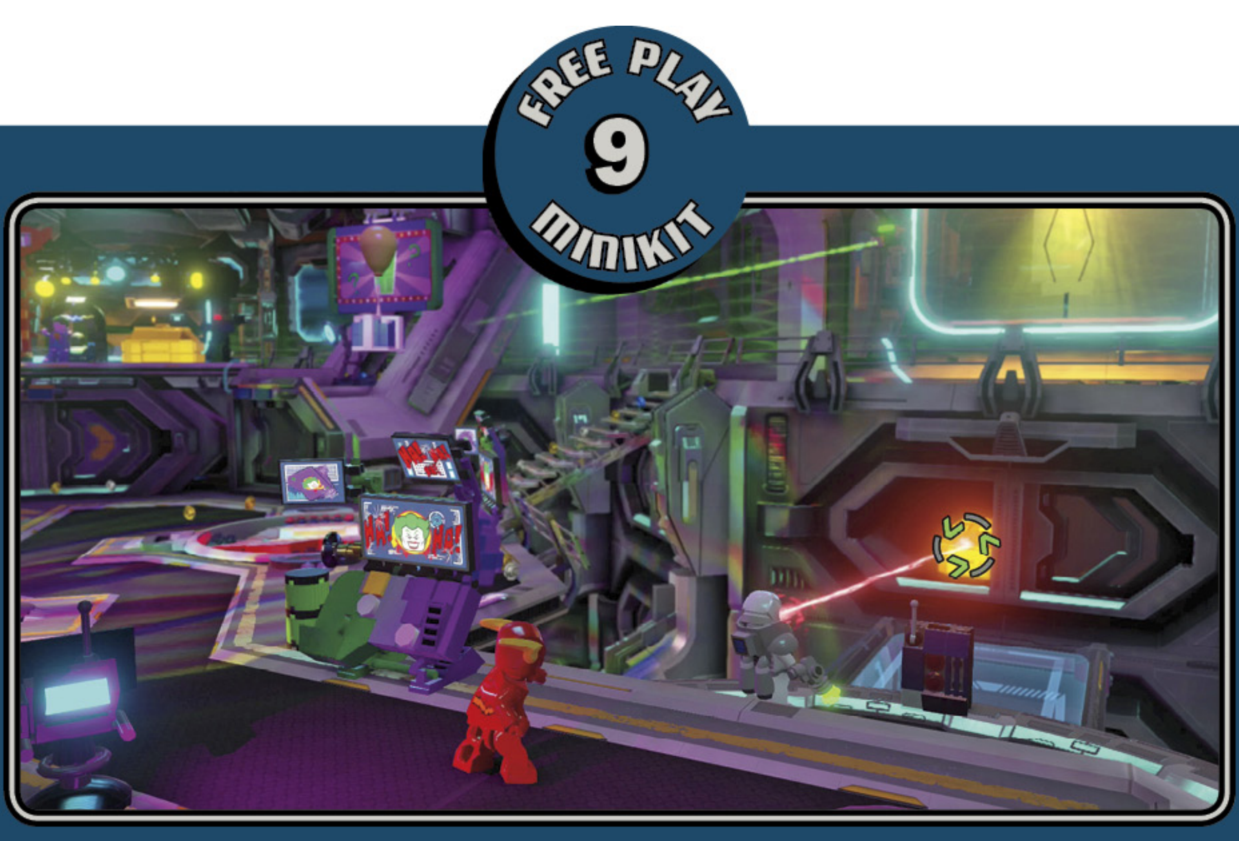
During Free Play, run toward the foreground to find a ladder. Climb down and hack a techno panel to open a holding cell that contains a Minikit, plus some valuable studs (including a Purple Stud!). Enter the cell and collect your loot!

FREE PLAY 10 MINIKIT



Go to the left foreground corner and locate a blue, magnetic hatch. Use magnetic power to open the hatch, then drop into the glass chamber below. Hey, there's a Minikit down here!

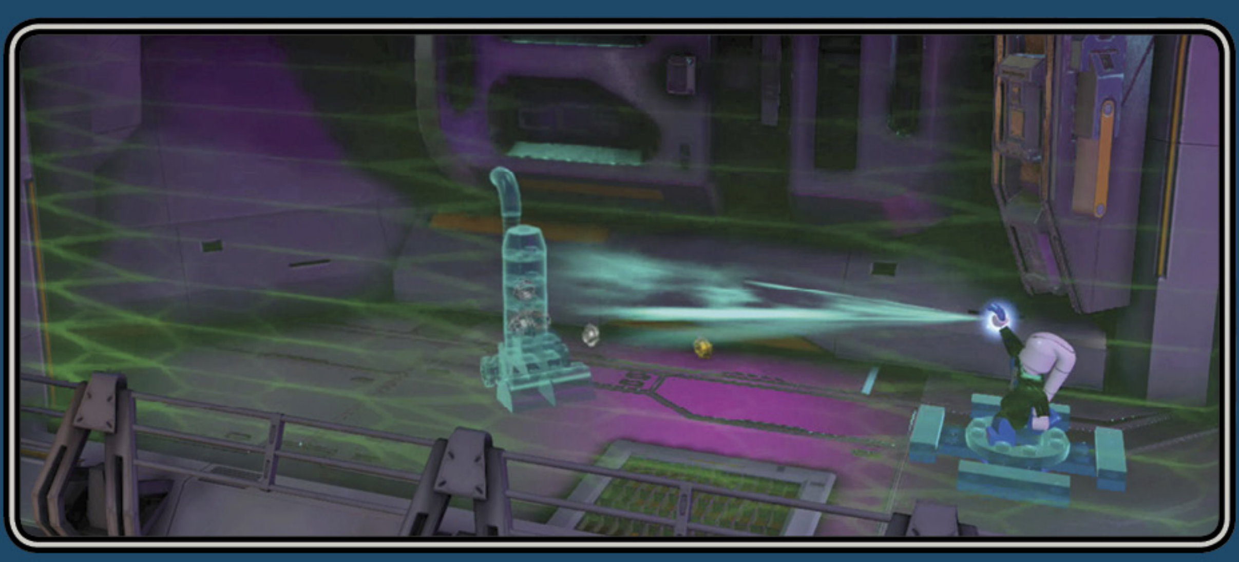
FREE PLAY 9 MINIKIT



Smash the various Joker objects in the right foreground corner, and you discover a techno panel. Hack it to open a nook in the nearby wall. Use a laser or heat vision to destroy the gold crate in the nook, then fly over and snatch the Minikit that's left behind.

FREE PLAY

ADAM WEST IN PERIL!

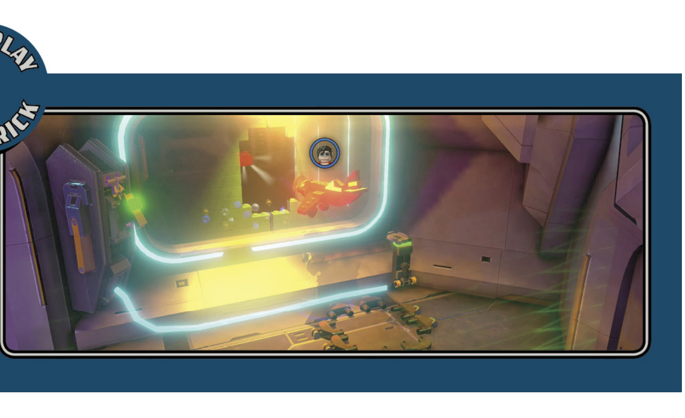


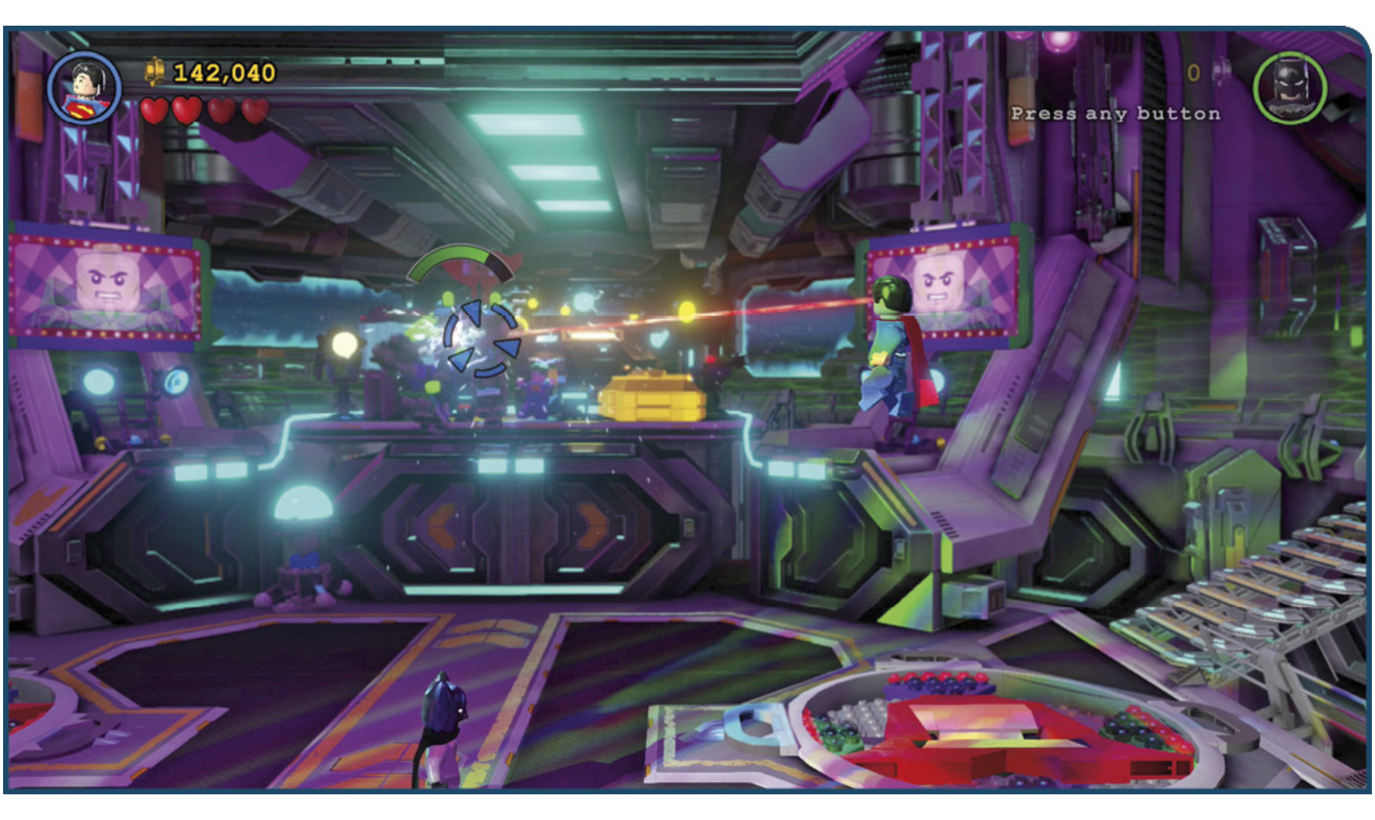
Send a stretchy character such as Martian Manhunter through the vent access on the floor on the left. He pops out on the walkway beyond the room's exterior forcefield. Smash the crates to your left to find some bricks, then build a Lantern pad. Change to a Lantern character and then use the pad to construct a big vacuum cleaner that sucks up a hapless Adam West from the holding cell below!

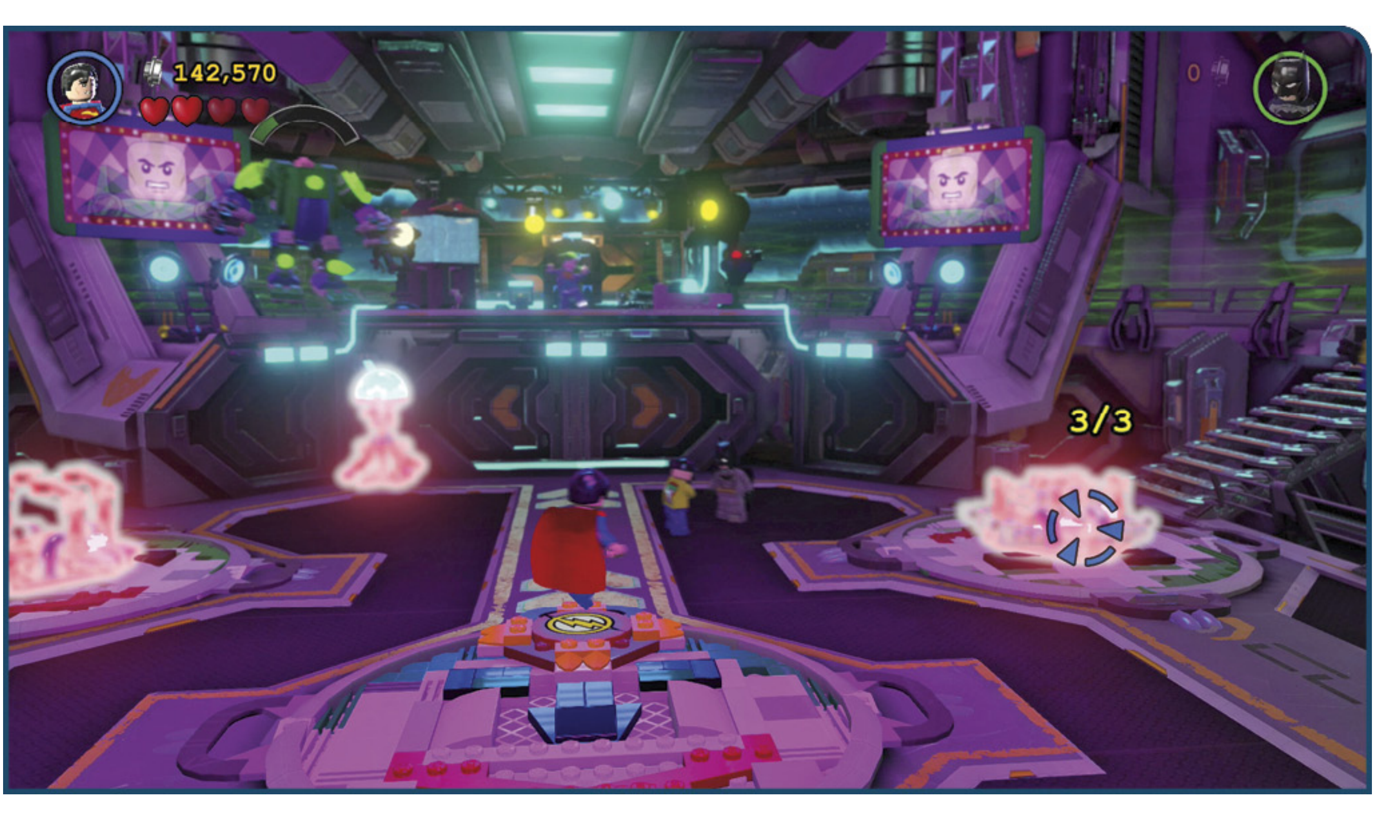
FREE PLAY 4 RED BRICK

STUDS X8

Slip through the vent access on the left to reach the area's outer walkway, then run all the way around to the right side. Use a stealth character to slip past the security camera, then pull the lever to shut the camera off. Use the Plastic Man pad afterward to cut through the nearby wall, exposing a Red Brick and a Purple Stud!



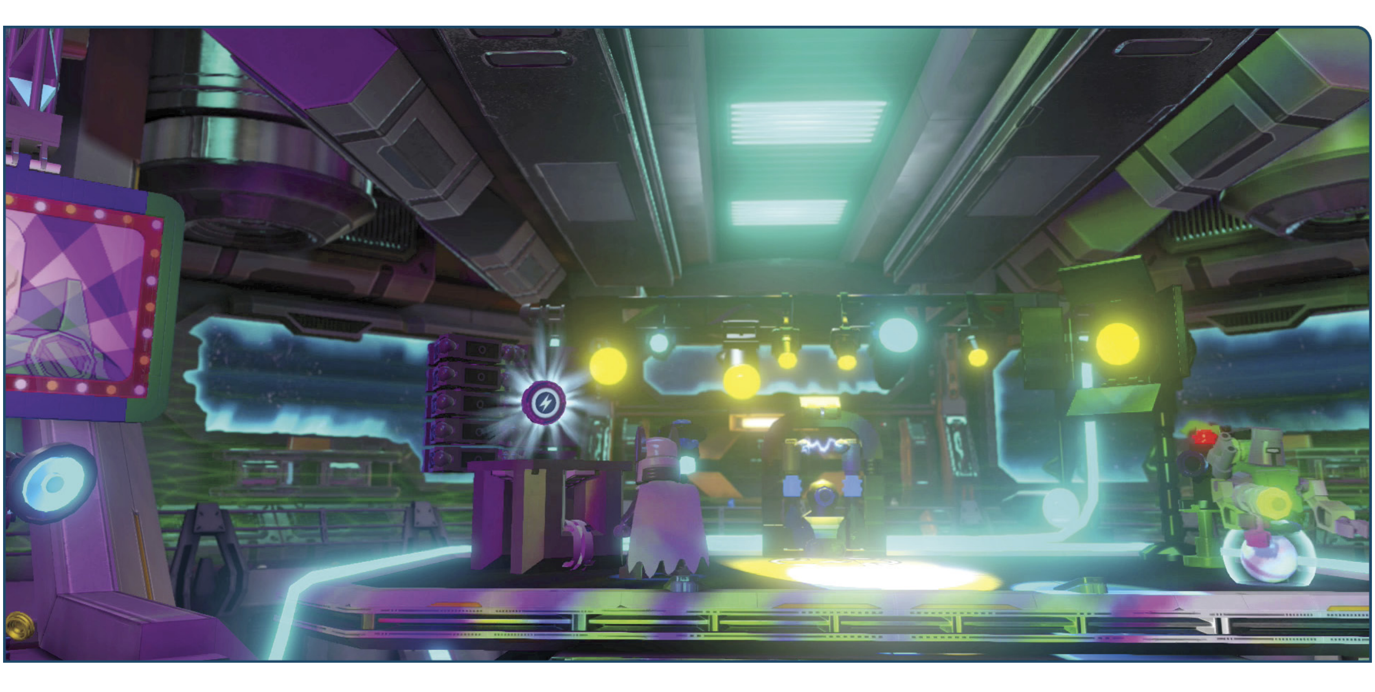


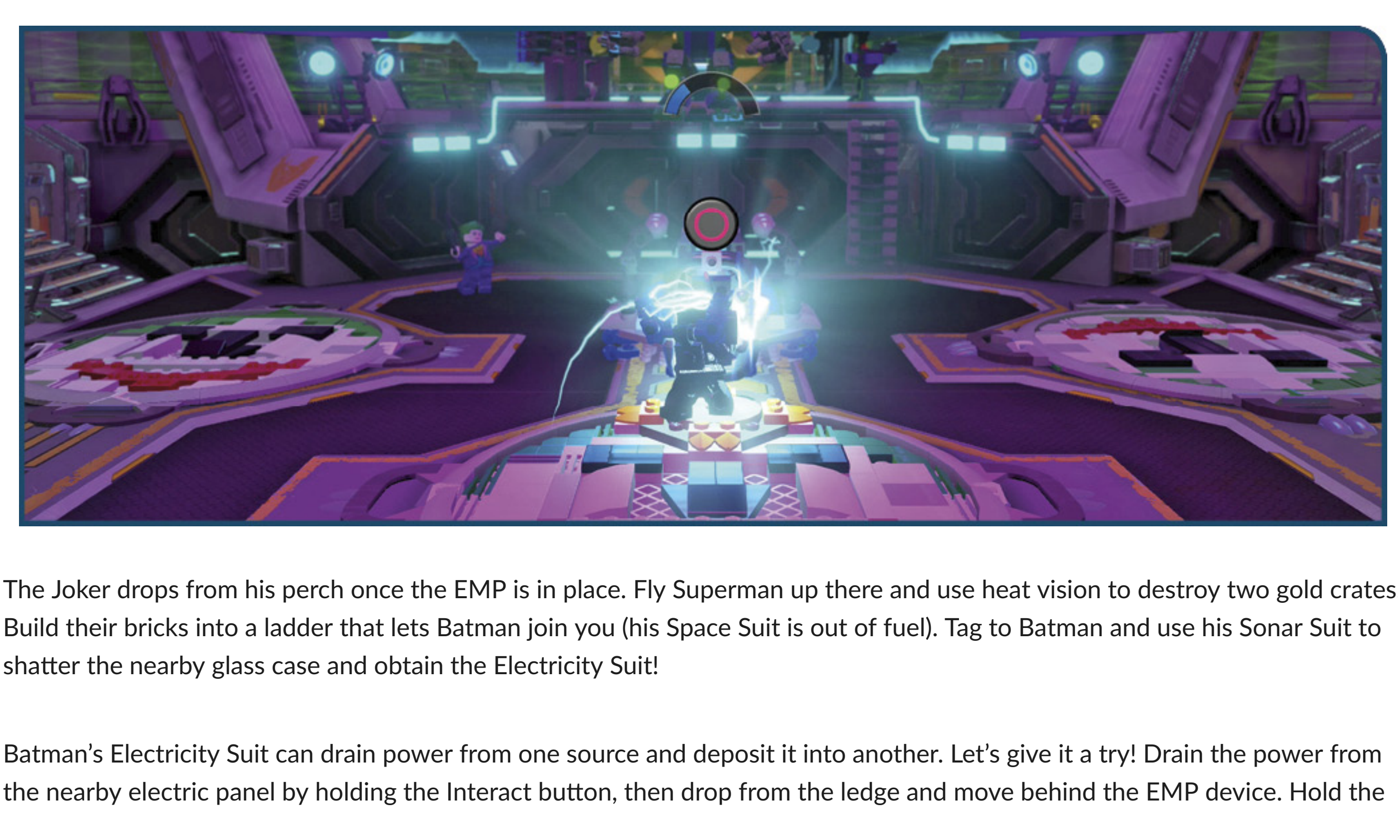


After you've smashed through all of The Joker's goons, Lex Luthor takes to the fray. Lifting off in a massive battle suit, the evil genius fires down at you from on high. Light up Lex with Superman's heat vision until a goon-filled lift emerges from the floor. Wipe out the goons, then turn your attention back to lasering Luthor.

Keep damaging Lex and defeating goons until a total of three elevators have risen around the room. At that point, smash the foreground lift's big gift box to scatter some bricks and then use them to build a Flash-Build pad. Move Superman onto the pad, then hold the Attack button and target the two other lifts and the orb mechanism in the background. Faster than a speeding bullet, Superman builds these into a giant EMP (Electromagnetic Pulse) device!

ALL CHARGED UP





The Joker drops from his perch once the EMP is in place. Fly Superman up there and use heat vision to destroy two gold crates. Build their bricks into a ladder that lets Batman join you (his Space Suit is out of fuel). Tag to Batman and use his Sonar Suit to shatter the nearby glass case and obtain the Electricity Suit!

Batman's Electricity Suit can drain power from one source and deposit it into another. Let's give it a try! Drain the power from the nearby electric panel by holding the Interact button, then drop from the ledge and move behind the EMP device. Hold the Interact button again to deposit the electricity that Batman is carrying into the EMP's electric panel, and the EMP activates, bringing Luthor's battle suit to a grinding halt. Watchtower secured!

Keep clear of The Joker after he's left the ledge, or he zaps you with his joy buzzer! If this happens, tag to your other character and smack The Joker to break his grip.

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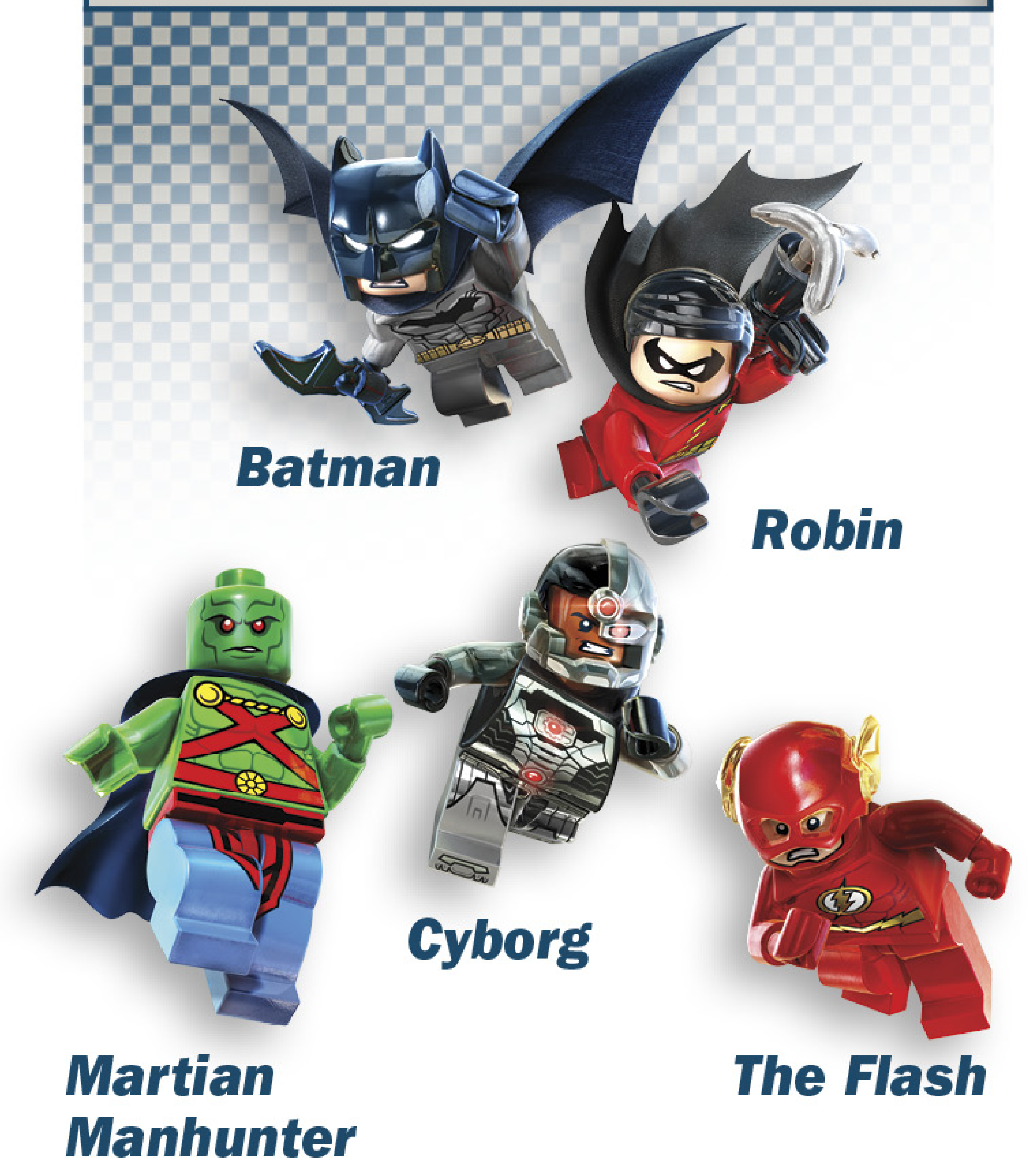
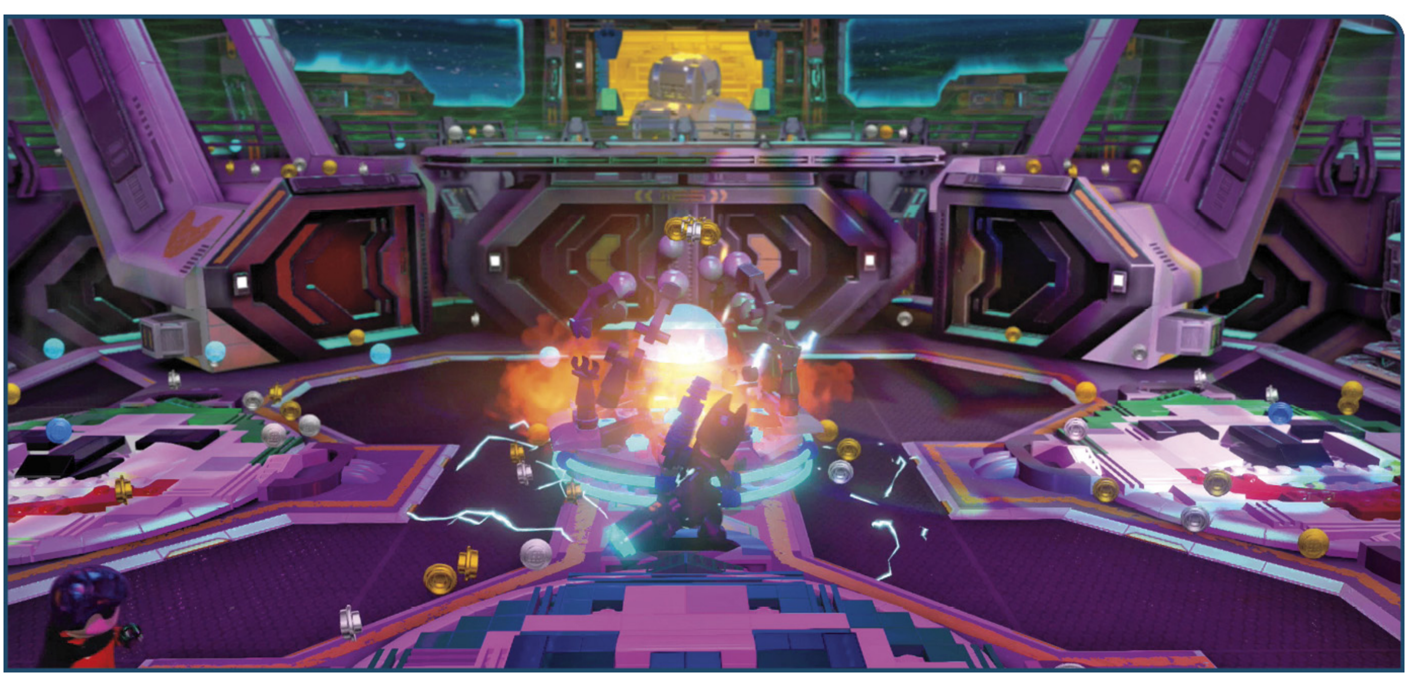
Story Characters



WALKTHROUGH
4
HUB VISIT
Watchtower

The Story Thus Far ...

Through much effort and mighty heroics, the Justice League has managed to defeat The Joker and reclaim their Watchtower. The bad guys seem beaten, but there's still the matter of that mysterious spaceship, which has finally reached Earth's orbit. The ship's captain is Brainiac: an android who seeks to shrink down worlds so that he may collect them. It's clear that this mad android must be stopped!

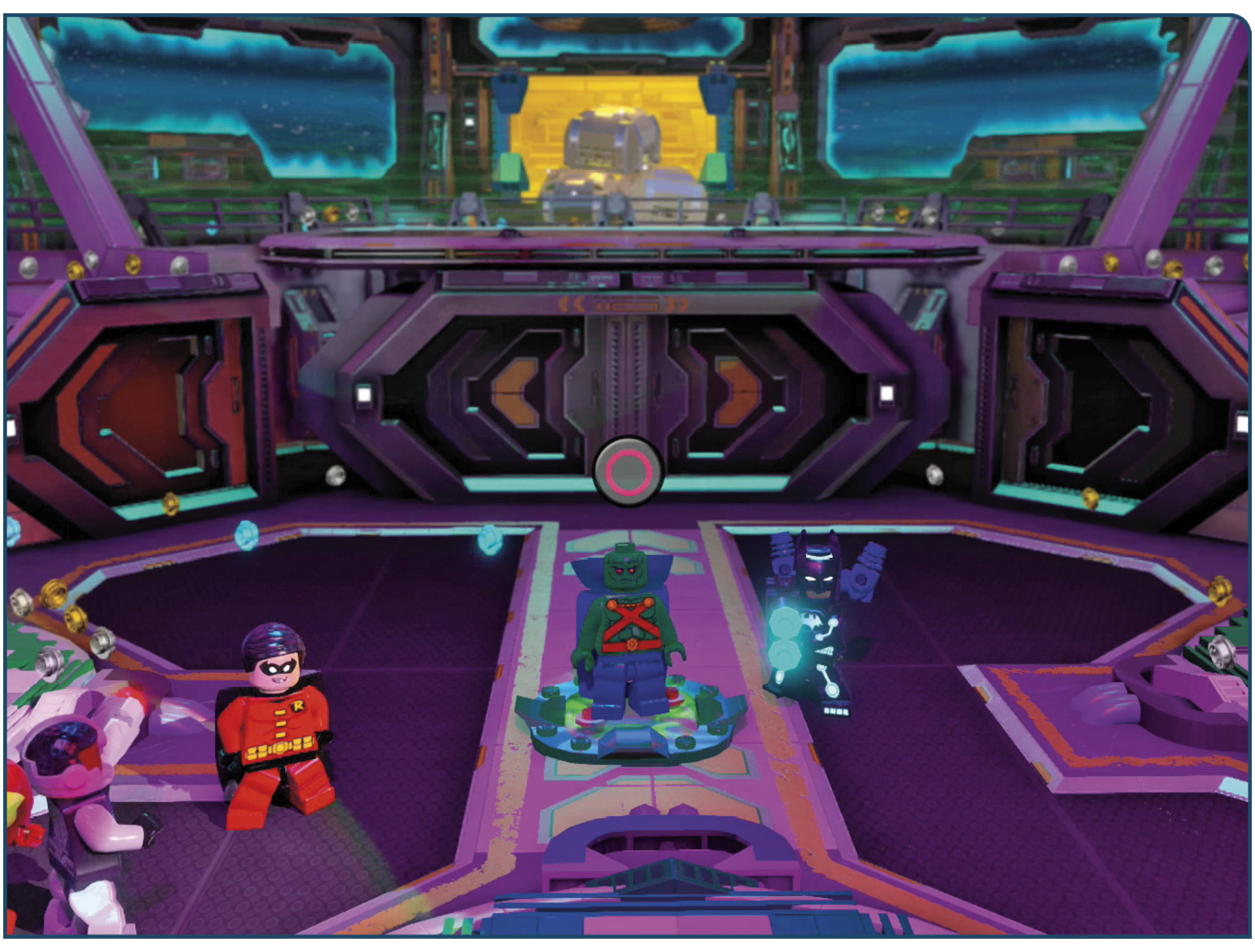


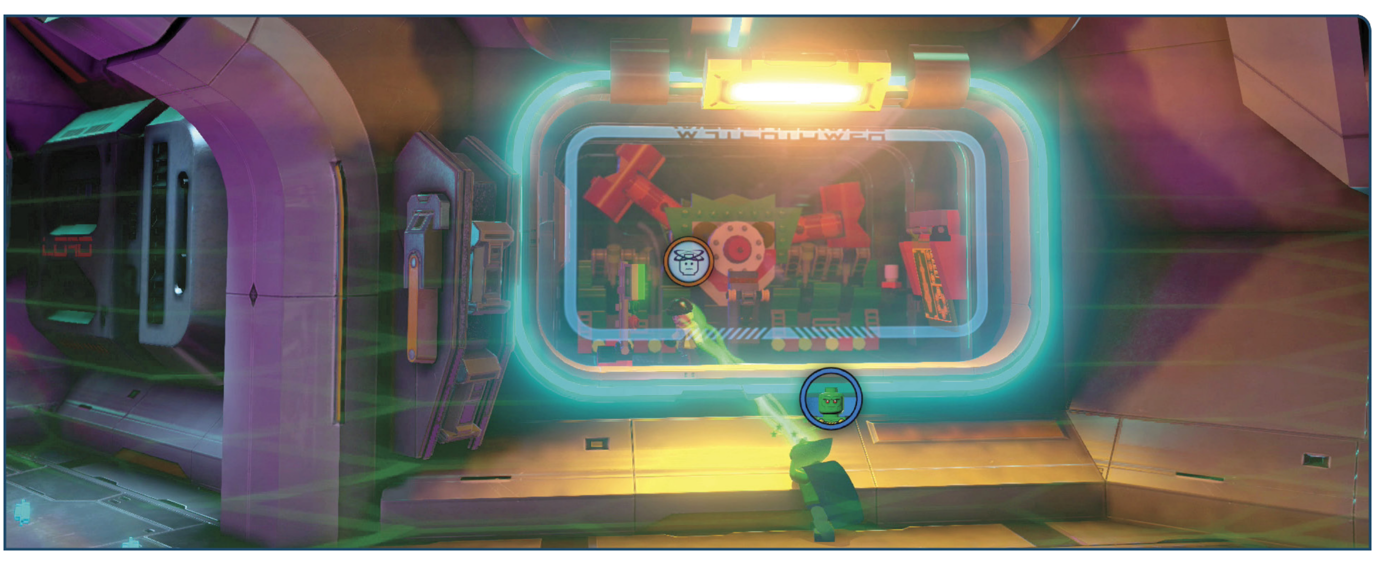
Follow the trail of ghost studs to the Watchtower's containment cells, where you recently battled The Joker and Lex Luthor. Use Batman's Electricity Suit to safely approach the central EMP device, then destroy it to expose a portal for Martian Manhunter (or Miss Martian).

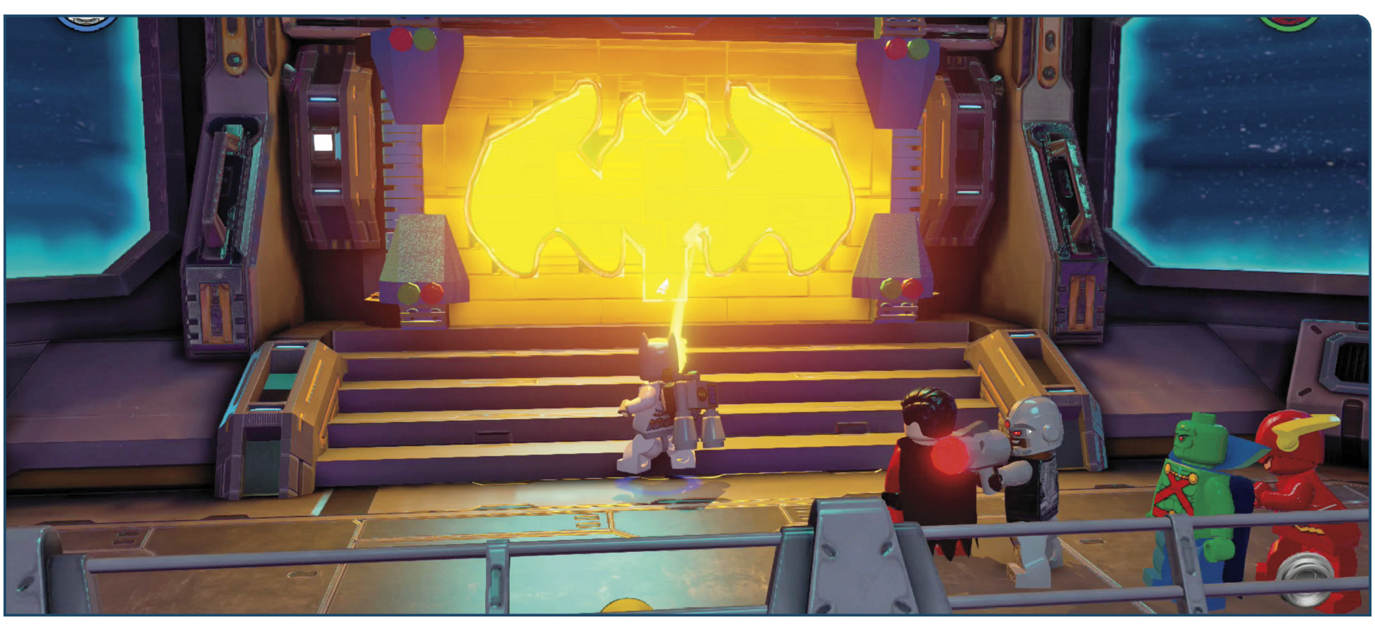
Move Martian Manhunter onto the portal and press the Interact button. He travels through the floor and emerges on a higher ledge, beyond the room's outer forcefield. Only Martian Manhunter (or Miss Martian) can travel through portals like this!

Press the Interact button and use Martian Manhunter's mind control on the worker in the next room. Direct the worker to pull the room's lever, and you deactivate the room's forcefield, letting the rest of your friends join you.

Circle around the walkway and use either Cyborg's Demolition Suit or Batman's Power Suit to destroy the silver debris that's blocking the gold background wall. Use any character's laser or heat vision afterward to cut a bat symbol out of the gold wall, then proceed through the opening to advance to the next mission.







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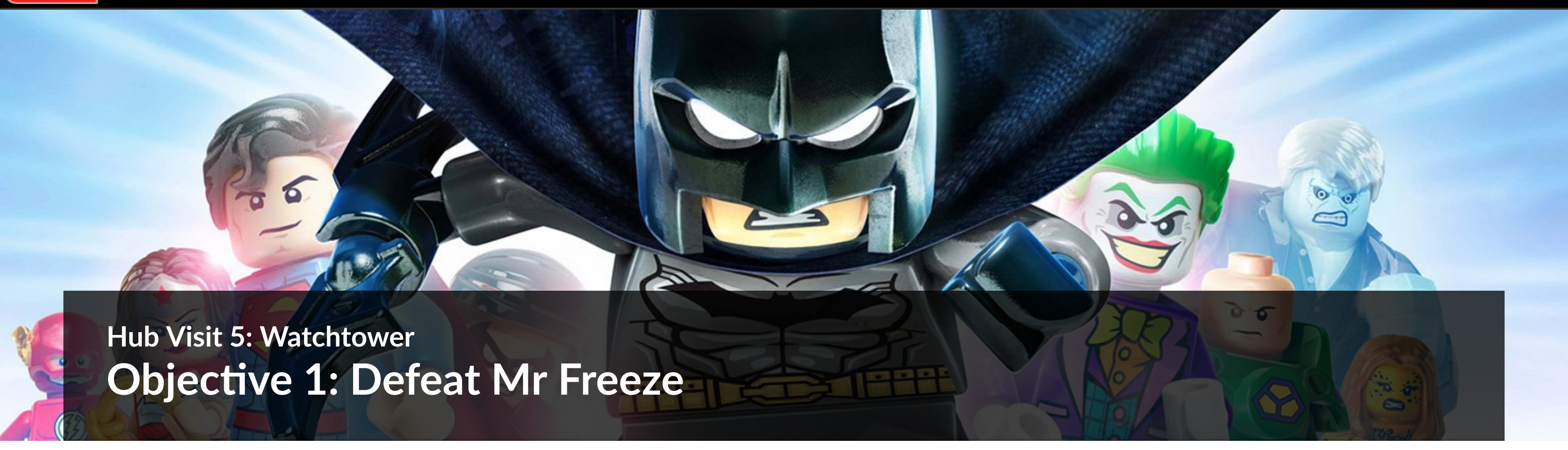


Hub Visit 5: Watchtower

Objective 1: Defeat Mr Freeze

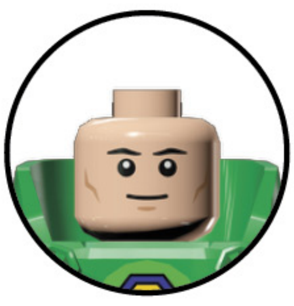
Story Characters

Batman

Robin

Cyborg (PS4/Xbox One)

The Joker (PS4/Xbox One)



Lex Luthor (PS4/Xbox One)

Solomon Grundy

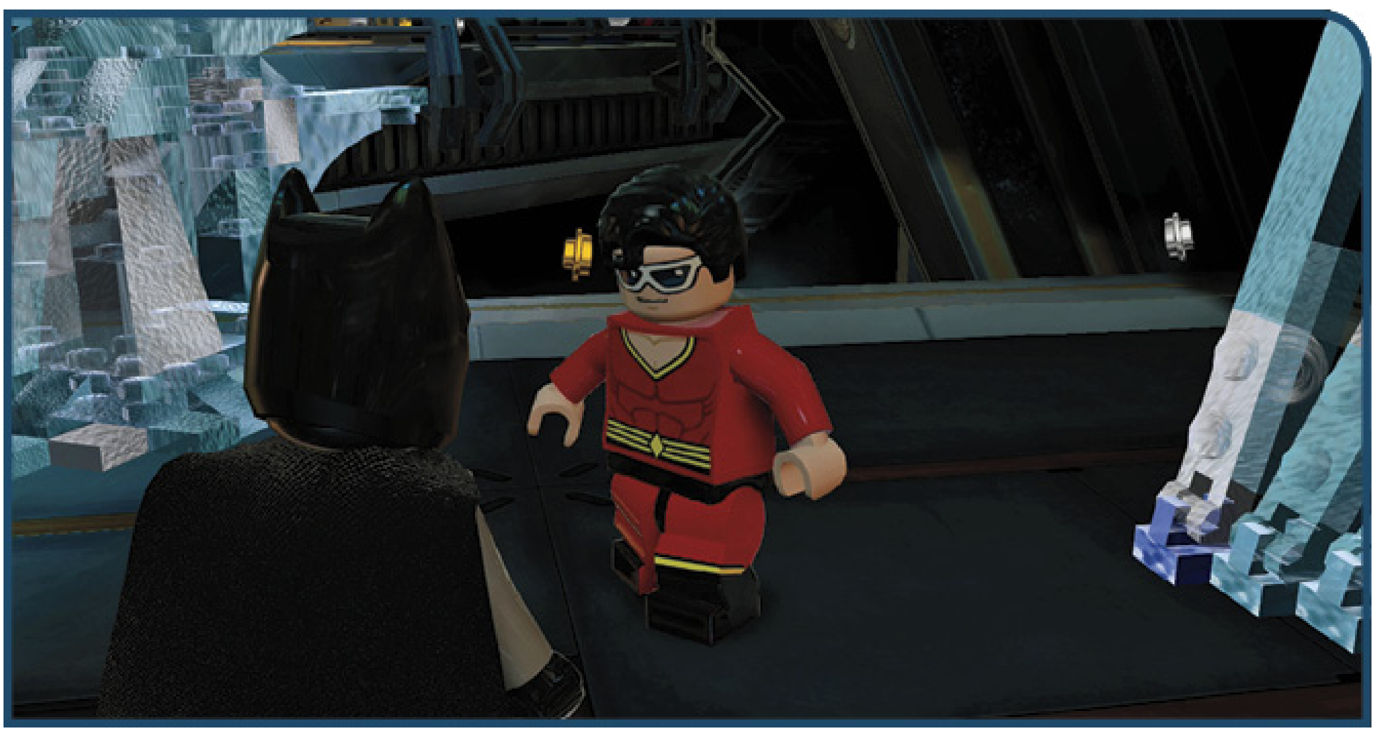
Plastic Man

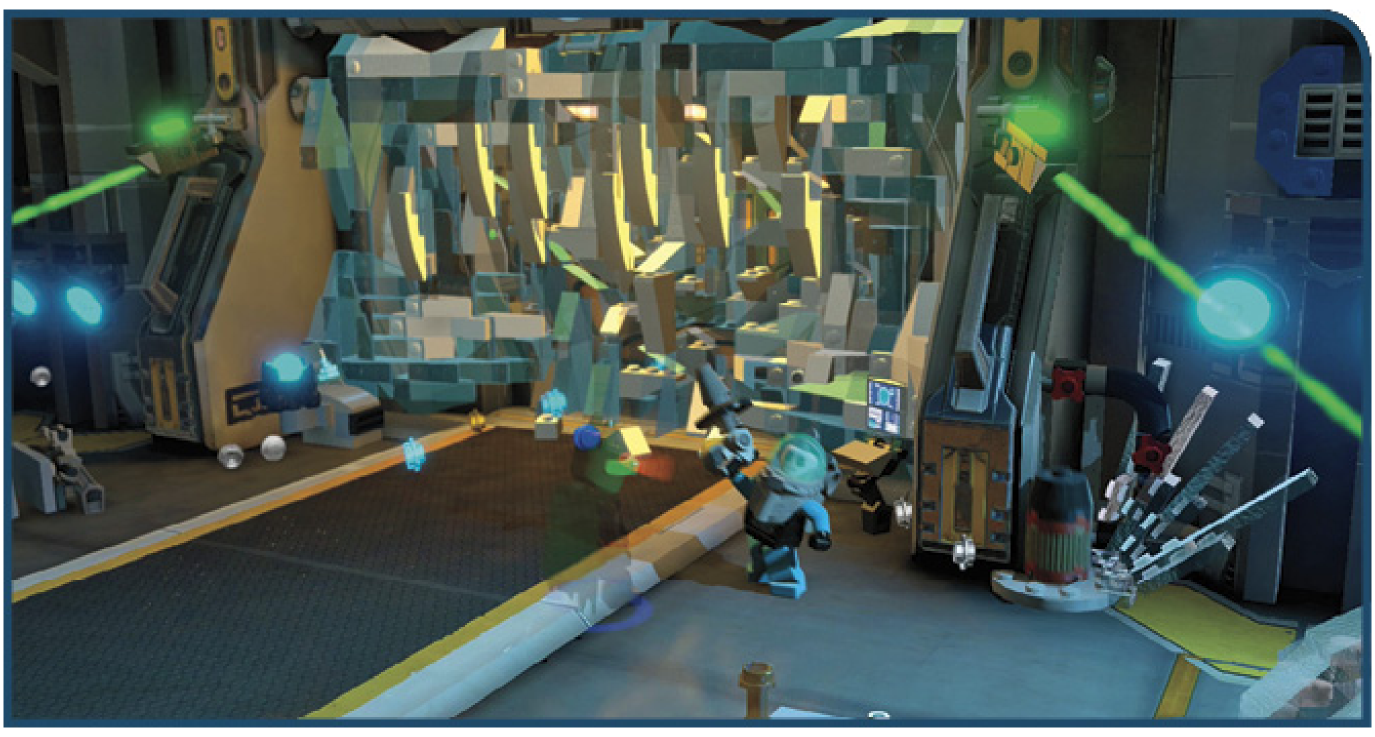
It's freezing in here; did someone leave a window open? Lead your group upstairs to the right and find a frigid Plastic Man standing nearby. Speak to Plastic Man to discover that Mr Freeze has been running amok in the Watchtower!

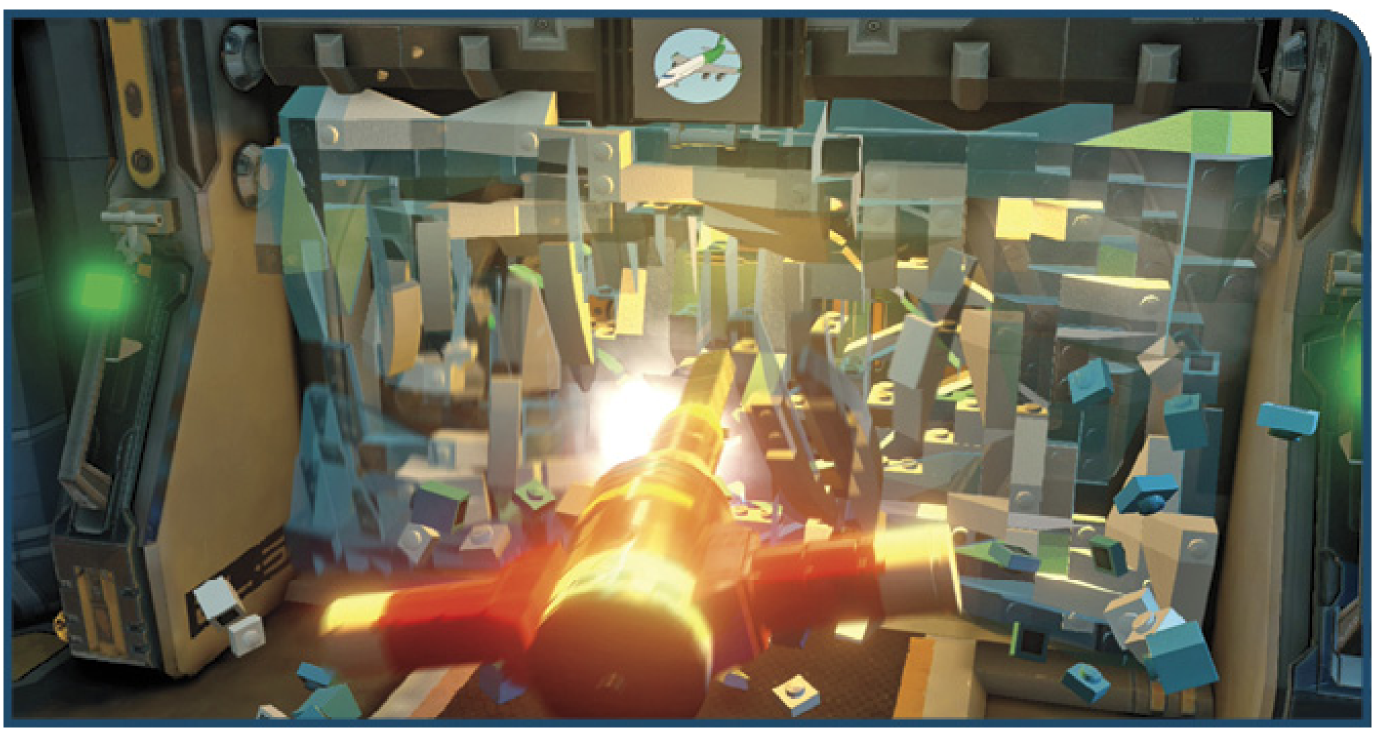
On cue, Mr Freeze appears nearby. You need to use Batman's Sensor Suit to slip past or he turns around and shoots you. Hold the Interact button to enter stealth mode, then battle Mr Freeze until he flees.

Use Batman's Sensor Suit to detect some suspicious icicles on the ceiling, then throw his Batarang to knock them down. Build the icicles' bricks into a special pad that only Plastic Man can use.

Tag to Plastic Man and move him onto the pad, then press the Interact button to make the stretchy super hero take the shape of a jackhammer that shatters the ice-covered doorway ahead. Go through the doorway afterward to reach the Watchtower's hangar.







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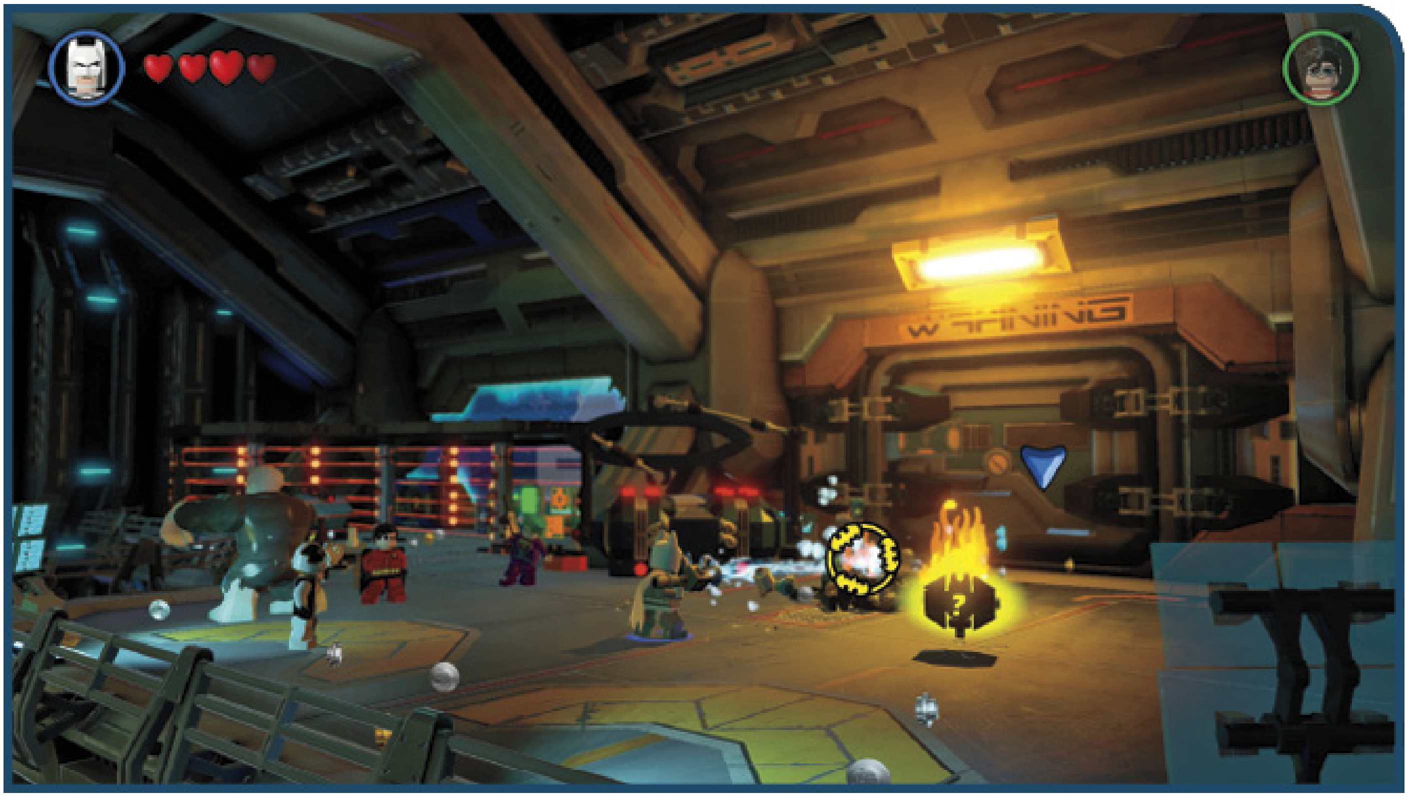
Hub Visit 5: Watchtower

Objective 2: Open the Hangar Door

Follow the ghost studs across the hangar and step onto a circular lift. Ride the lift up to a high platform on the hangar's right side. Defeat the Brainiac Goons up here, then tag to Batman and use his Arctic Suit's Freeze Cannon to cool the nearby LEGO fire. Once the fire is out, build the hopping bricks into a computer that must be hacked to open the nearby door.



Use the computer to visit a familiar VR space. Your objective is to find three code blocks in this VR space by navigating the various platforms. Strike each code block to lock it in and then go after the next. The hangar door opens once you've obtained the three-digit code. Head through to begin your infiltration of Brainiac's ship!

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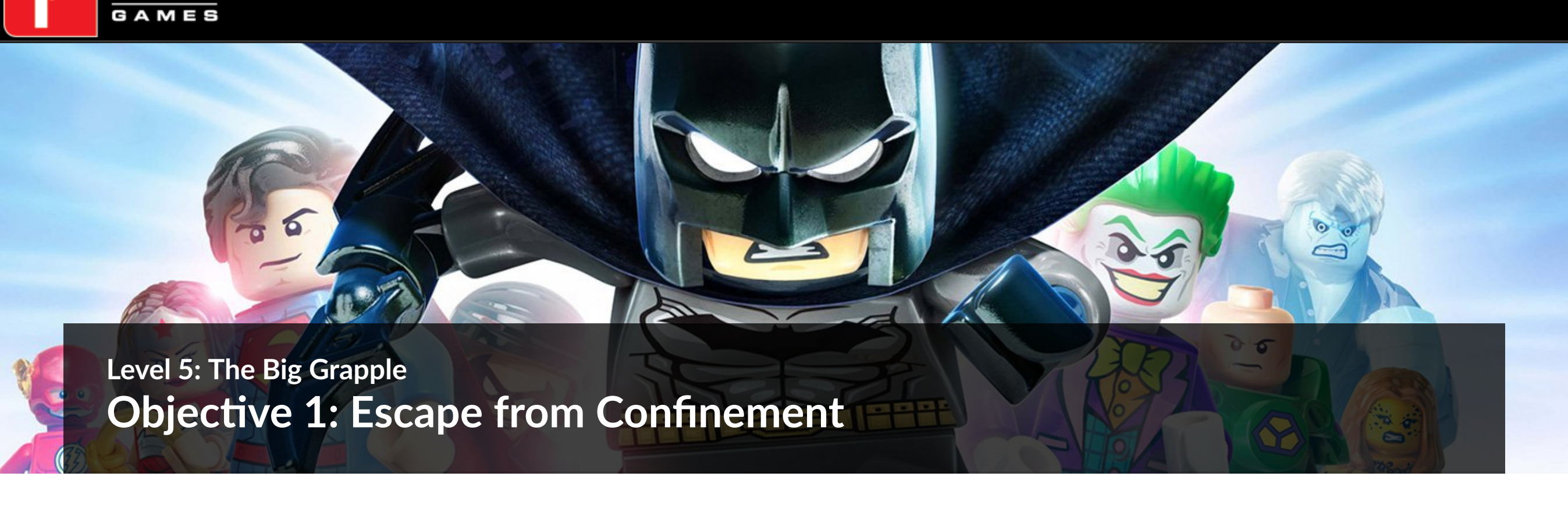


Level 5: The Big Grapple

Objective 1: Escape from Confinement

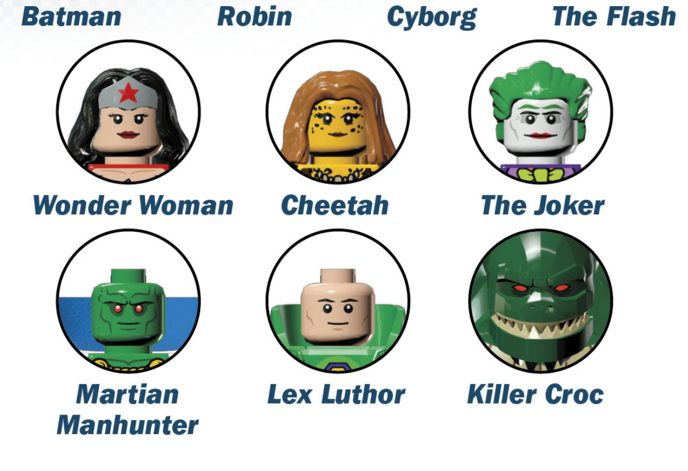
WALKTHROUGH
5
LEVEL

The Big Grapple

The Story Thus Far ...

There's no rest for the heroic! Though the Watchtower has been secured, a new threat has risen in the form of Brainiac: an evil android from outer space. Brainiac seeks to shrink worlds and collect them, and he isn't about to take any chances with the Justice League. Using his powers of mind control, he sends their own mighty ally, the Green Lantern, against them!

Story Characters



Suits

Icon	Suit	Mode	Notes
	Batman (Arctic Suit)	Story	Obtained through Story progression.
	The Joker (Flower Suit)	Story	Obtained through Story progression.

Tokens

Icon	Character	Area	Mode	Notes
	Atom	1	Free Play	Escape from the forcefield and grapple the hook on the left. Use the vehicle to clean up the goo, then destroy the silver objects near Green Lantern. Build the bricks, park the vehicle, pull the levers.
	Beast Boy	1	Free Play	Escape from the forcefield and complete Bat-Mite's fetch quest.
	Stargirl	2 (third part)	Free Play	Pull down the magnetic case on the right, then shatter it with super sonar.

Minikits

No.	Area	Mode	Notes
1	1	Free Play	Inside the vent access used to escape from Green Lantern's forcefield.
2	1	Free Play	Escape from the forcefield and use super senses on the right. Use the Lantern pad you detect and then use super senses again.
3	1	Free Play	Escape from the forcefield and grapple the orange hook on the left, then put out the flames.
4	1	Story	Press the Minikit button while hacking the computer with the mind-controlled janitor.
5	2 (first part)	Story	Smash the four pieces of sushi left behind by the tentacles.
6	2 (first part)	Free Play	Use super senses to peer through the green wall above the elevator and align the laser.
7	2 (first part)	Free Play	Hack the Toy Wonder panel above the elevator and then cut open the gold box.
8	2 (second part)	Story	Send Cyborg up the magnetic wall near the pistons, then use his different suits to reach the Minikit.
9	2 (third part)	Free Play	Use Shazam! to power the electric panel near the start.
10	2 (third part)	Free Play	Pull the underwater lever on the right and then destroy the silver crate.

True Hero Stud Requirement:

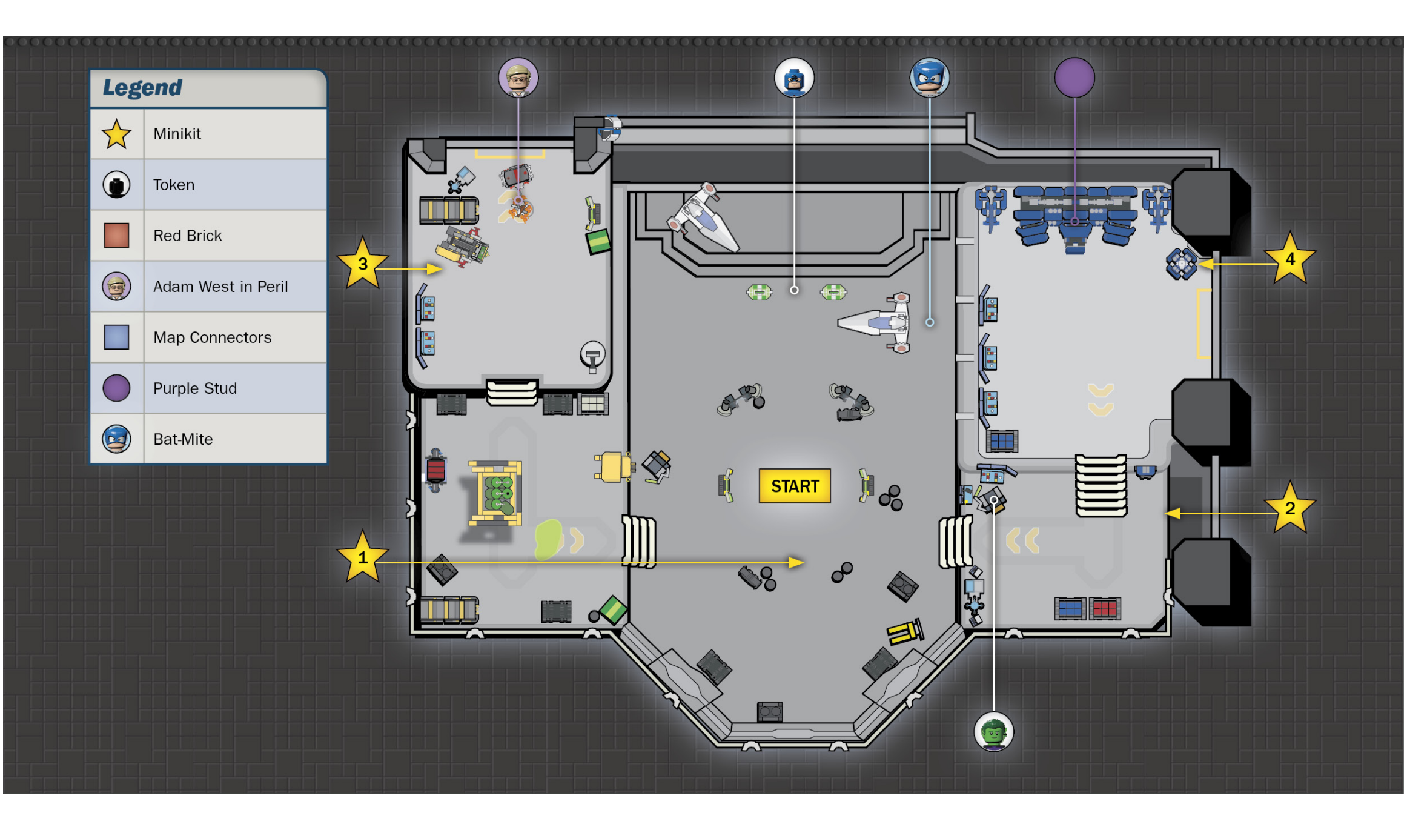
170,000

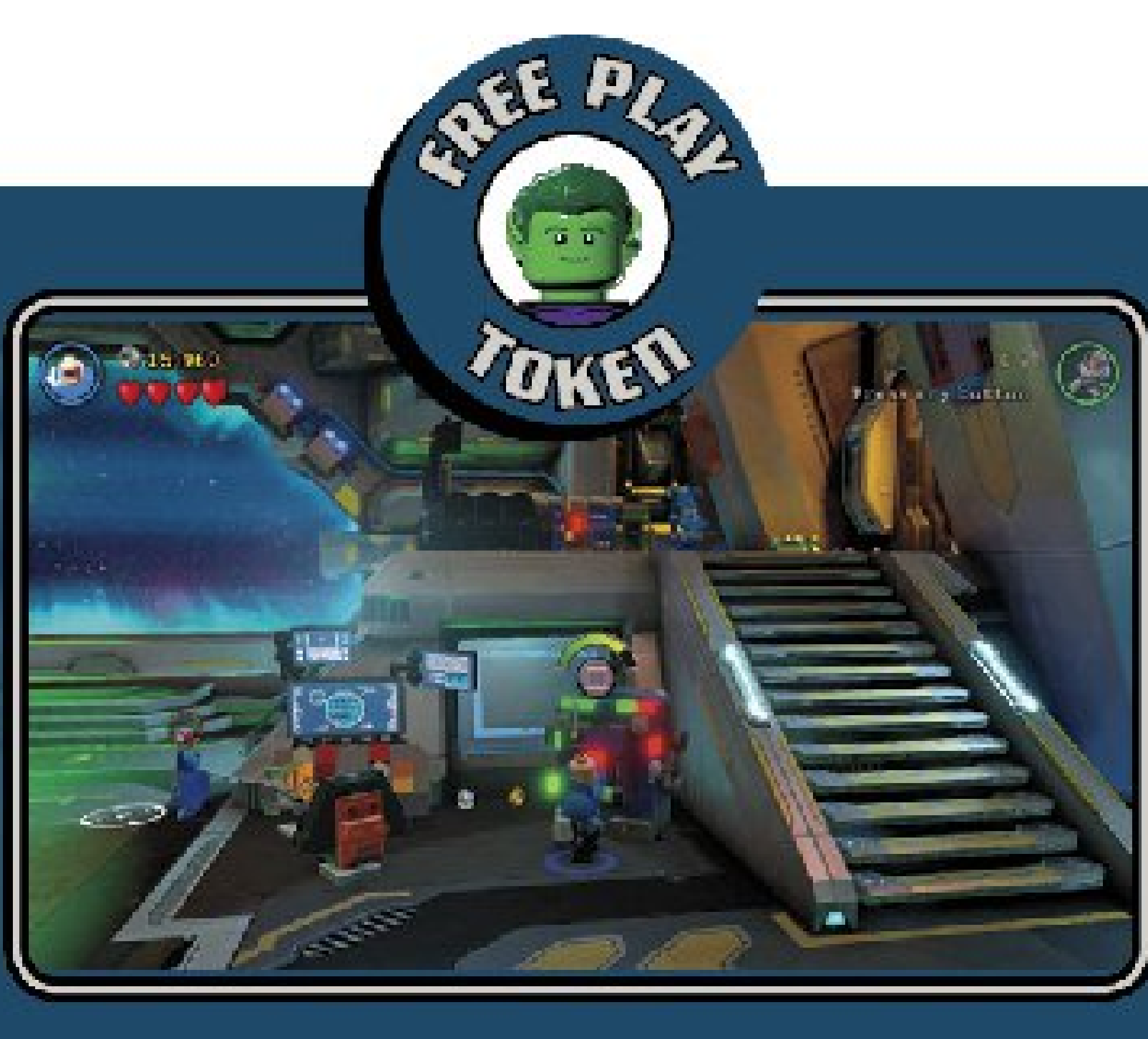
Adam West in Peril!

Objective Area	Mode	Notes
1	Free Play	Escape from the forcefield and then put out the fires on the left.

Red Brick

No.	Effect	Area	Mode	Notes
5	Studs x10	2 (first part)	Free Play	After destroying the second pair of tentacles, smash the colored boxes in the foreground behind the laser cannons. Build their bricks into a Plastic Man pad and use it.

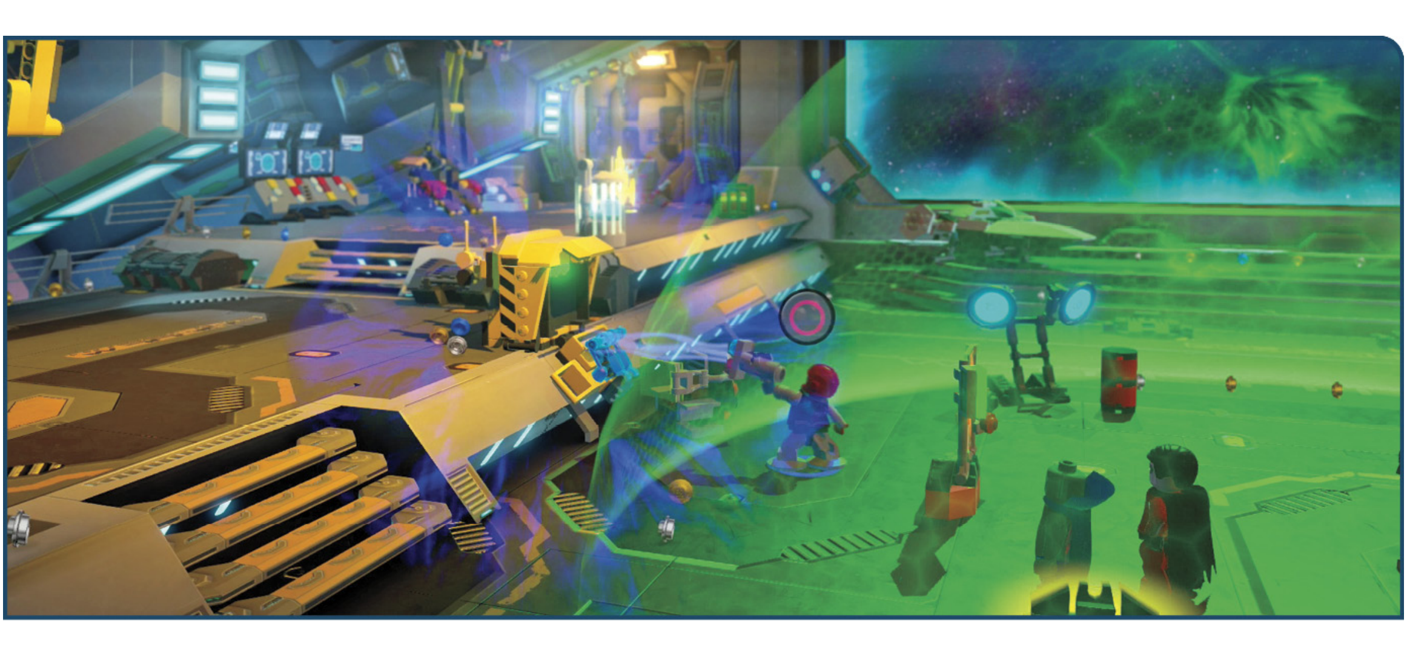


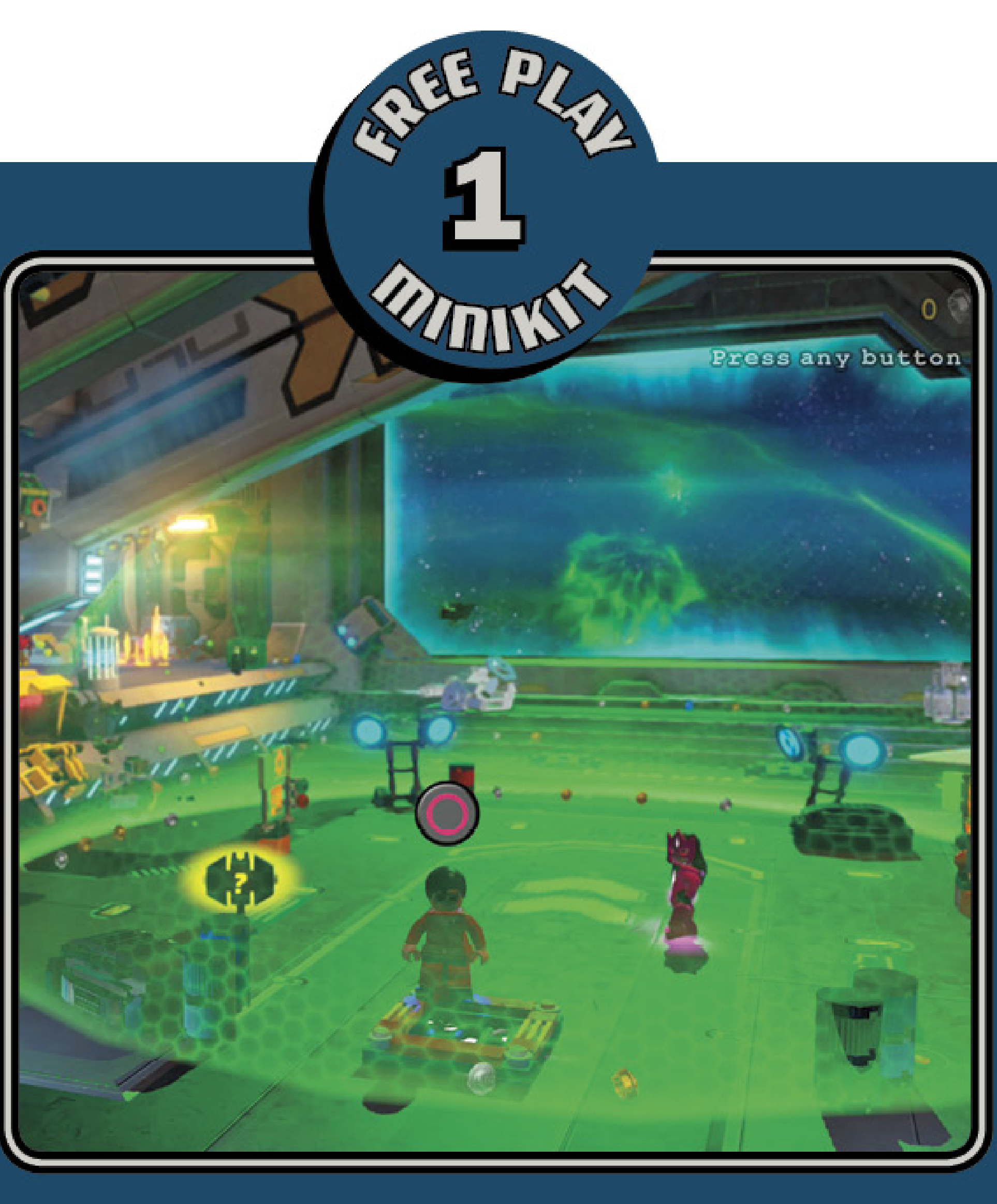


BEAST BOY

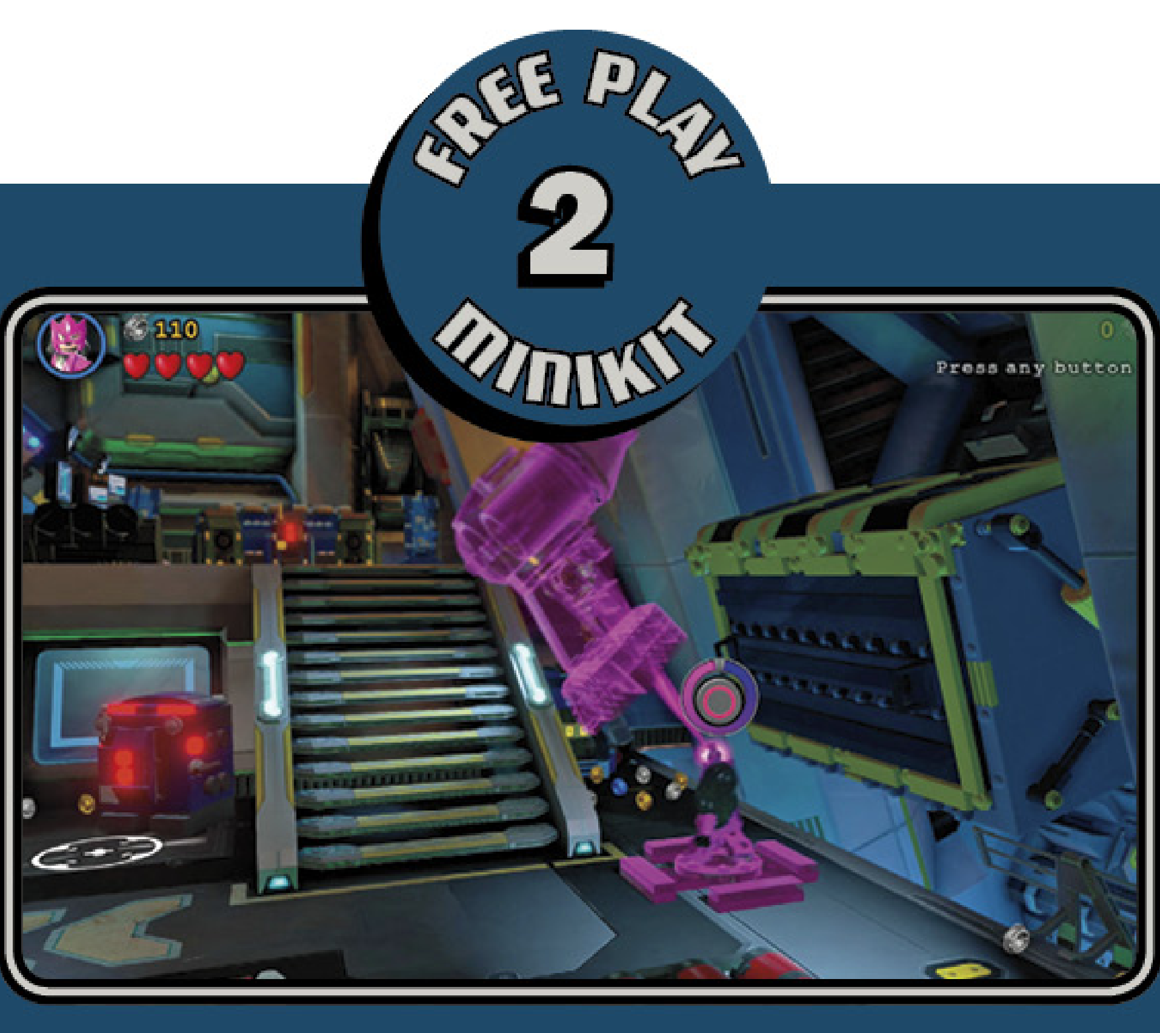
Batman's little helper, Bat-Mite, stands to the right of the forcefield. Speak to him to learn that he needs a special piece of equipment. Go to the right and hack a techno panel to find just the item he's after! Return the device to Bat-Mite and claim your reward.

Green Lantern can't be reasoned with—you'll have to use force! But first, you need to escape the forcefield he's trapped you in. Begin by moving Batman to the left and use his Sensor Suit to detect a nearby magnetic lever. Tag to Robin or Cyborg and use the Magnet Suit to pull the lever.

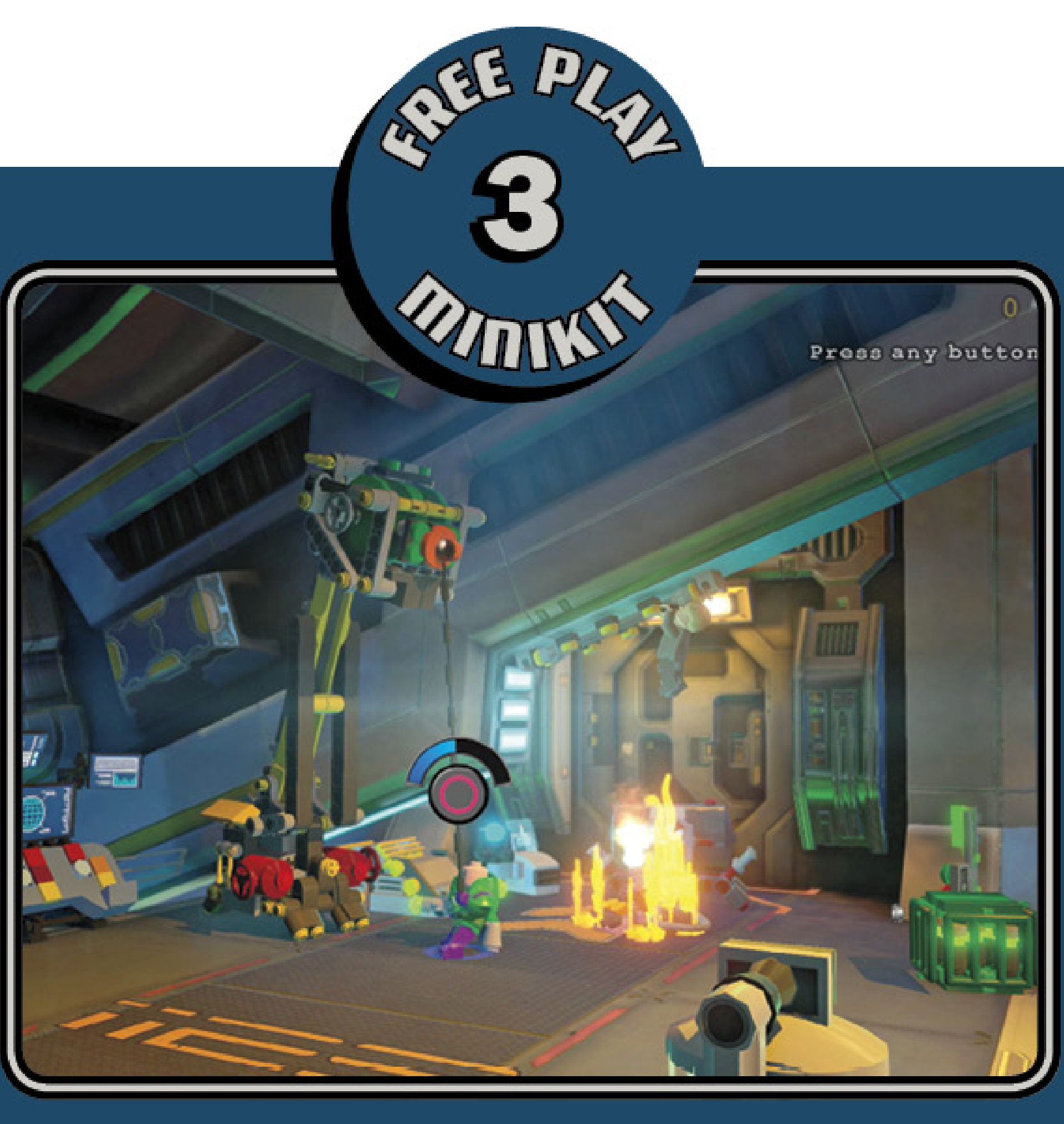




During Free Play, use the vent access in the foreground to escape Green Lantern's forcefield. You collect a Minikit as you travel through to freedom!



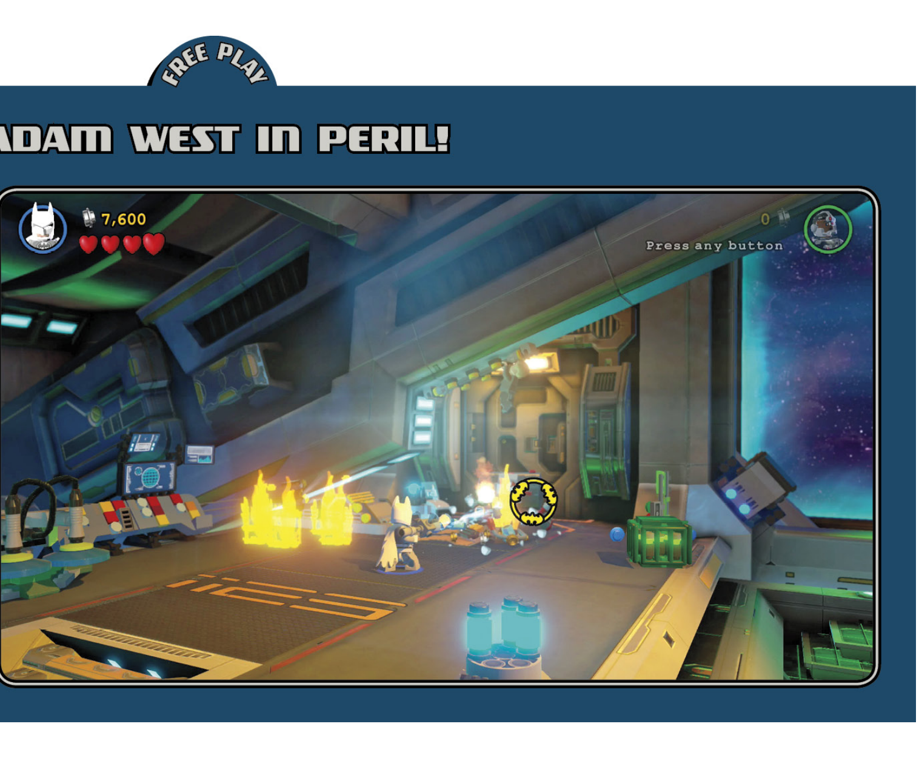
You have plenty to do after using the vent access to escape the forcefield. Start by using super senses to detect a Lantern pad on the right. Use the pad to construct a drill and expose a green LEGO wall, then use super senses again to see through the wall. Twist all four knobs to make a Minikit emerge!



After sneaking out from the forcefield, go left and grapple an overhead hook. Flaming debris tumbles down, along with a Minikit! Put out the flames to claim your prize, or simply stroll through them with Superman.

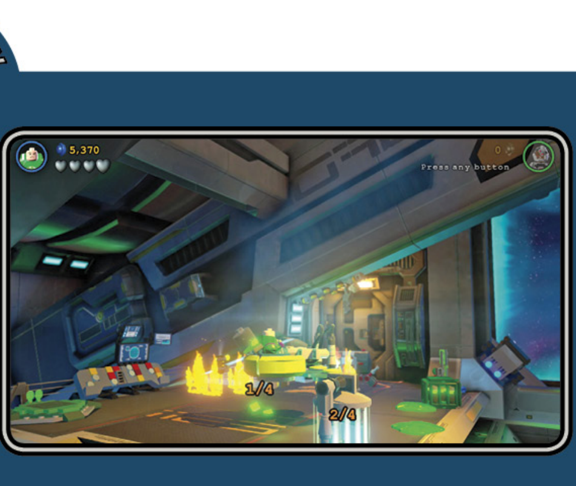
ADAM WEST IN PERIL!

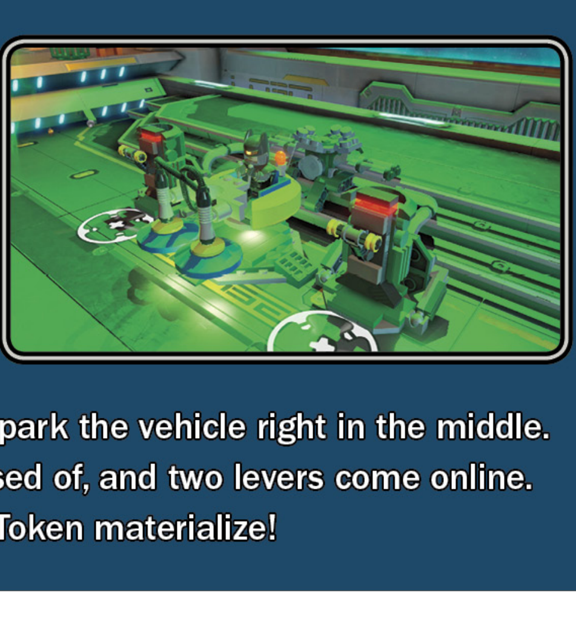
Head's up, crime fighter—your old chum Adam West's life is hanging by a thread! He's right near the orange hook you grappled to get at Minikit 3. Use super-breath, a freeze cannon, or a water character like Aquaman to put out the flames beneath him and save Adam's goose from a disastrous cooking.



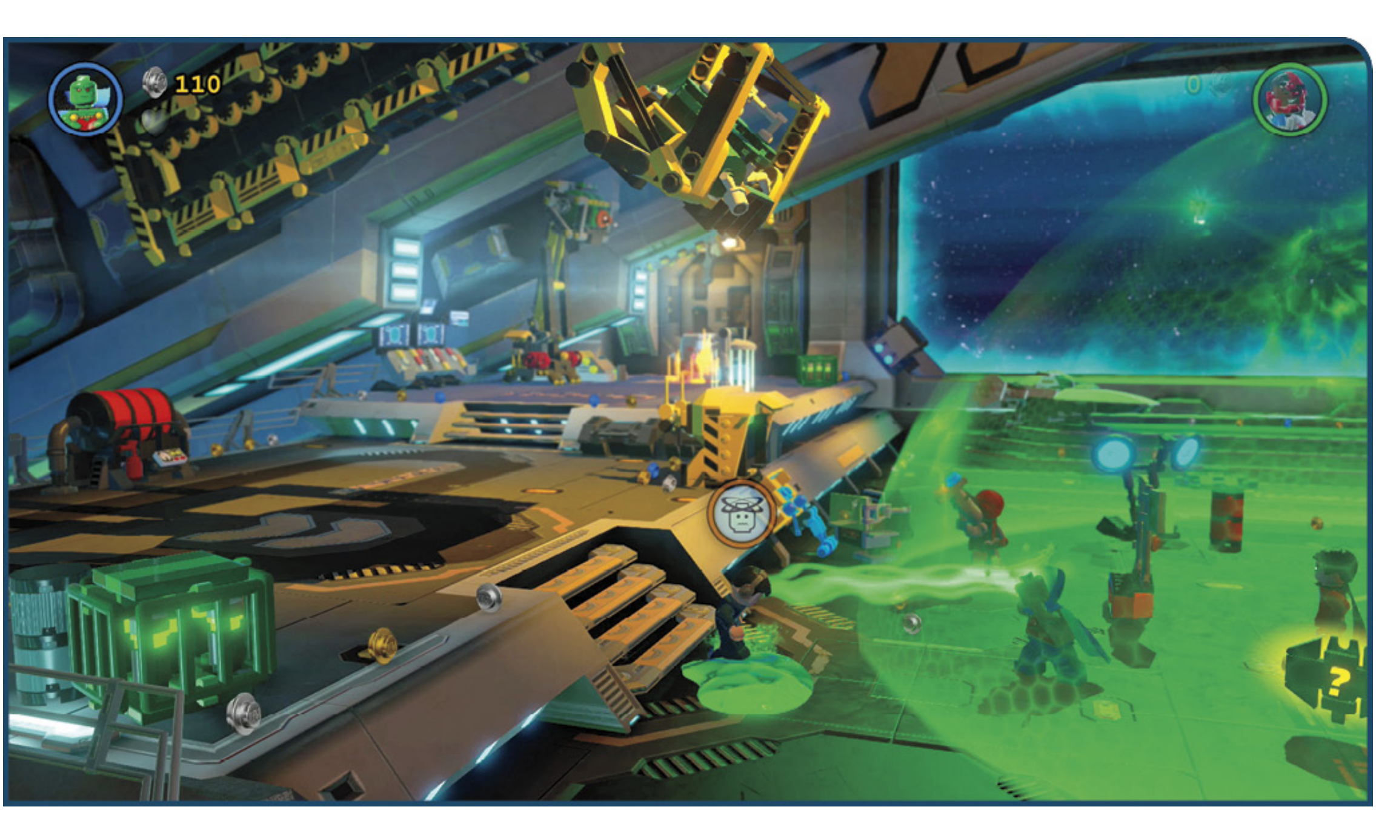
ATOM

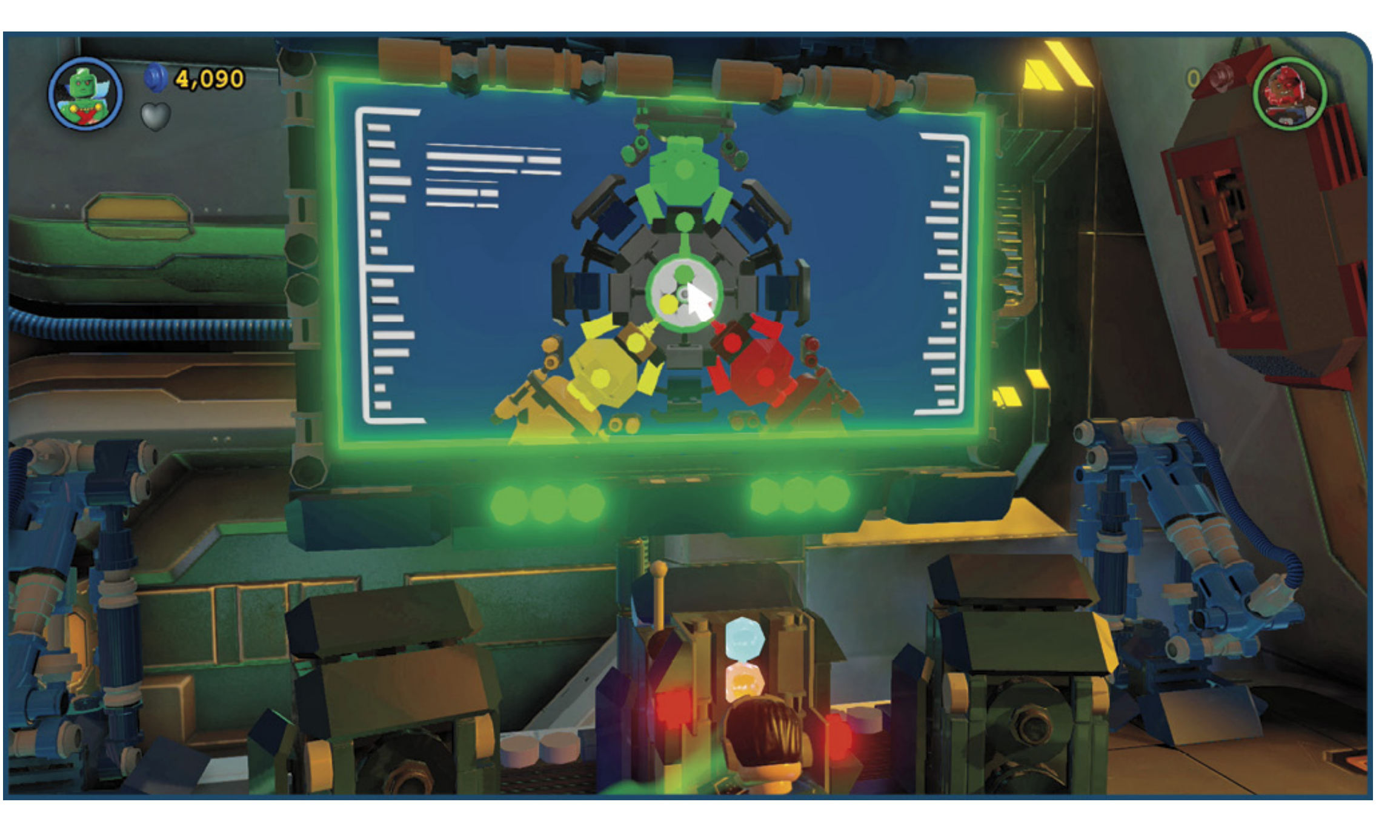
Use explosive attacks to destroy the silver objects near Green Lantern, then build their bricks into a waste disposal station. Now you just need some waste! Go upstairs and pilot the cleaning vehicle on the left. (If the vehicle isn't there, grapple the nearby orange hook as part of obtaining Minikit 3.) Use the cleaning vehicle to vacuum up four nearby piles of goo.





After sucking up the four goo piles, drive the cleaning vehicle downstairs and circle around Green Lantern's forcefield. Head to the disposal station you just built and park the vehicle right in the middle. The goo you sucked up is deposited and disposed of, and two levers come online. Pull both levers to make a valuable Character Token materialize!

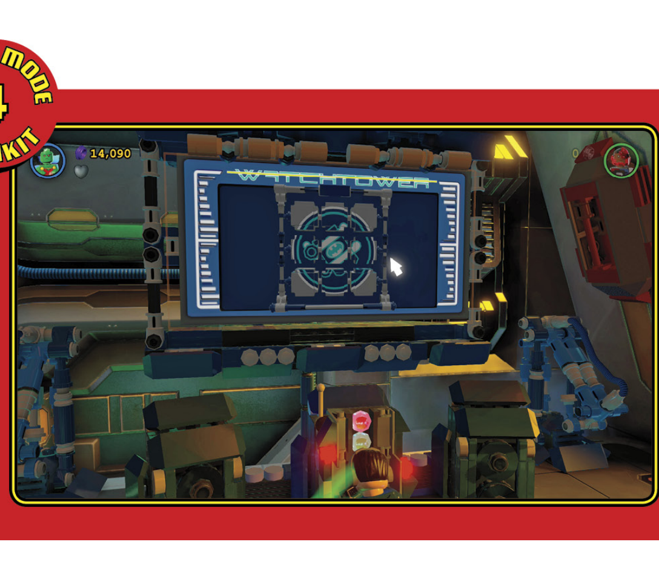




Pulling the lever causes toxic goo to drop near you, attracting a janitor. Tag to Martian Manhunter and press the Interact button to take control of the Janitor with mind control. Move the janitor to the right, go upstairs, and hack the computer.

To hack the computer, you must align three rings on three different locking mechanisms. Start with the outer ring and spin it until it lights up, then work your way toward the interior ring. Repeat this until all three locks have been aligned. (Be sure to grab Minikit 4 before continuing.) Click the central button and click the check box to close the hangar door and cut off Green Lantern's power ray.

Before you click the computer's central button and close the hangar door, click the other buttons to watch a cat video, turn on some lights, and listen to music. You score Purple Studs in the process! Click the Minikit button on the right as well and solve another little puzzle to make a Minikit appear nearby. Simply spin the tiles until you've created a circular Minikit symbol, as pictured. Don't forget to collect the Minikit afterward!



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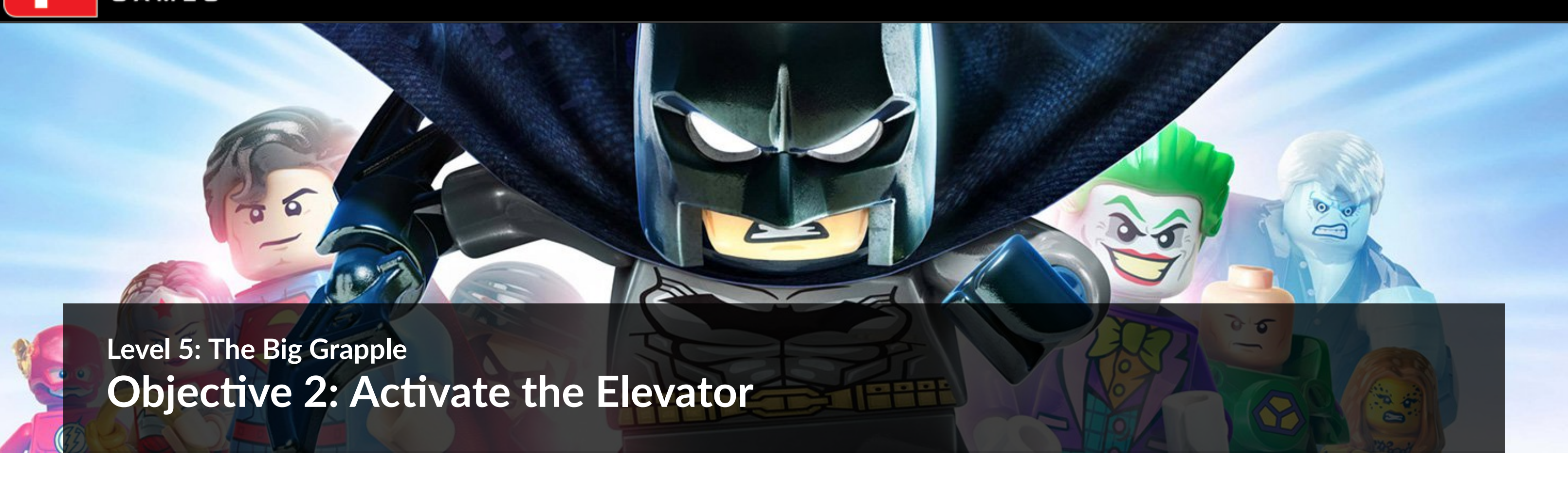
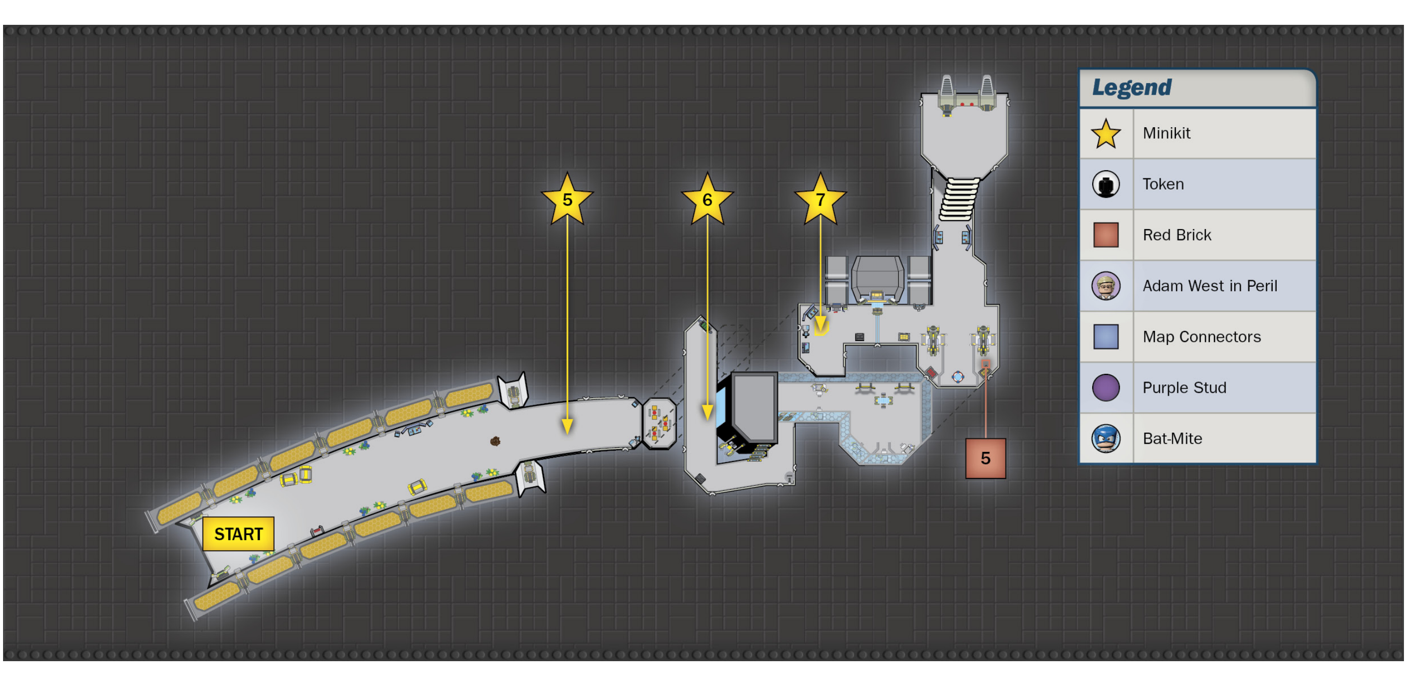
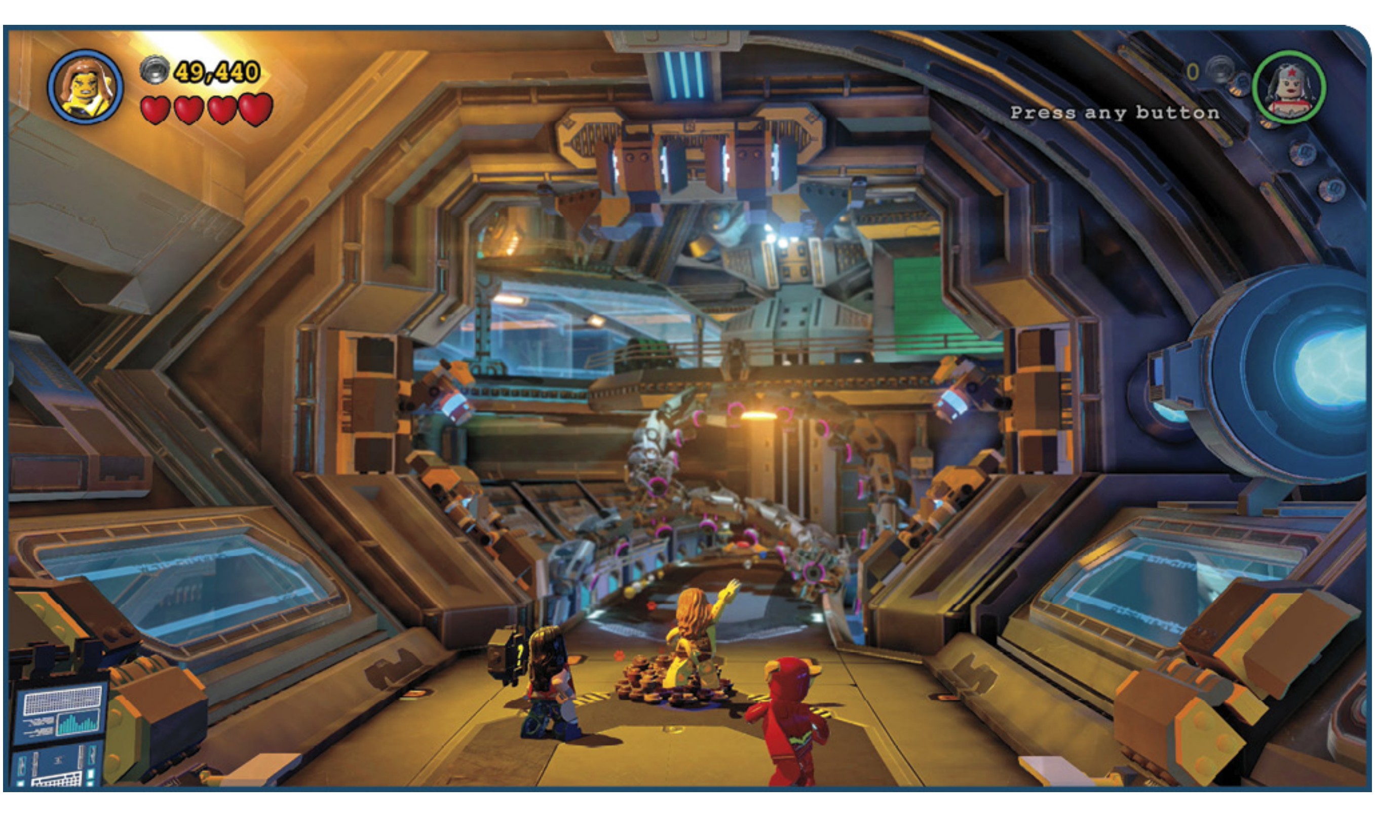


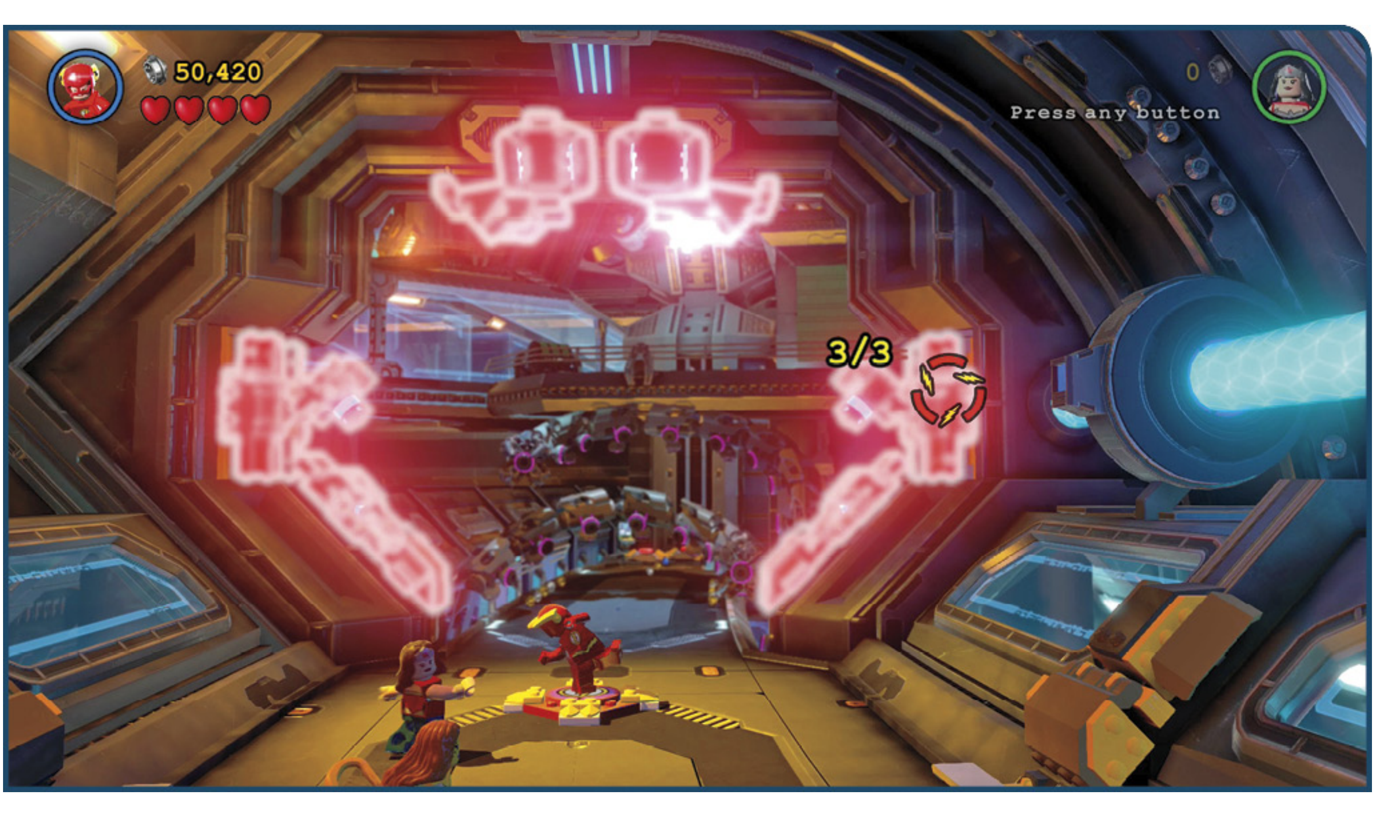
Level 5: The Big Grapple

Objective 2: Activate the Elevator



Legend	
★	Minikit
●	Token
🟥	Red Brick
●	Adam West in Peril
▨	Map Connectors
●	Purple Stud
●	Bat-Mite

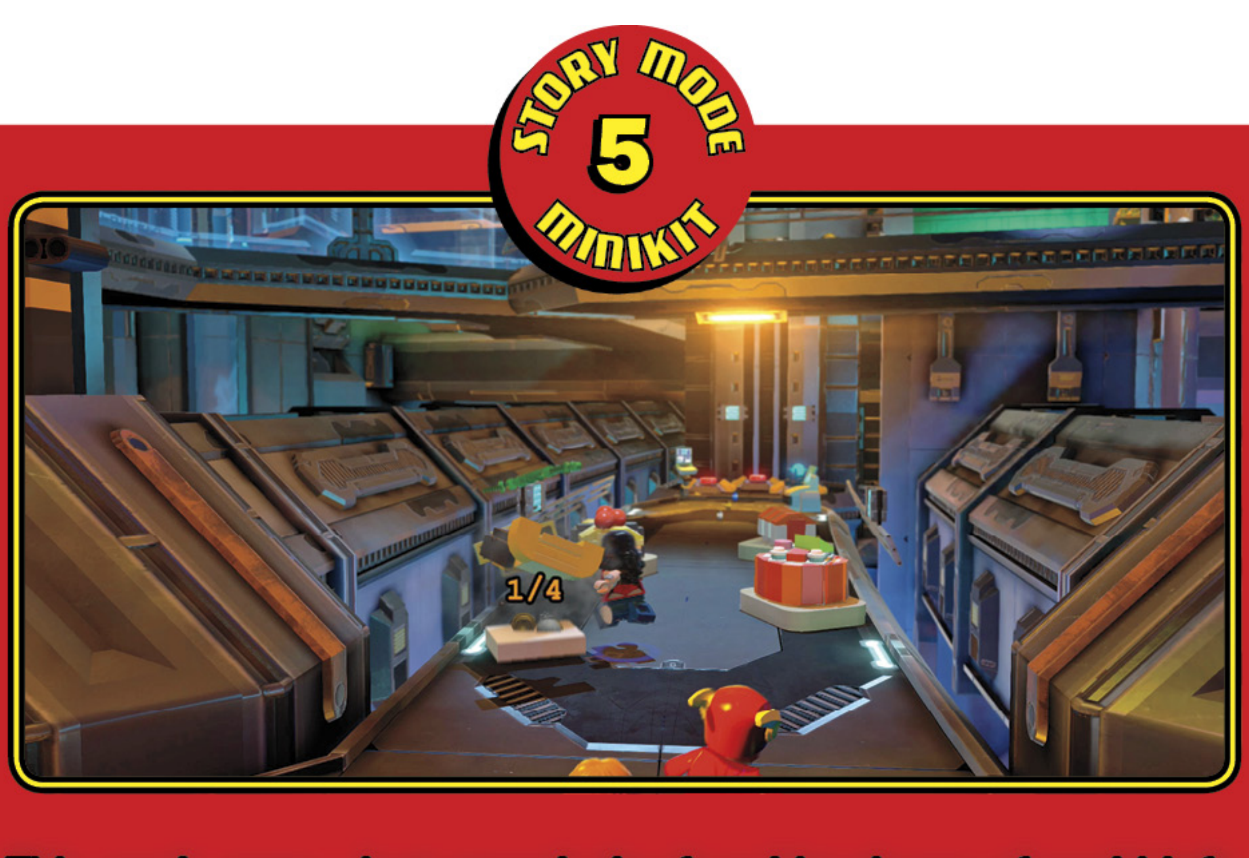




With Green Lantern temporarily held at bay, the scene shifts to Wonder Woman, The Flash, and Cheetah, who are working together to help Batman, Cyborg, and The Joker activate an elevator. Advance down the corridor until two massive tentacles from Brainiac's twisted ship smash up through the floor. Tag to Cheetah and dig in the dirt in front of the tentacles to find some bricks.

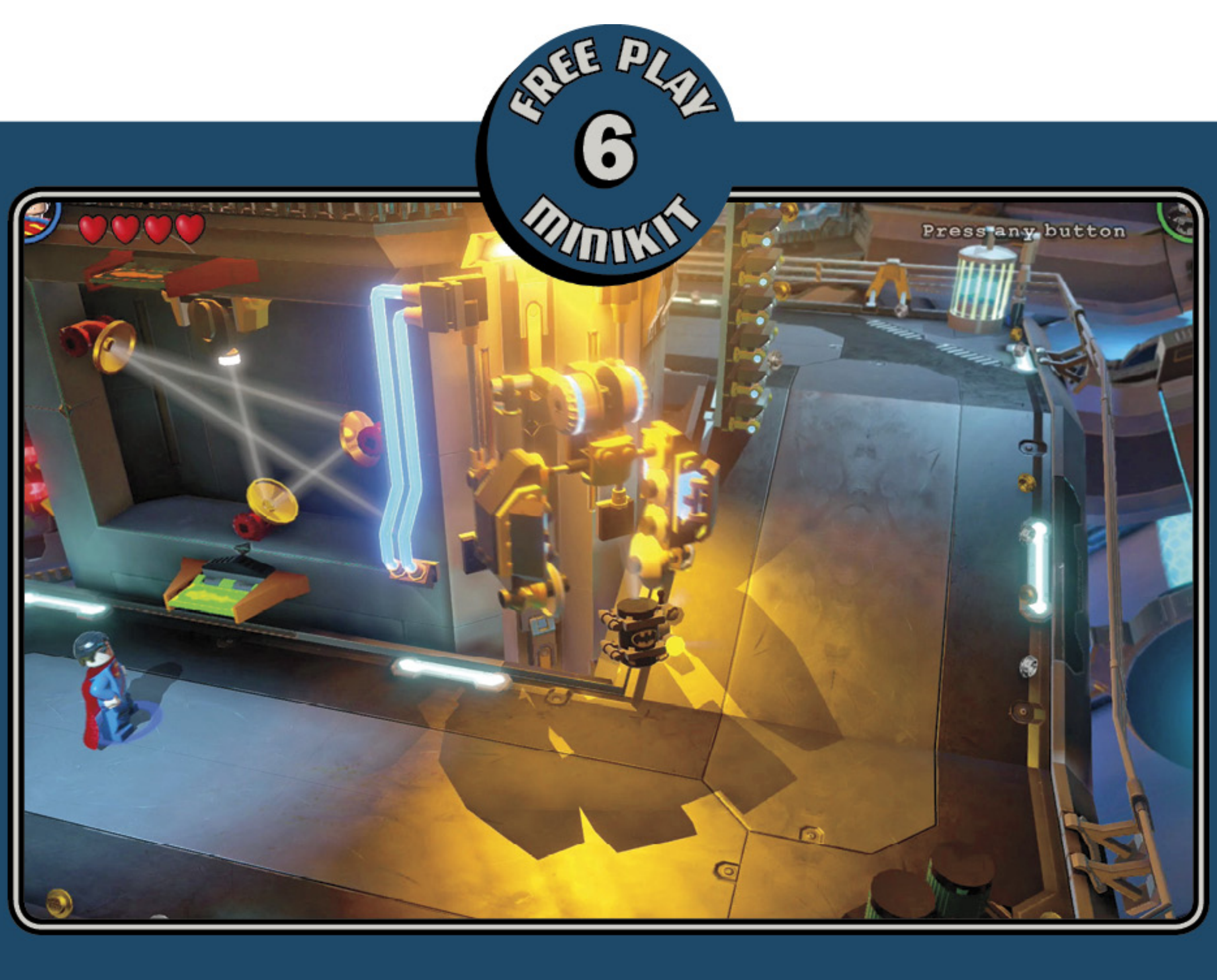
Build the bricks into a Flash-Build pad, then tag to The Flash. Move onto the pad, hold the Attack button, and then target three glowing objects in the vicinity. Release the Attack button to build a giant carving knife that turns Brainiac's tentacles into sushi! Ride the elevator beyond the tentacles to reach the upper level.

STORY MODE 5 MINIKIT



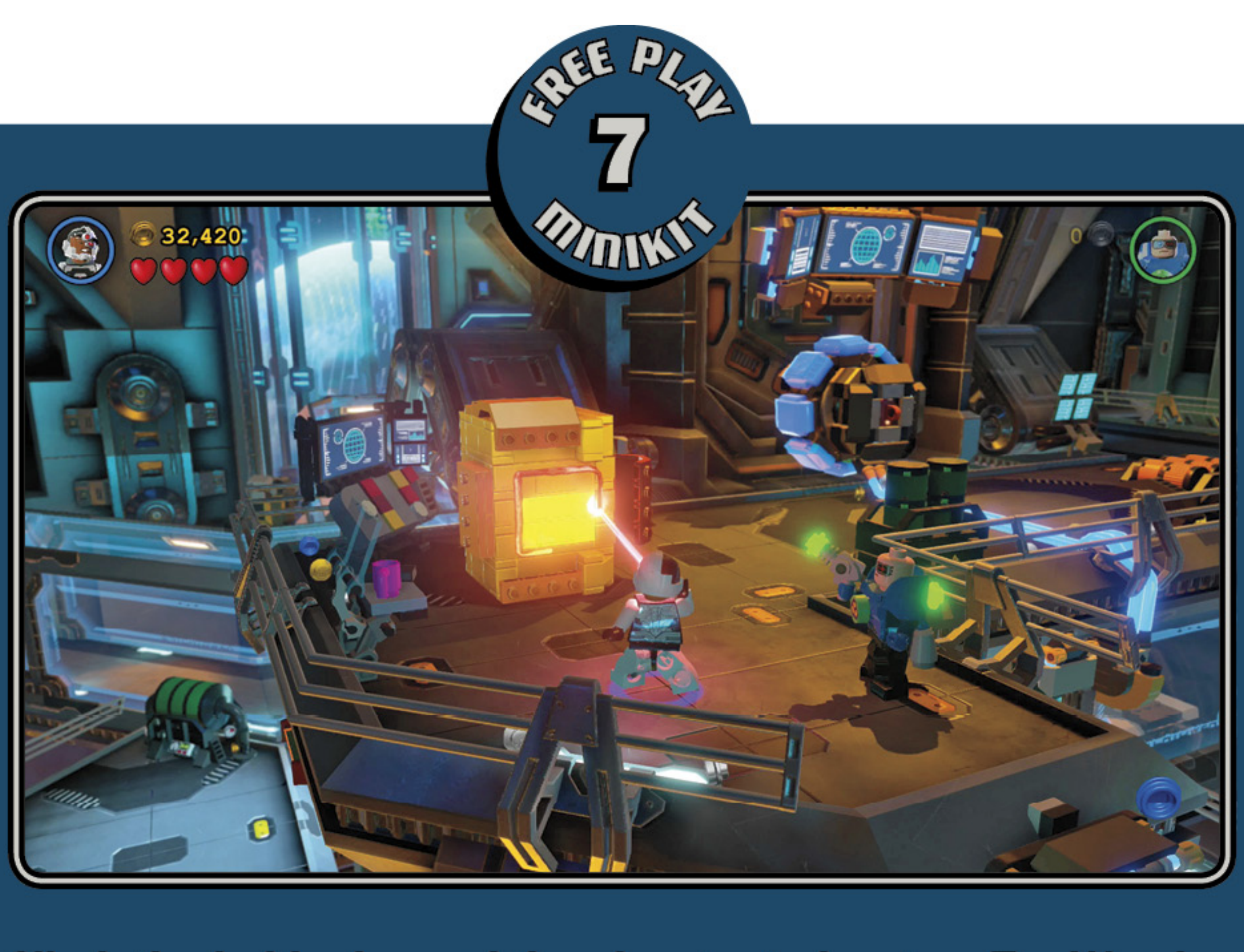
This one's easy—just smash the four big pieces of sushi left behind after you chop up the first pair of Brainiac tentacles. You don't have nearly enough wasabi, ginger, or soy sauce to enjoy eating them, anyway!

FREE PLAY 6 MINIKIT



After riding up the elevator, use super senses to see through the green LEGO wall. Tilt three dishes to reflect a laser and make a Minikit materialize nearby!

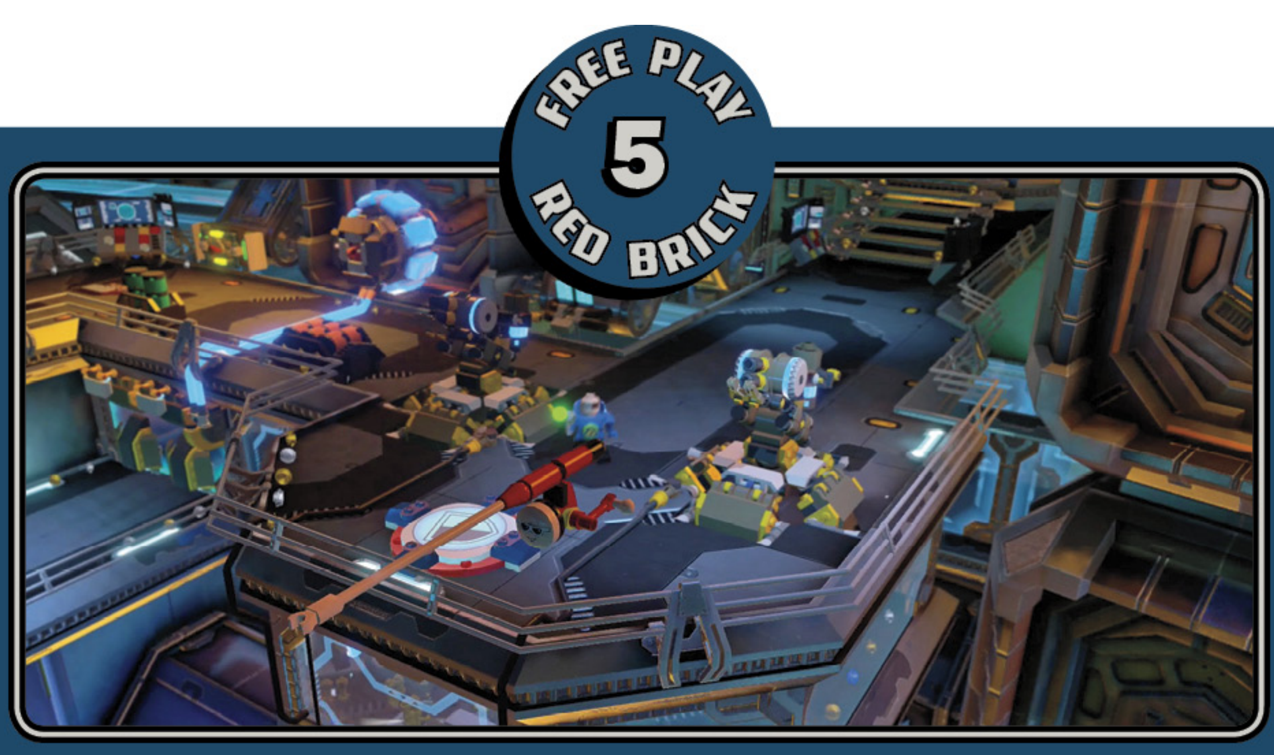
FREE PLAY 7 MINIKIT



Climb the ladder beyond the elevator to locate a Toy Wonder panel. Hack this with Robin in his Techno Suit during Free Play to make a gold crate rise from the nearby floor. Use a laser to cut a square out of the brick, and a Minikit pops out!

LET'S TRY LASERS

FREE PLAY 5 RED BRICK

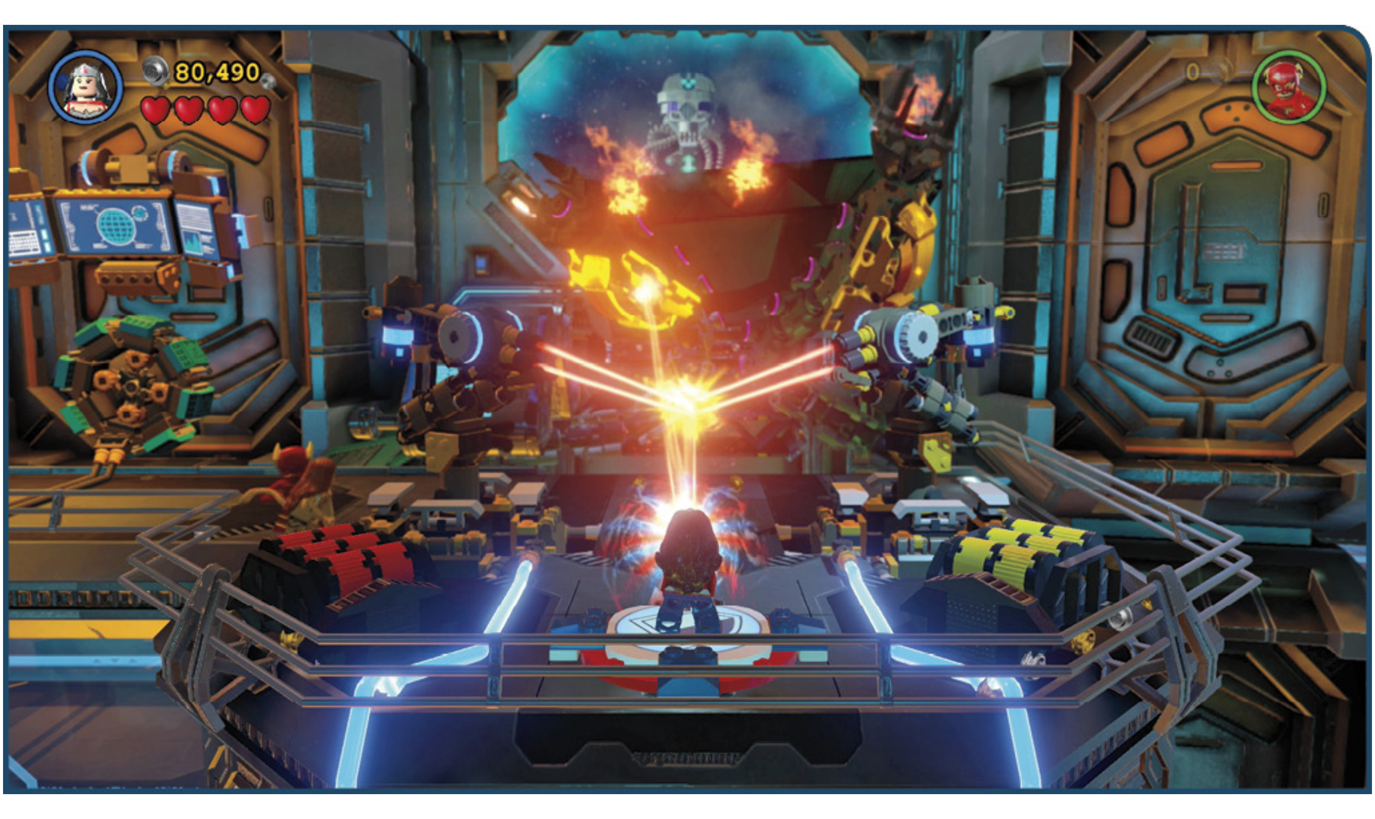


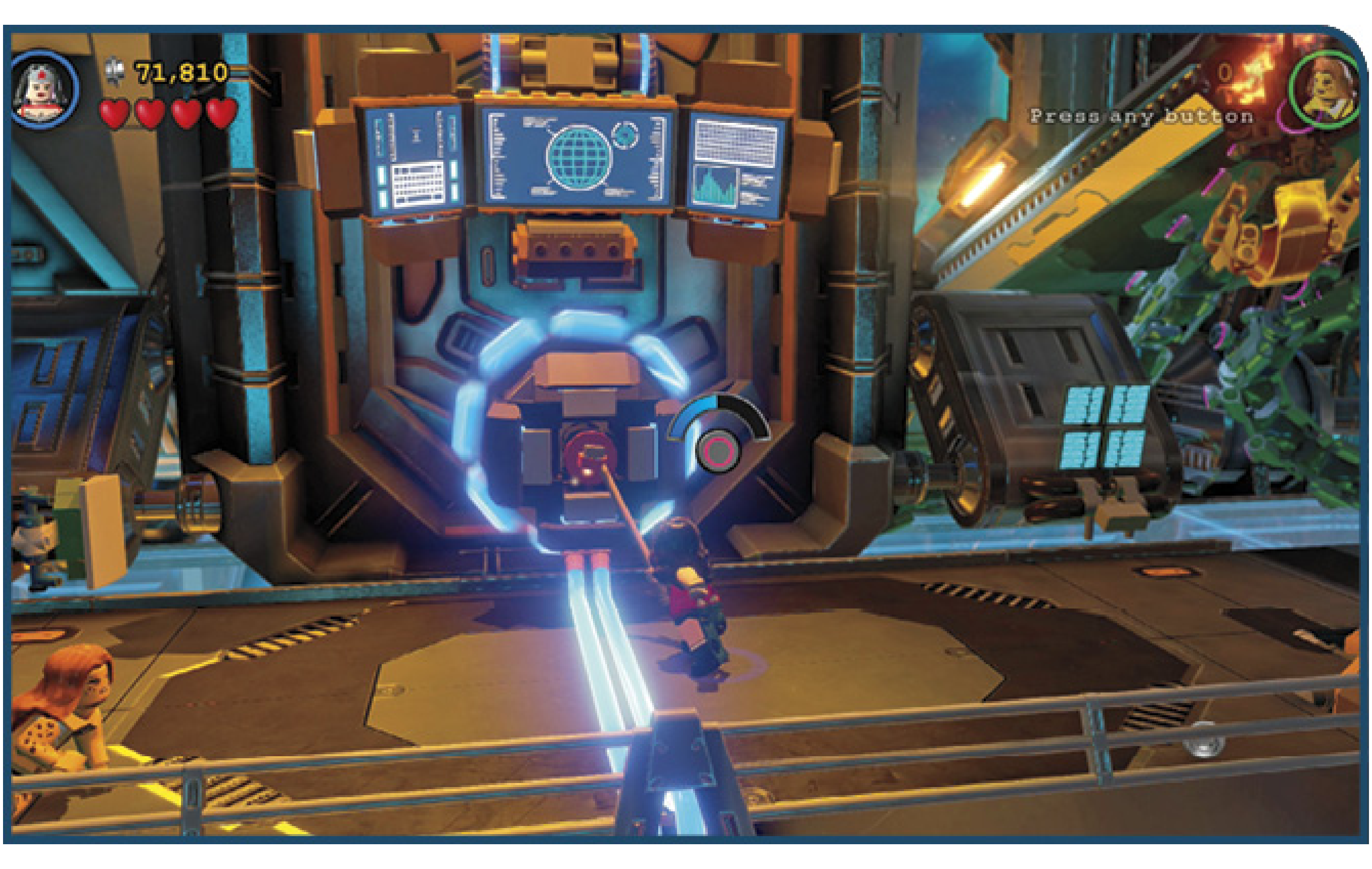
STUDS X10

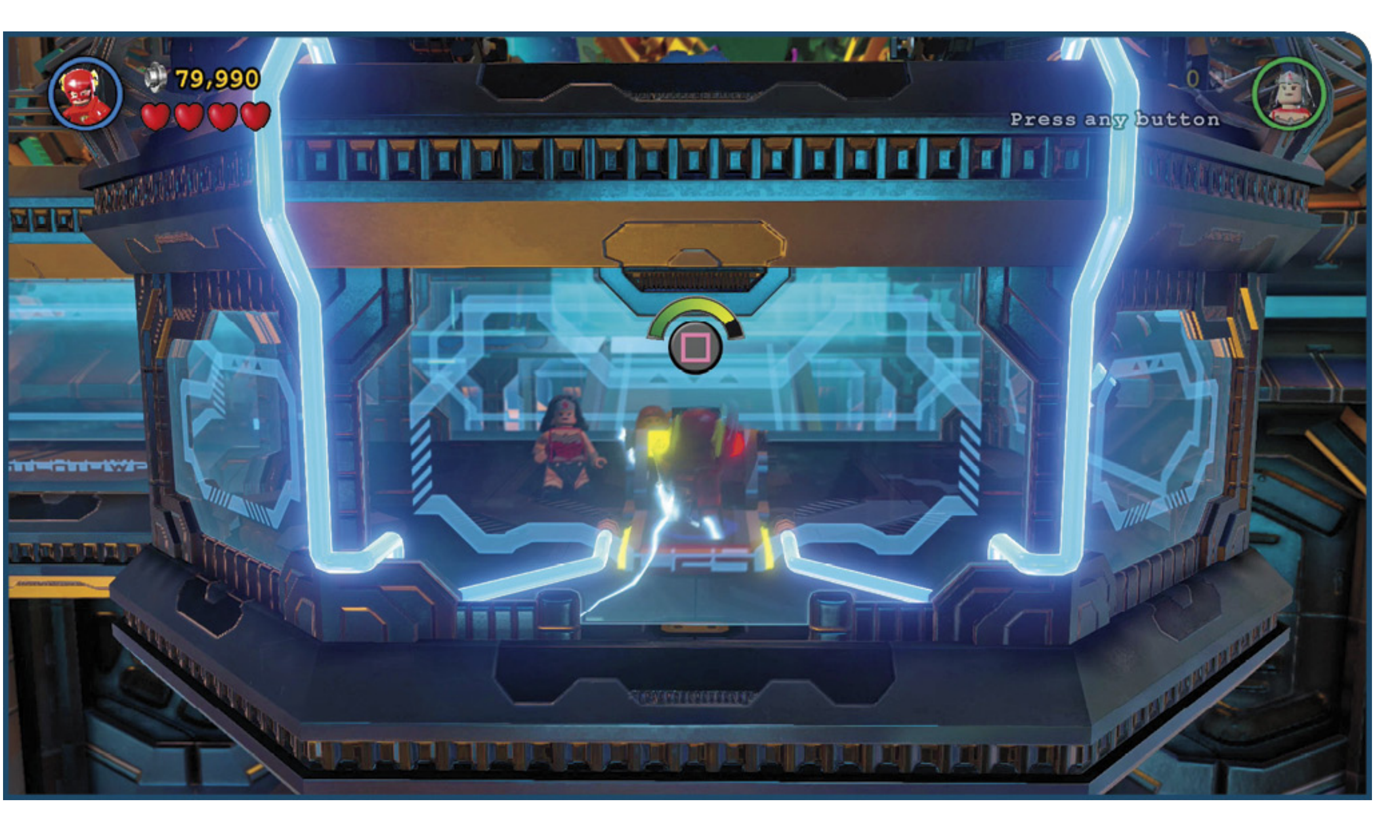
After destroying the second pair of tentacles, smash the colored boxes in the foreground behind the laser cannons. Build their bricks into a Plastic Man pad, then use the stretchy super hero to fish a Red Brick up from the watery depths below!

Go right and climb a ladder after riding up the elevator. Another pair of tentacles soon bursts up and blocks your path. Ignore them for the moment and tag to Wonder Woman. Use her lasso to pull an orange hook out of the nearby generator, opening a door below you. Go back down the ladder and go through the door you've just opened. Smash everything in the control room beyond to discover bricks, then build a treadmill for The Flash. Tag to The Flash, hop on the treadmill and then mash the Attack button to send power flowing up to a pair of lasers that emerges from the walkway above you.

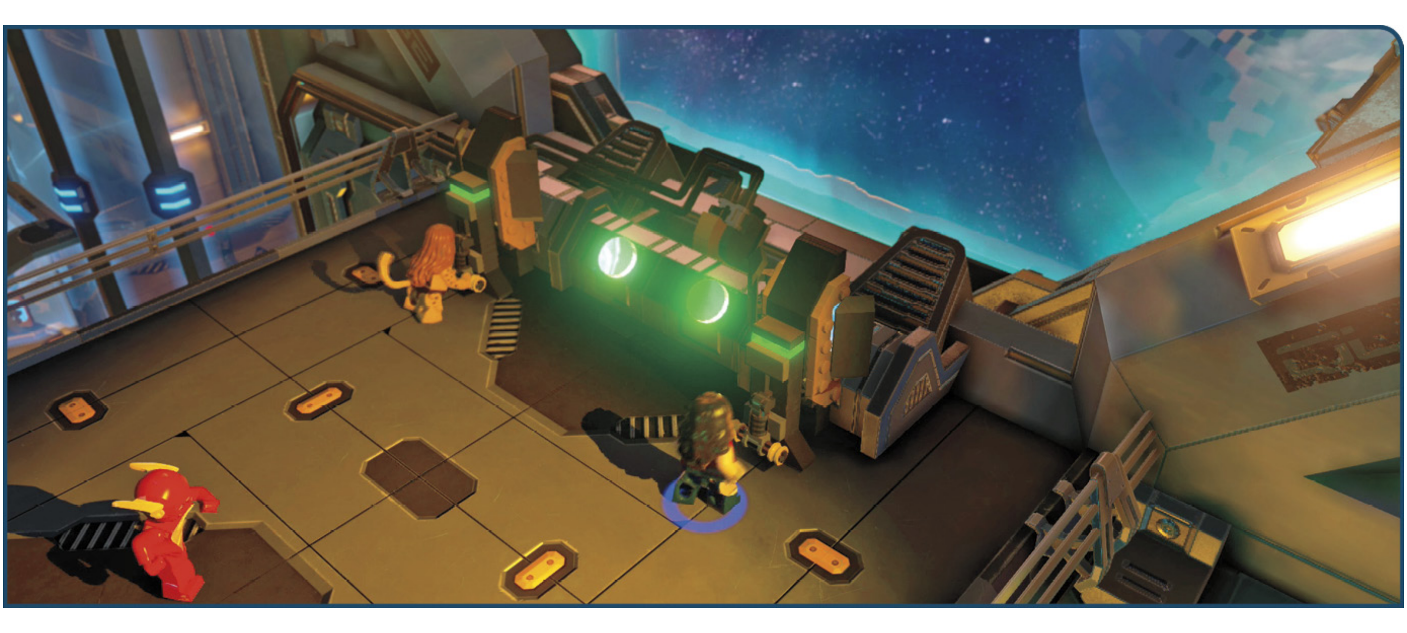
Tag to Wonder Woman and fly up to the lasers. Stand on the shield deflect pad and redirect the lasers at the gold parts of Brainiac's tentacles. Destroy them both so you may safely advance!







ACTIVATING THE ELEVATOR



Advance past where the second pair of tentacles were and build a small pile of hopping bricks into a lever. There's another lever nearby. Wait for a teammate to get into position, then pull both levers at once to activate the nearby elevator that Batman, Cyborg, and The Joker are standing on.

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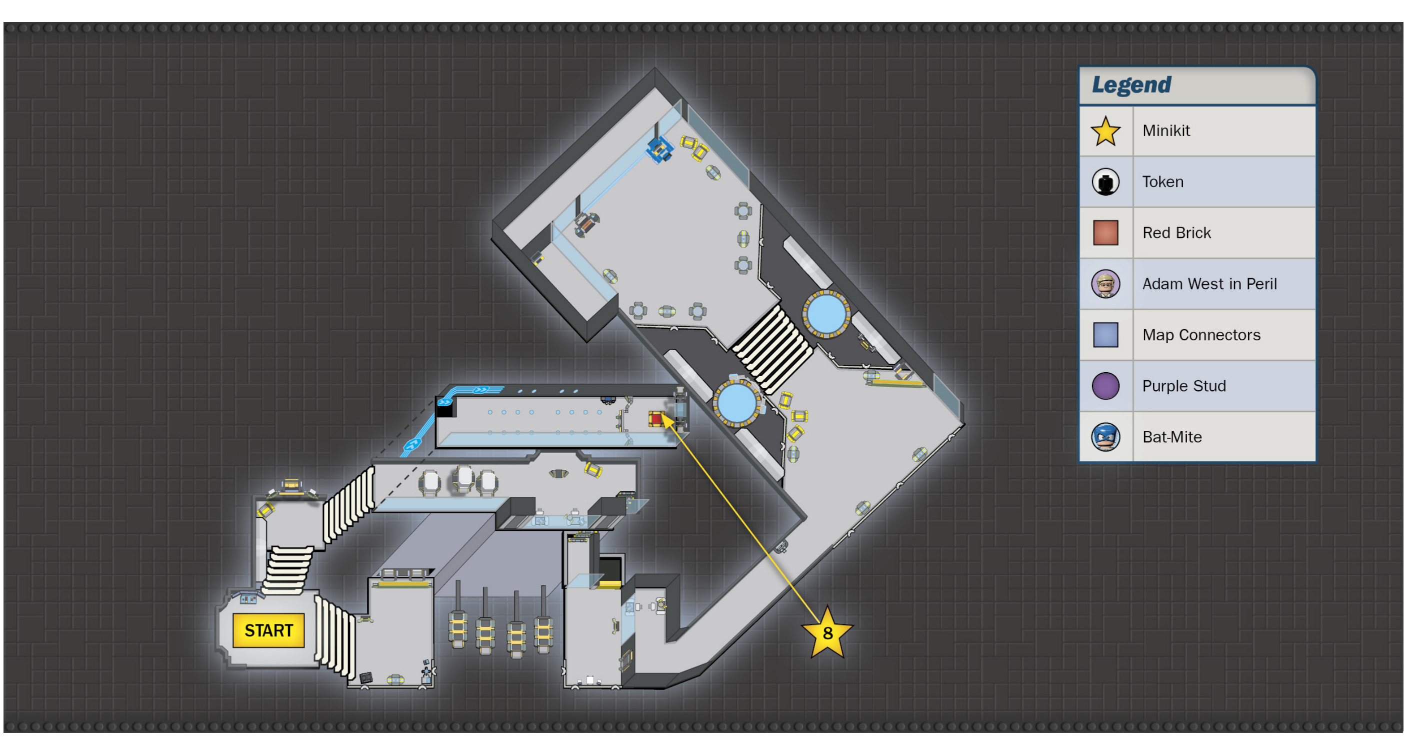
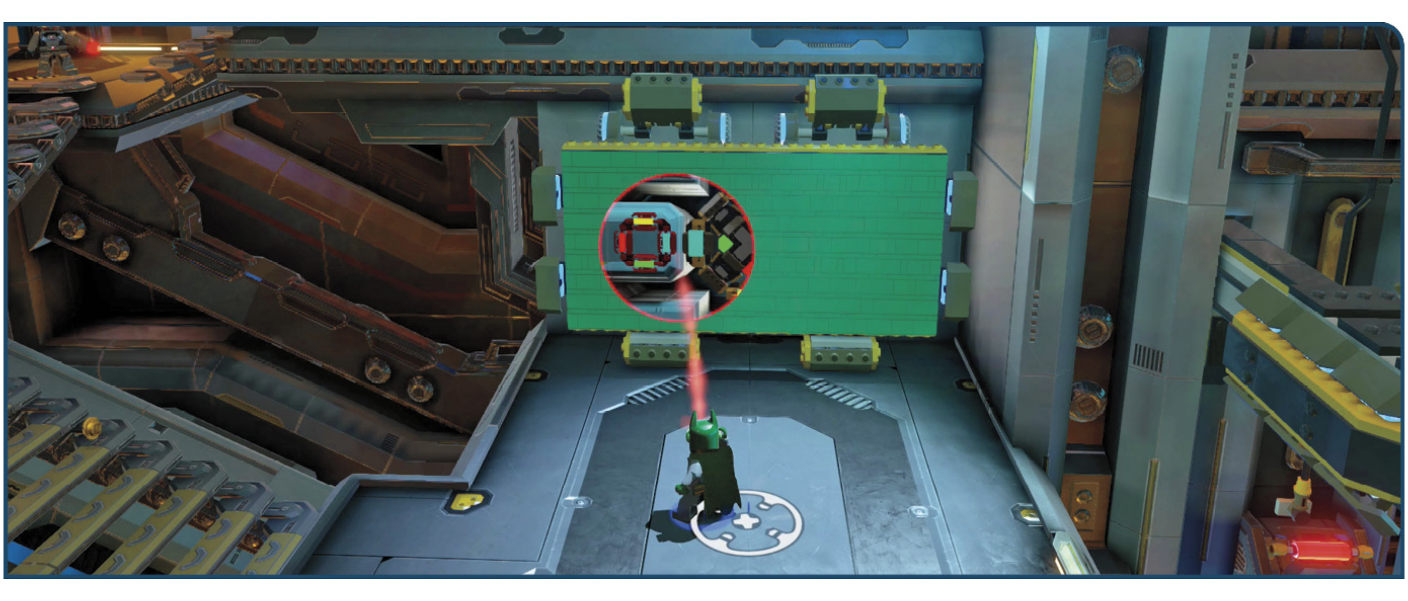
Level 5: The Big Grapple

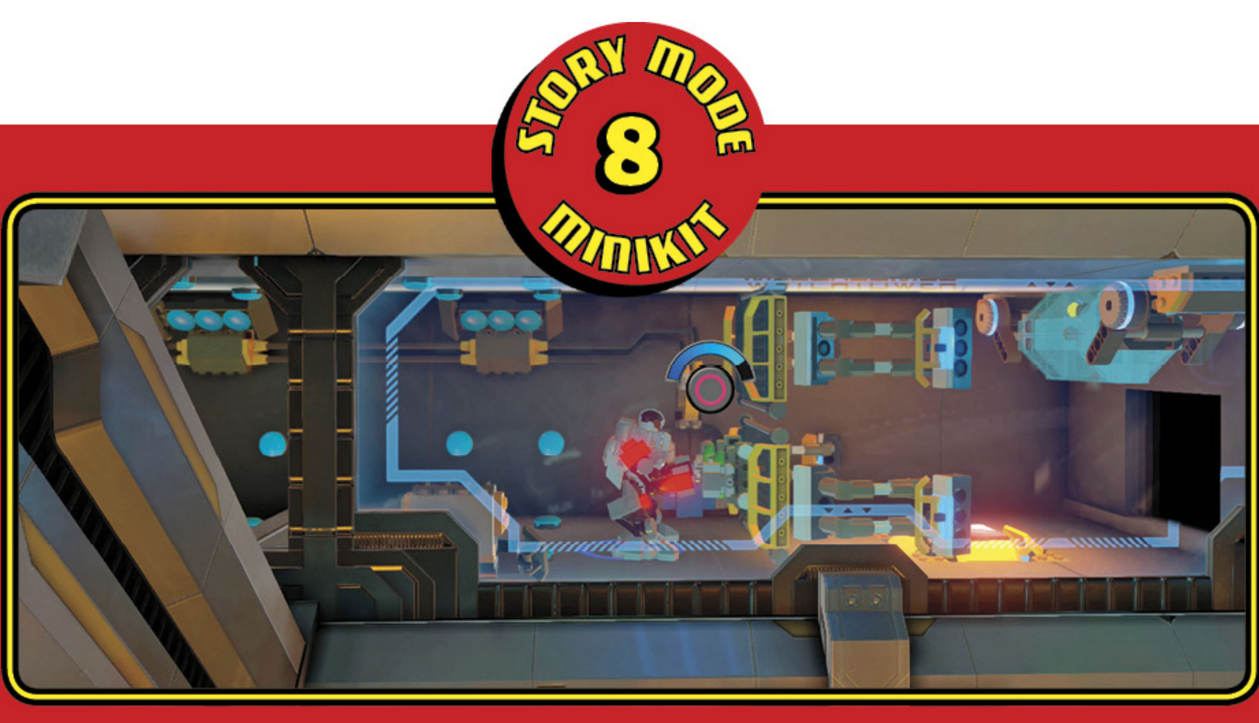
Objective 3: Free Robin, Lex Luthor, and Killer Croc



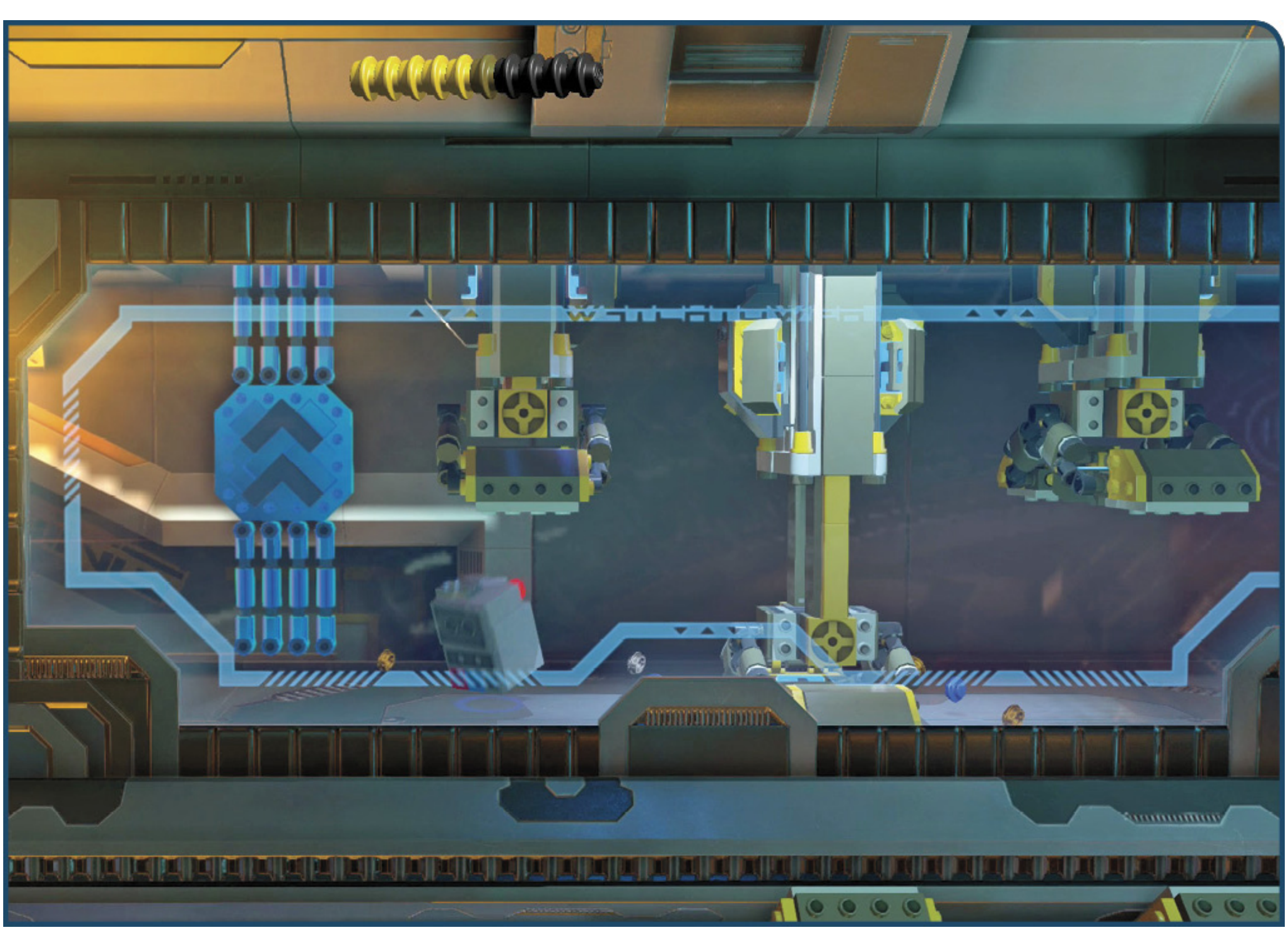
Wonder Woman, Cheetah, and The Flash have done their part—now it's up to Batman, Cyborg, and The Joker! Go downstairs and use Batman's Sensor Suit to see through a green wall. Spin the two side dials and match their inner colors with the colors of the central switch. Keep it up until you gain control of the background pistons, at which point Batman asks for Cyborg's help.



STORY MODE 8 MINIKIT



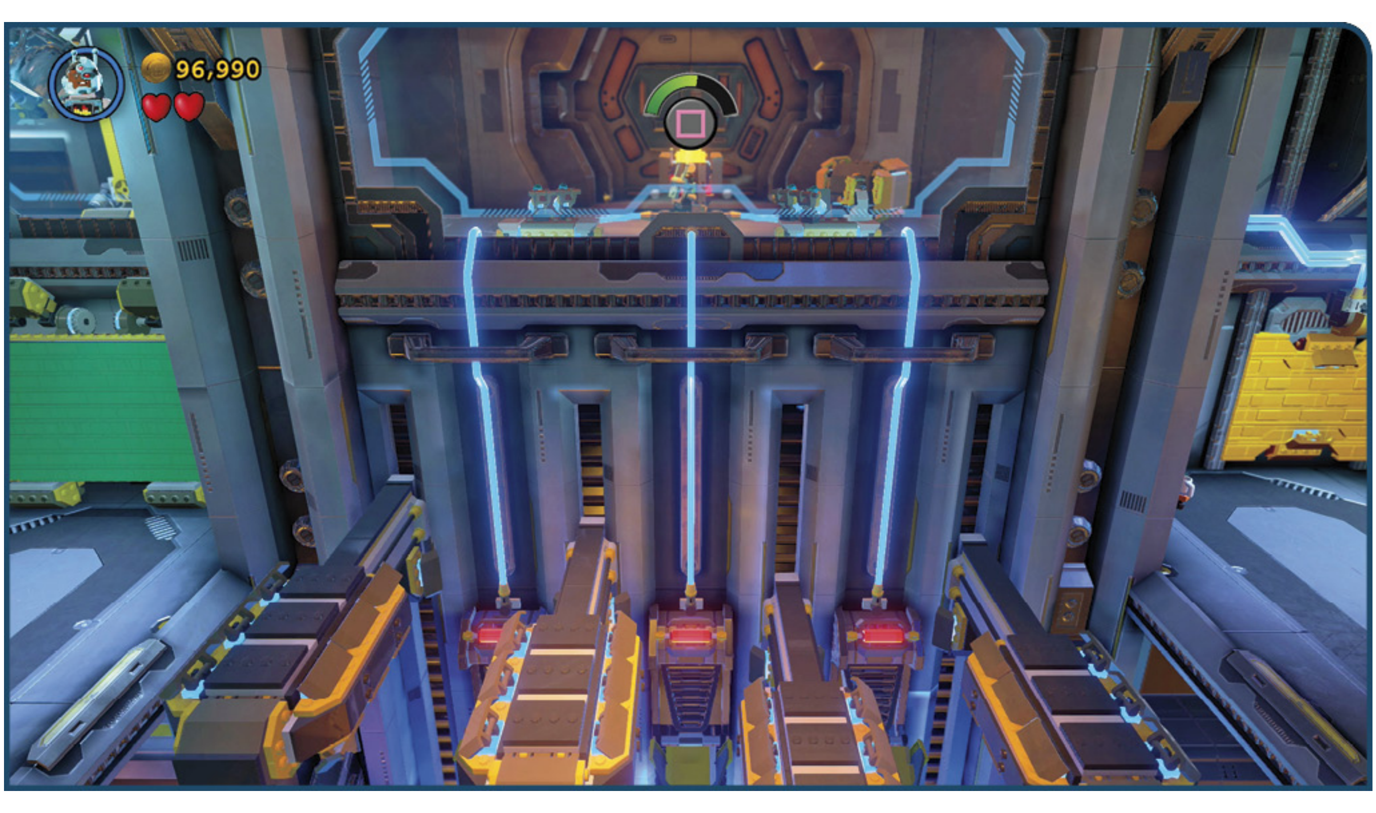
Before crossing the pistons, switch to Cyborg's Magnet Suit and walk up the blue magnetic pipes to reach a higher level. Change to his Electricity Suit and cross the currents, then use the electricity panel to drain the charge from the area. Switch to Cyborg's Giant Suit and rip open the wall on your right. Change to his Sonar Suit, stand on the button, and shatter the glass case so you can collect the Minikit within!

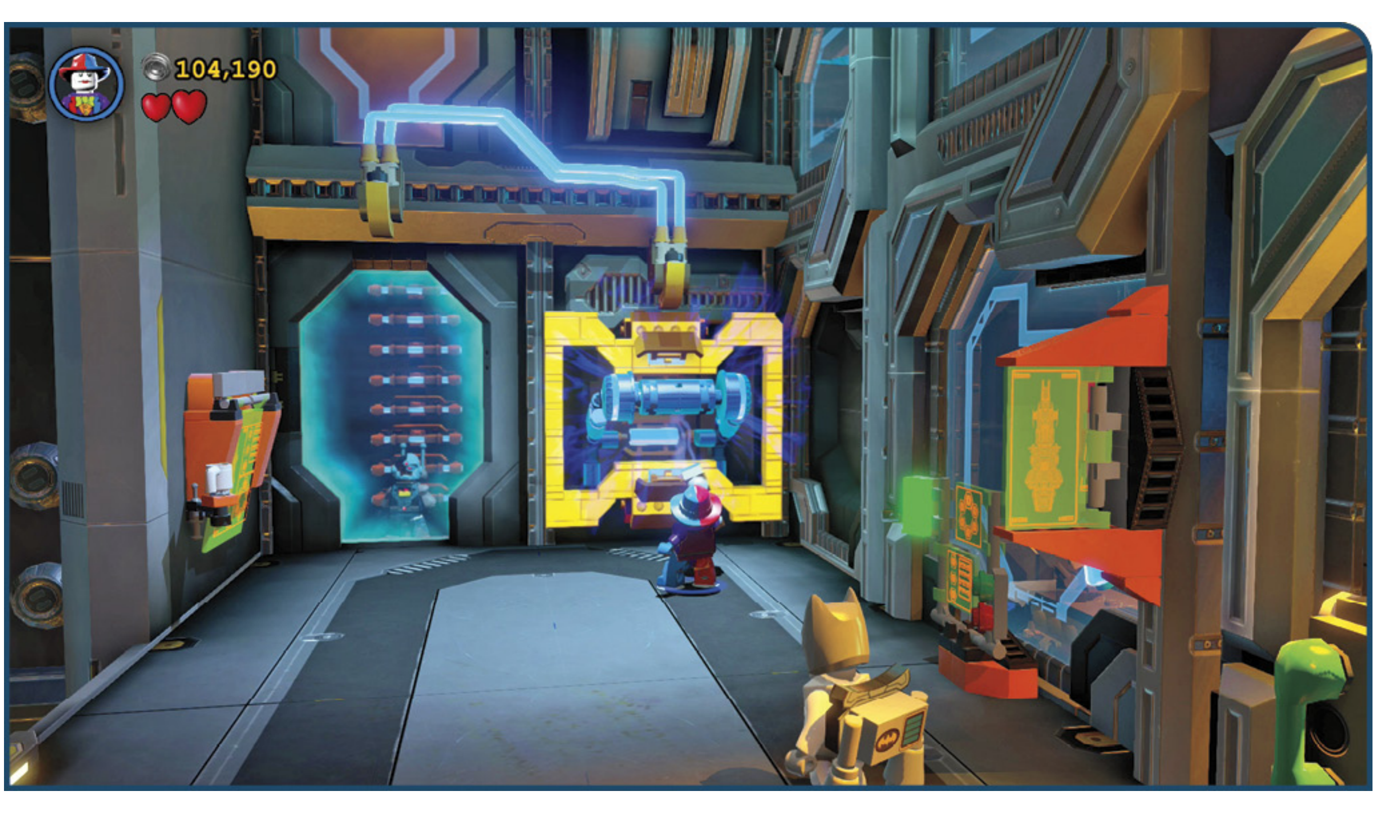


Tag to Cyborg and put on his Stealth Suit. Go upstairs and slip past the security camera to reach the pistons that Batman is manipulating. Tag to Batman again and click the inner switch to shift the pistons so that Cyborg can advance.

Once Cyborg is past the pistons, tag to him and secure the small control room on the right. Hack the techno panel afterward to align some platforms so that Batman and The Joker may advance to the right. Do the same as Cyborg afterward, descending a ladder until you hit a forcefield.

Tag to Batman, leap across the platforms to the right, and then use his Space Suit's laser to cut out the gold wall near Cyborg. Tag to The Joker next and switch to his Magnet Suit. (Yes, The Joker uses suits, too!) Use his Magnet Suit to pull the large lever beyond the gold wall and deactivate the forcefield so that Cyborg may join you.

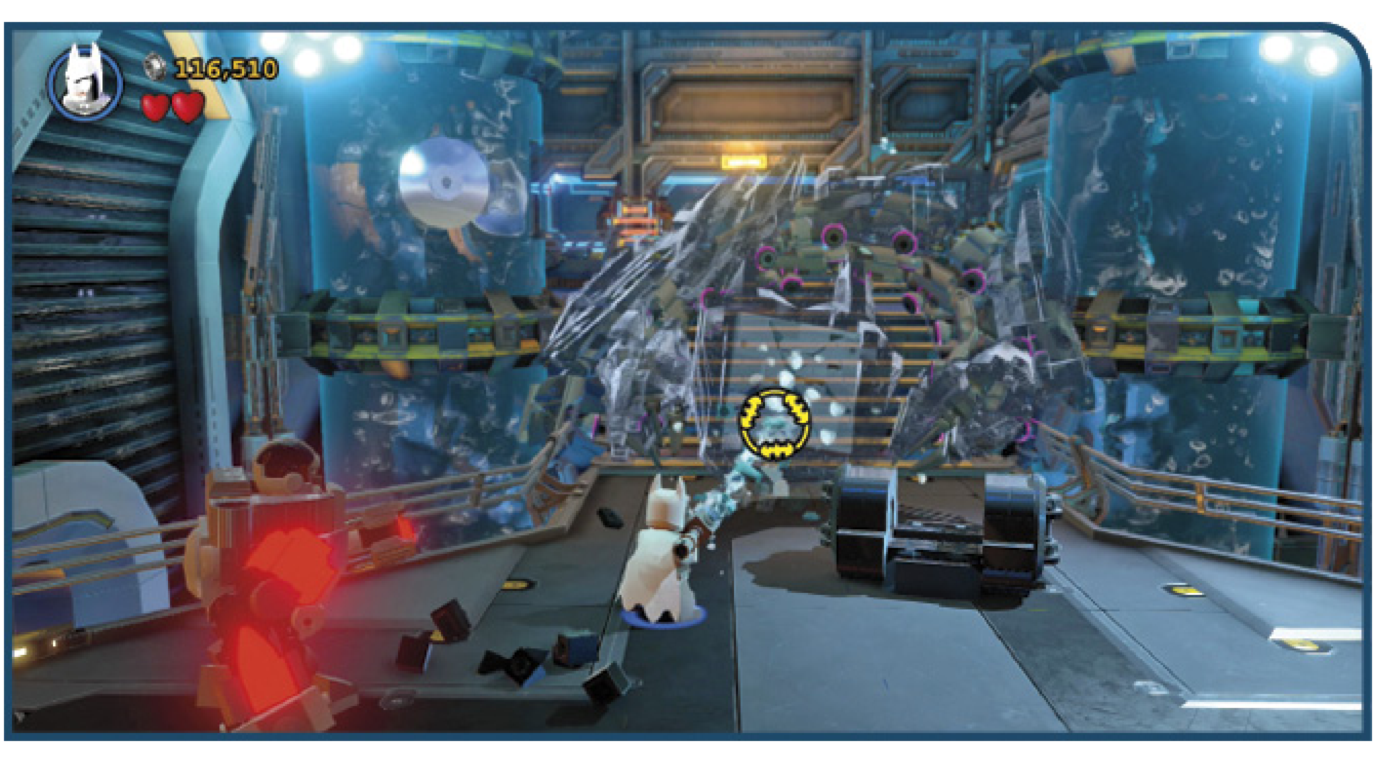


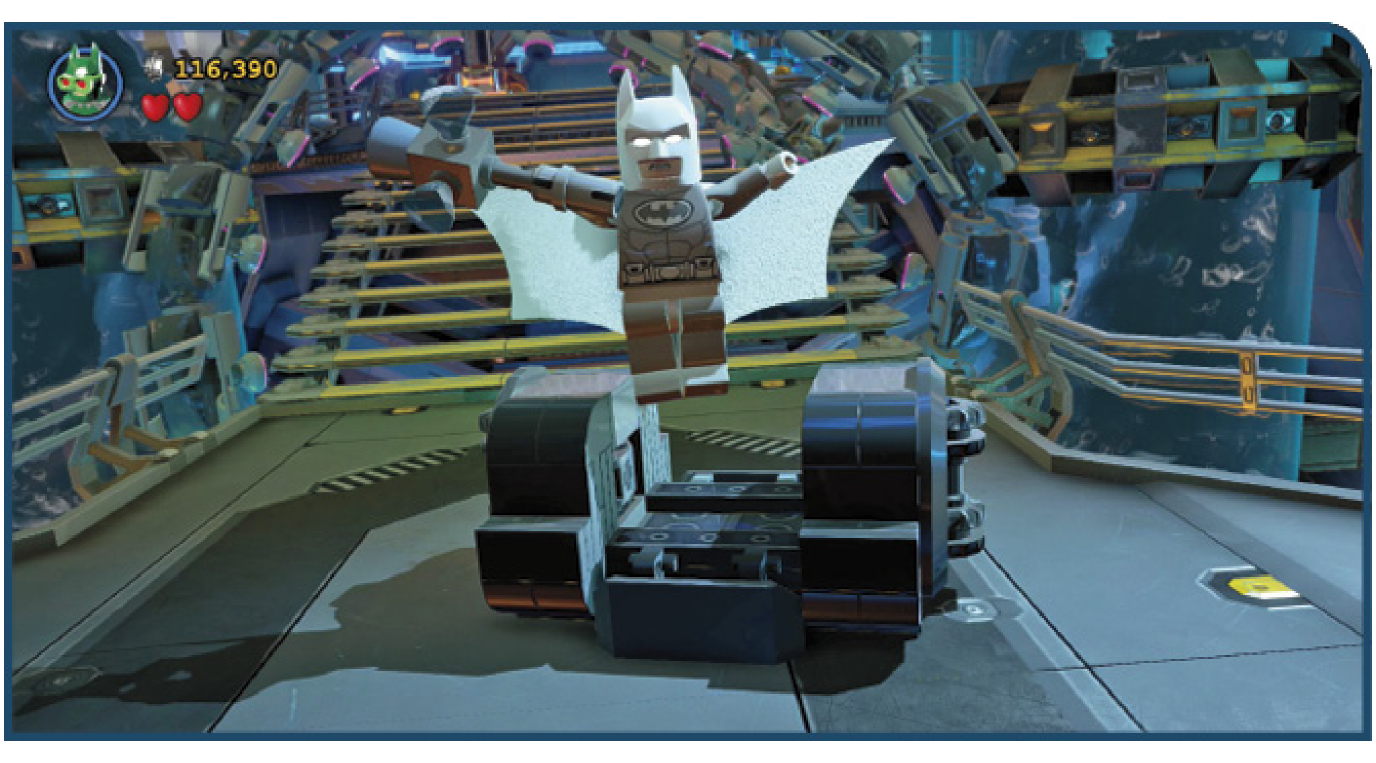


CHILLIN' OUT

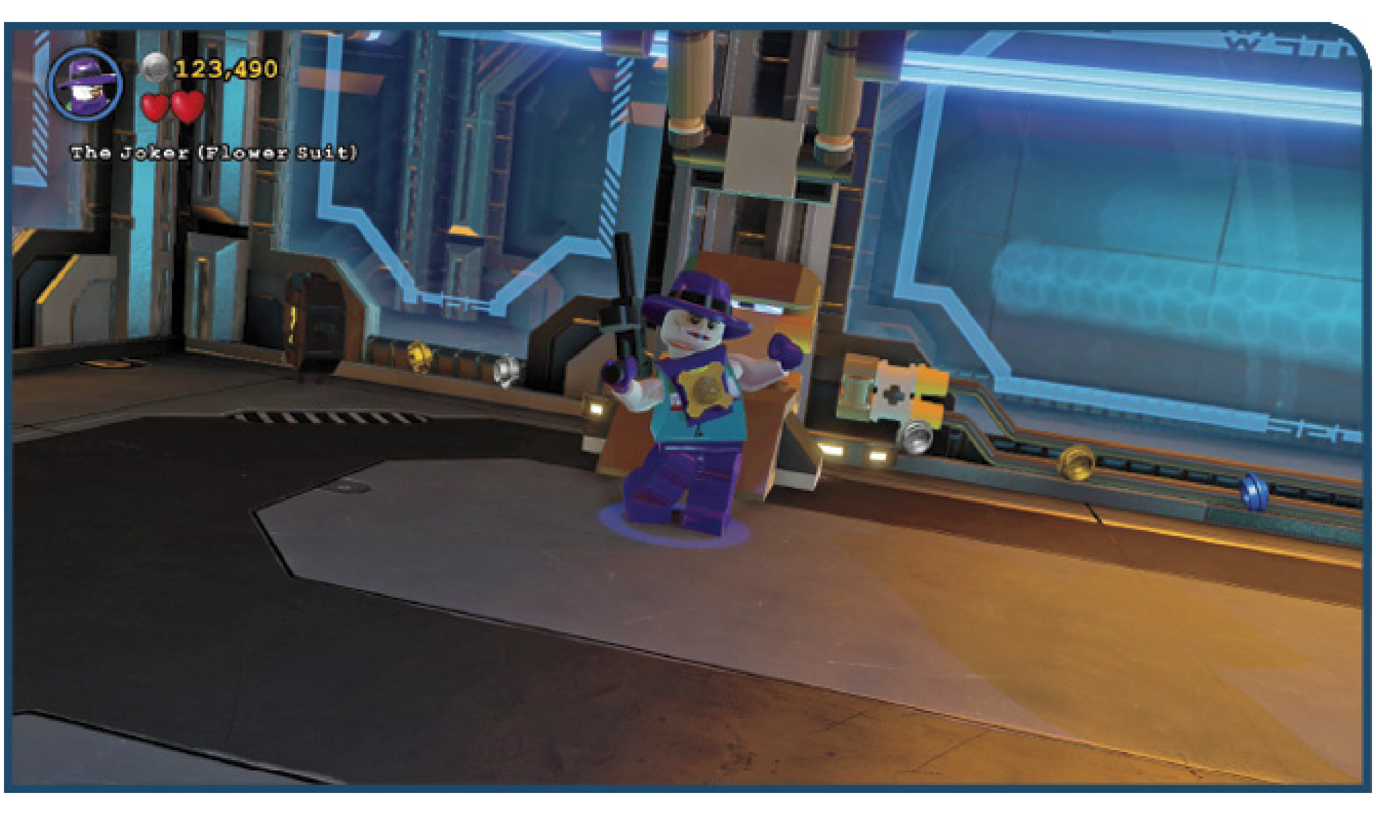
Tag to Cyborg and switch to his Giant Suit. Rip open the nearby door on the right and proceed to the next area, where two more giant Brainiac tentacles lurk. Tag to Batman and use his Sensor Suit to view the mechanisms behind the nearby green LEGO wall. Align them all so that they're in a straight line, and a crate is delivered nearby. Grapple the crate's orange hook and pull it open to expose a Suit Token for Batman!

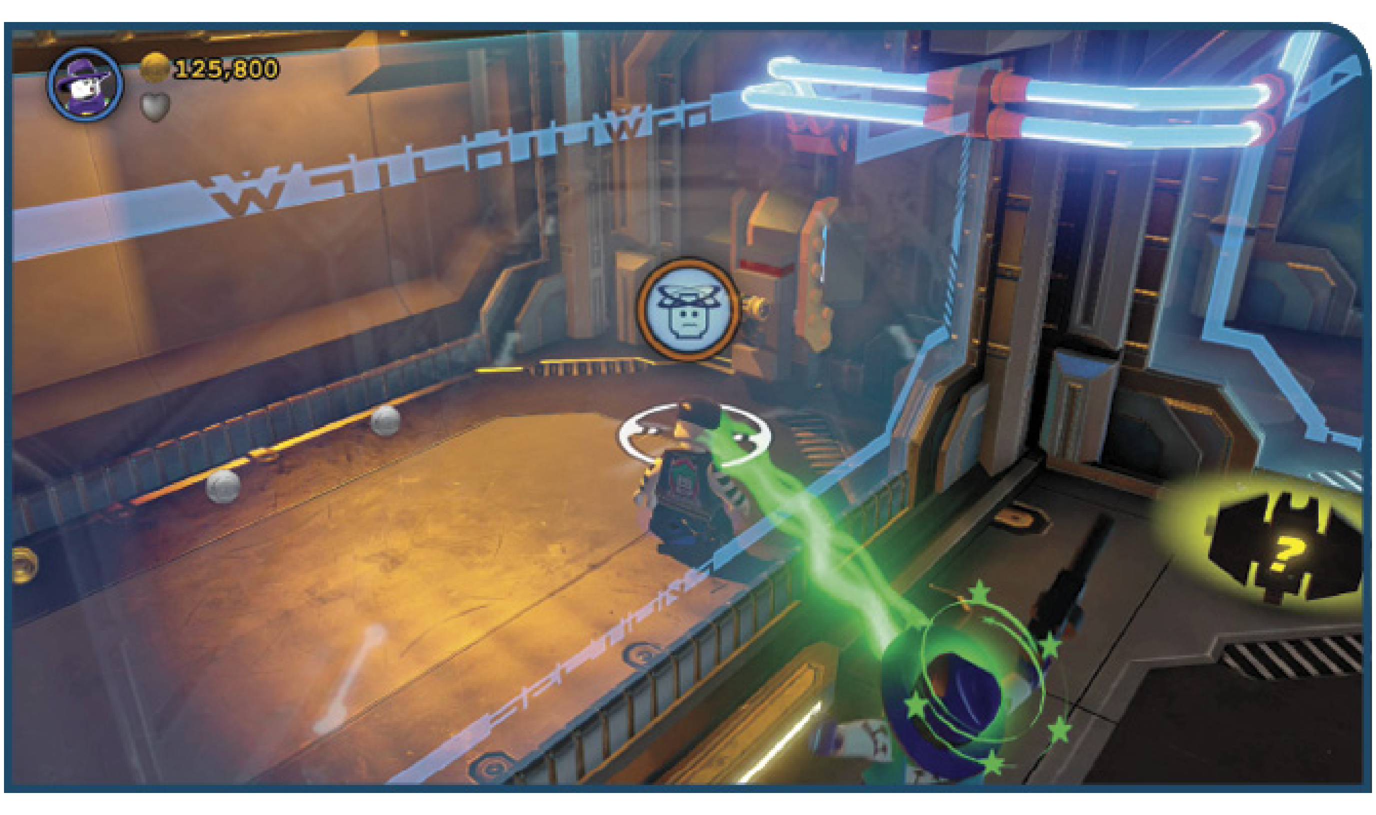
Collect the Arctic Suit, then switch to the Power Suit and fire a missile at the silver hatch on the nearby water tank. Water begins to pour all over Brainiac's tentacles. Use Batman's Arctic Suit to freeze them solid! Just hold the Interact button to blast the suit's freeze cannon at them. Tag to Cyborg, equip his Giant Suit, and smash through the frozen tentacles so you may advance.





FLOWER POWER





Wipe out all of the Brainiac goons, then use The Joker's Magnet Suit to open the magnetic hatch in the background and reveal a lever. Pull the lever to disable a nearby security field, exposing a Suit Token for The Joker!

Collect the Flower Suit Token, then use The Joker's Flower Suit to take control of the guard on the left through mind control. Direct the guard to pull the nearby lever, and Robin, Lex Luthor, and Killer Croc are able to advance.

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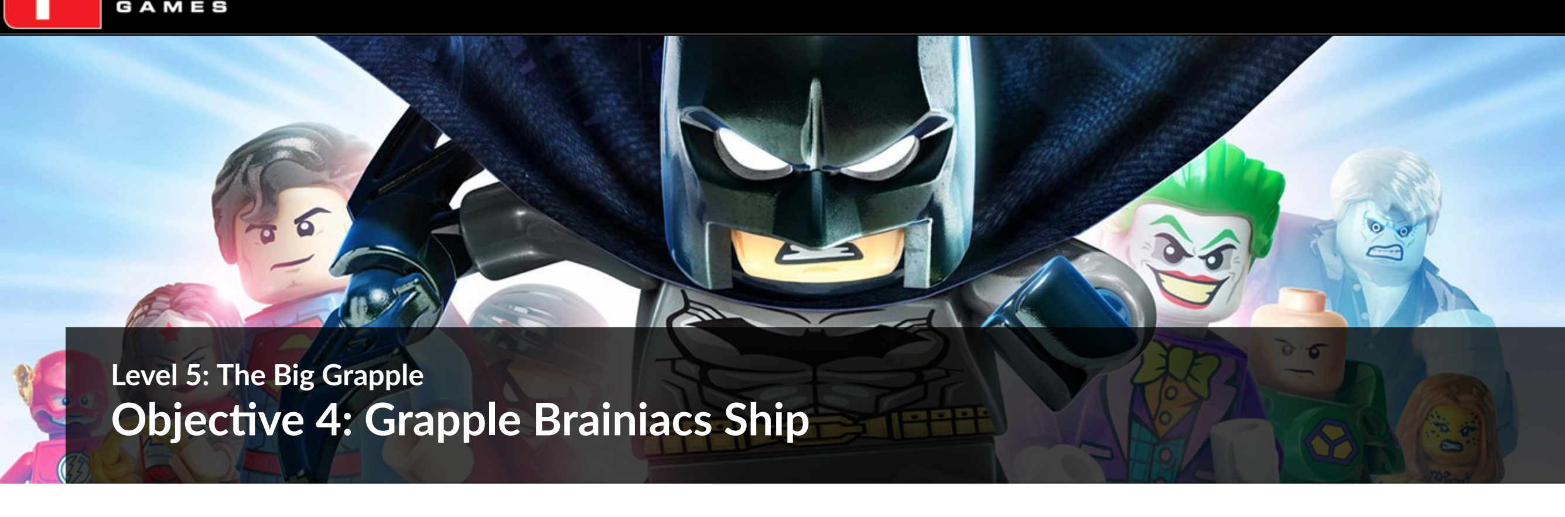
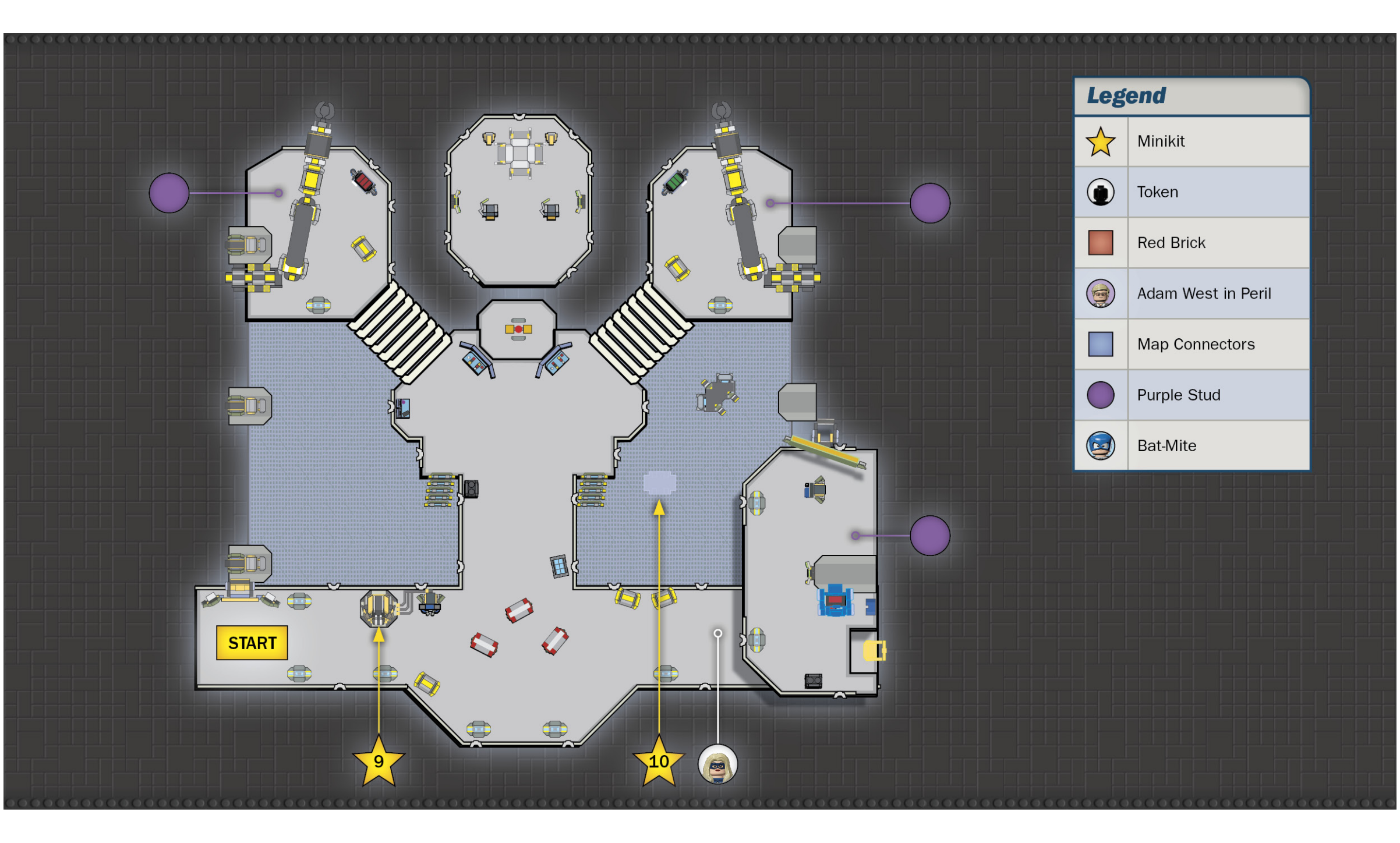
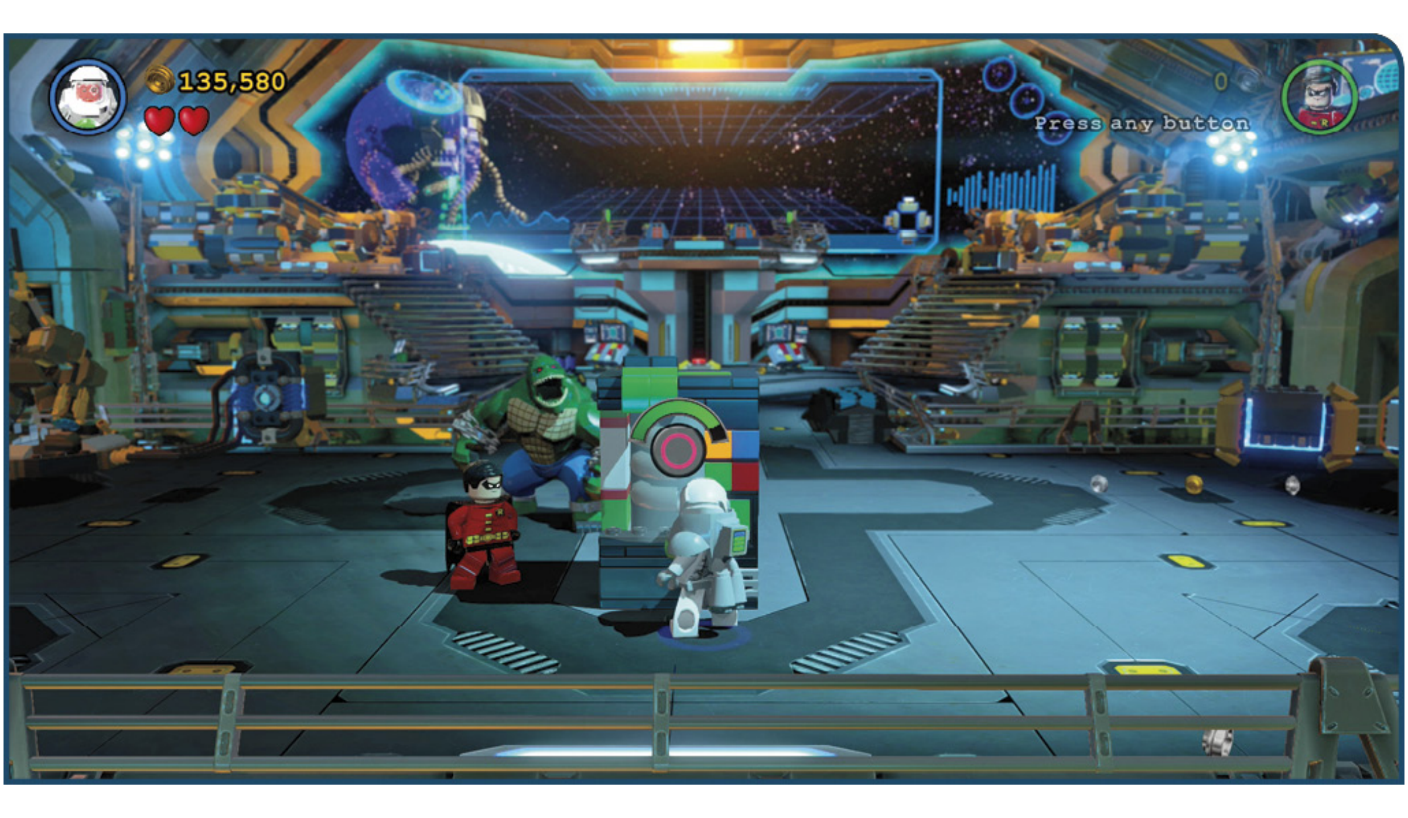


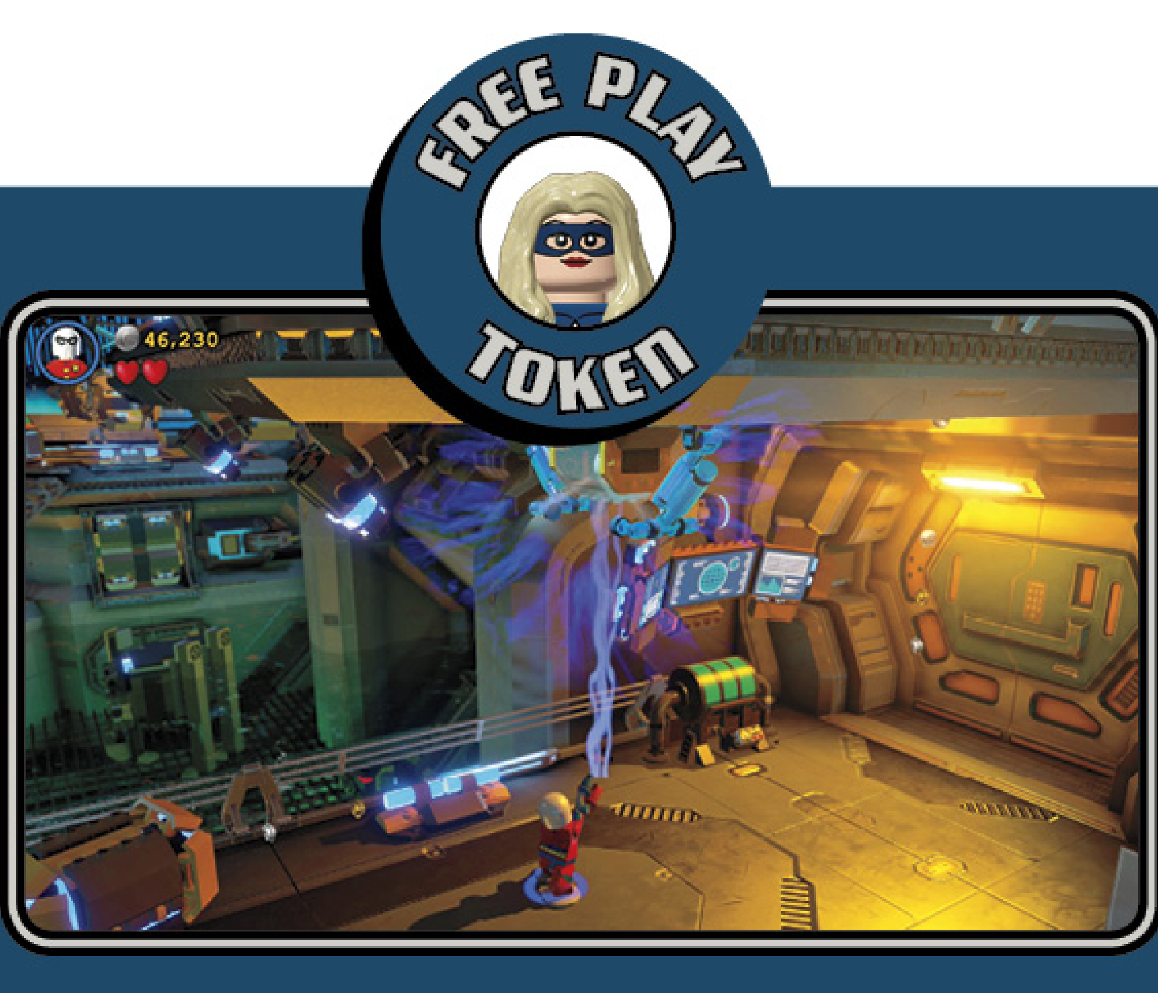
Level 5: The Big Grapple

Objective 4: Grapple Brainiacs Ship



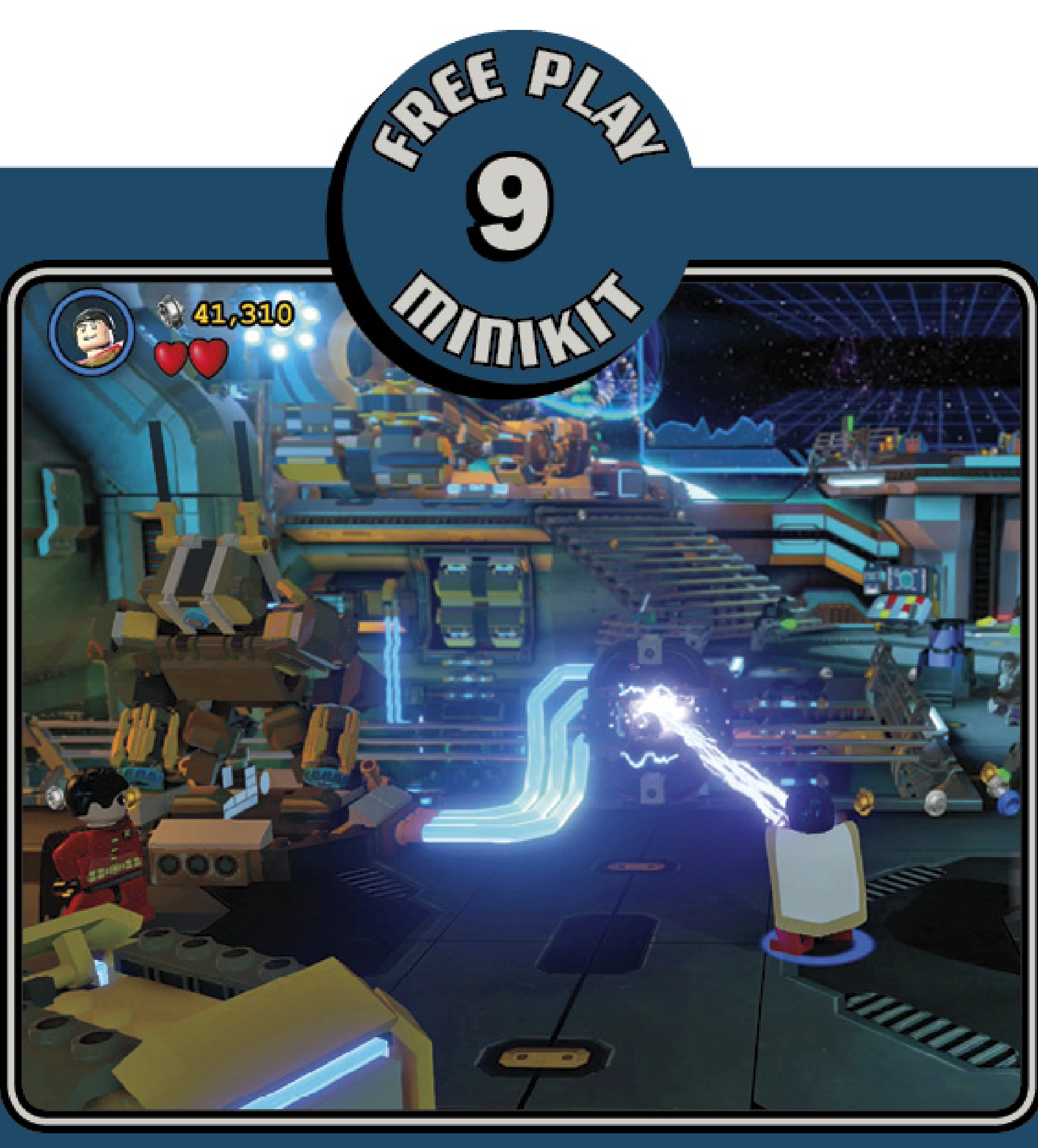
Time to put an end to Brainiac's antics! Go right and smash three Octan crates, then build their bricks into a fueling station for Lex Luthor's Space Suit. (Naturally, an evil genius like Lex has suits, too!) Fuel up and then fly up and to the right, landing on a high platform on the area's right side.



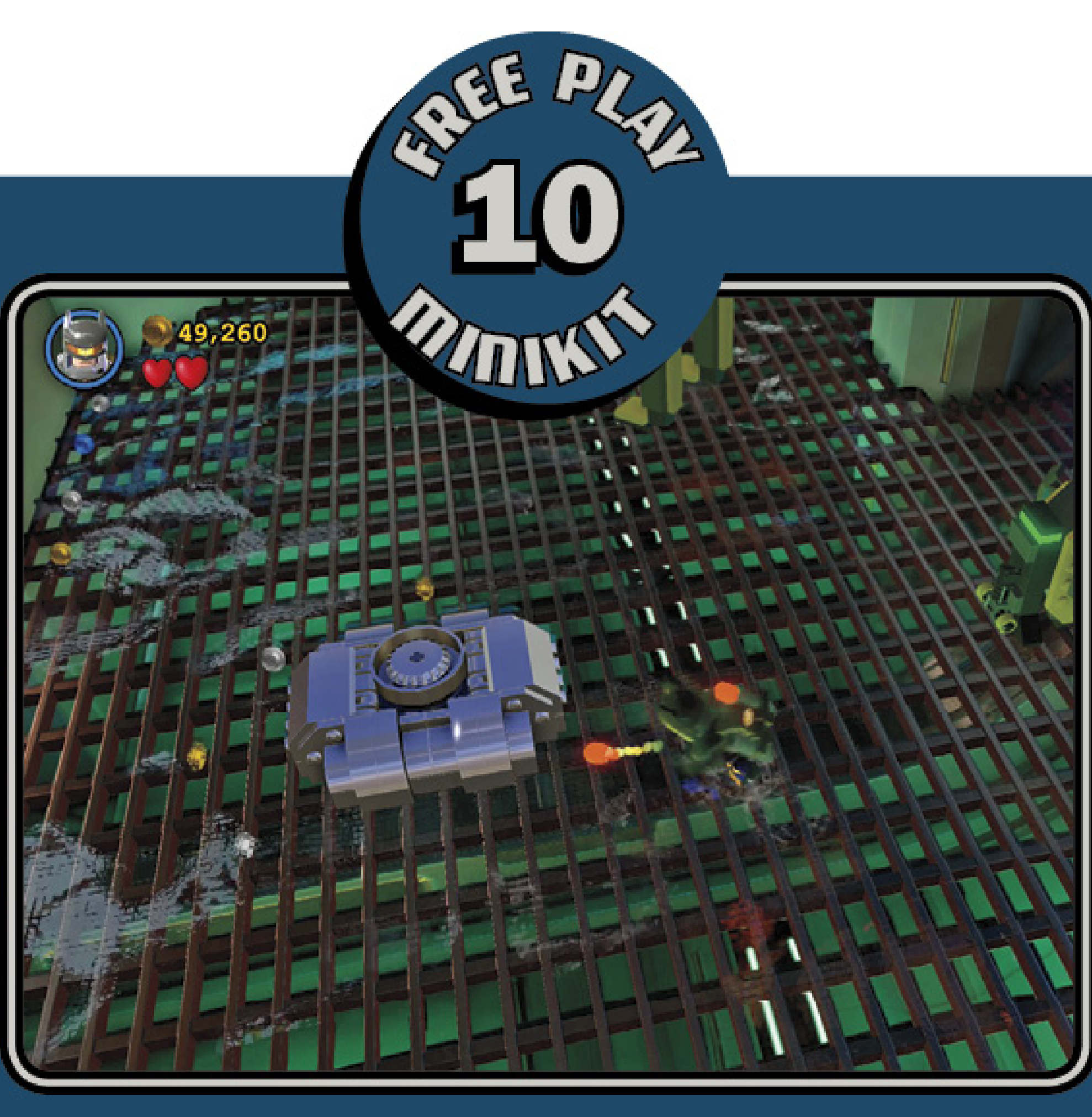


STARGIRL

Before flying up to the platform, use magnetic power to pull a glass case down from the ceiling beneath it. Use a sonar attack afterward to shatter the glass case and collect the Token within!

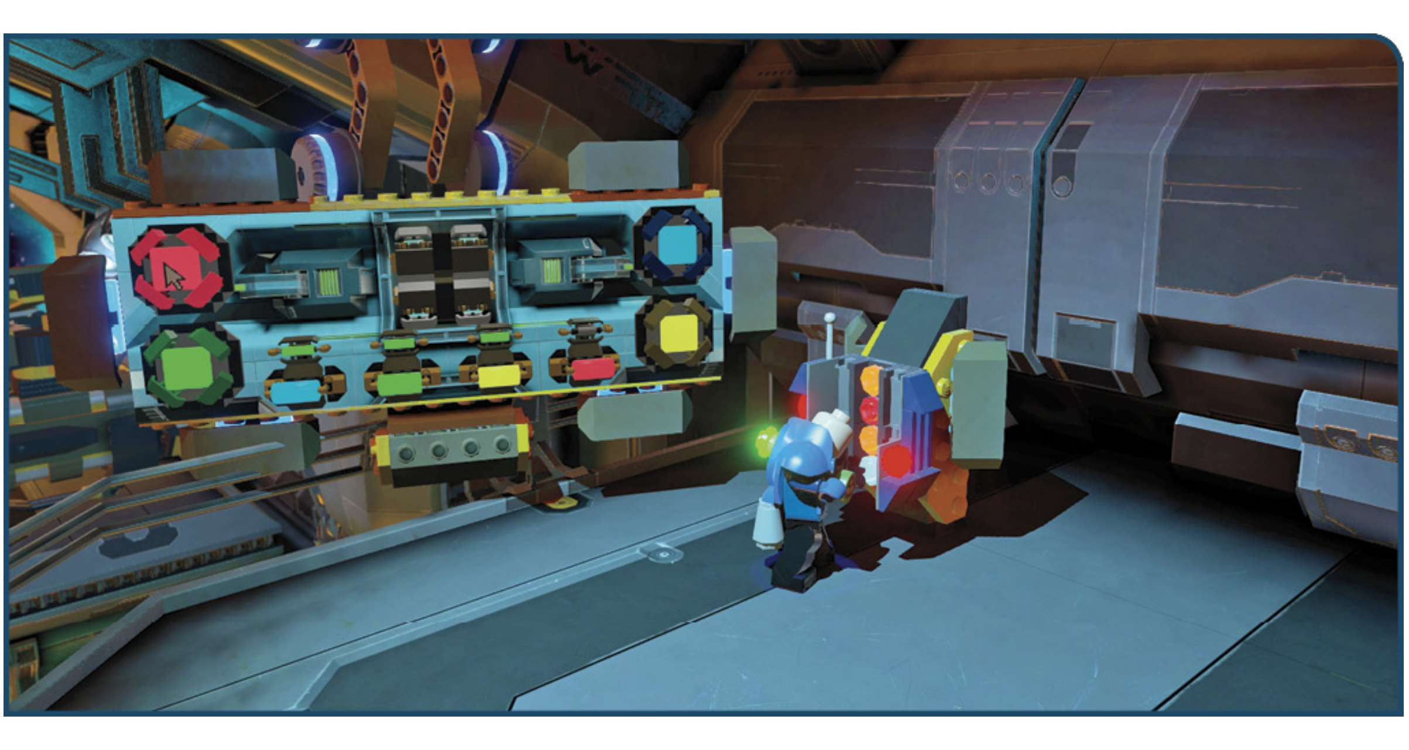


During Free Play, toggle to Shazam! and charge up the electric panel near the Octan crates. This activates a nearby robot, resulting in a Minikit reward!



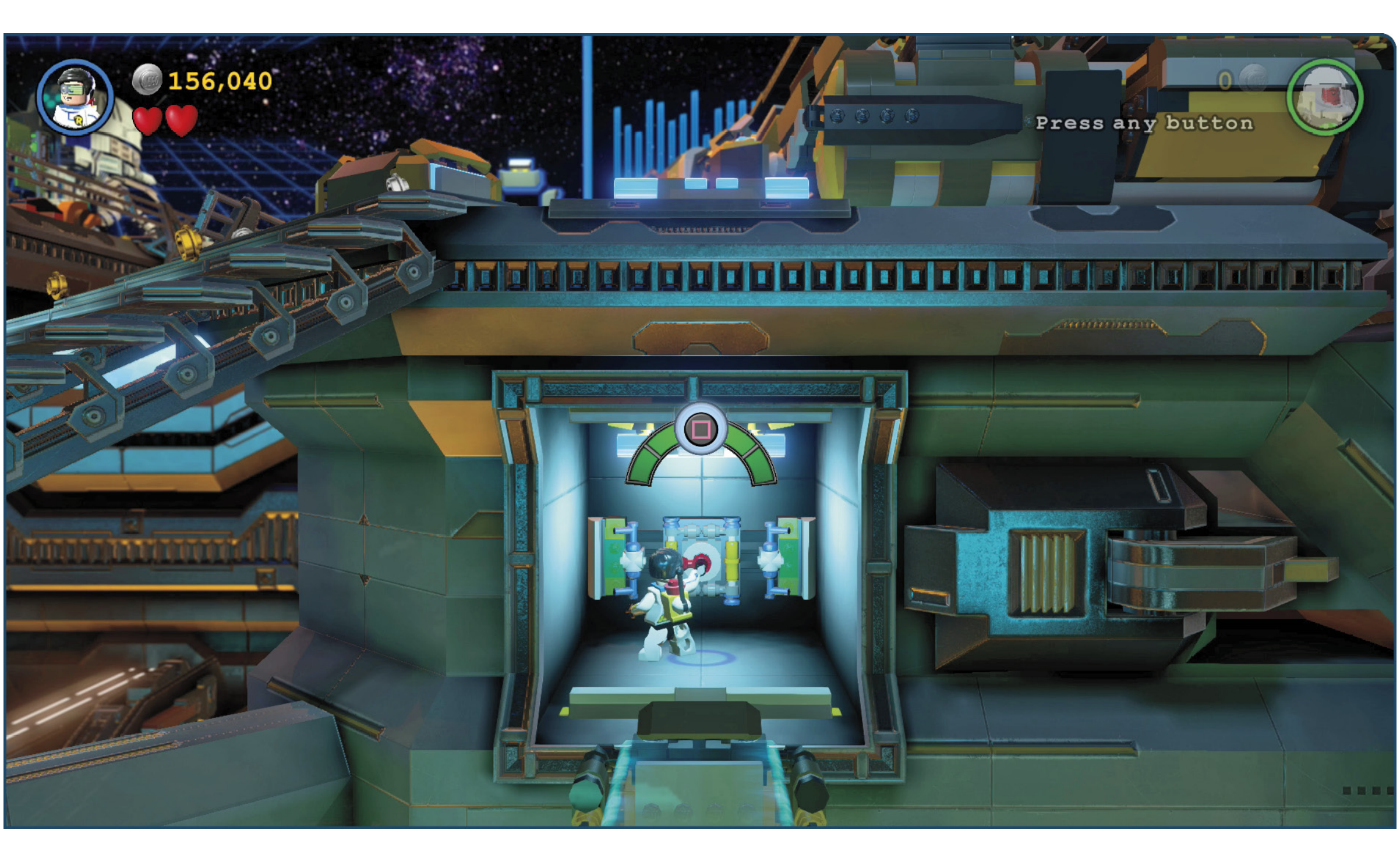
Head to the right during Free Play, slap on Batman's Scuba Suit, and dive into the deep water. Pull a lever to drain the water, then switch to the Power Suit and blast the nearby silver crate. There's a Minikit inside!

Secure the platform, then hack the techno panel with Lex in his Techno Suit. Simply move your cursor to each of the four colored buttons around the nearby screen and "click" each button in the order shown along the bottom. As you do, green lights appear above the bottom row of buttons to let you know that you're inputting the correct sequence.

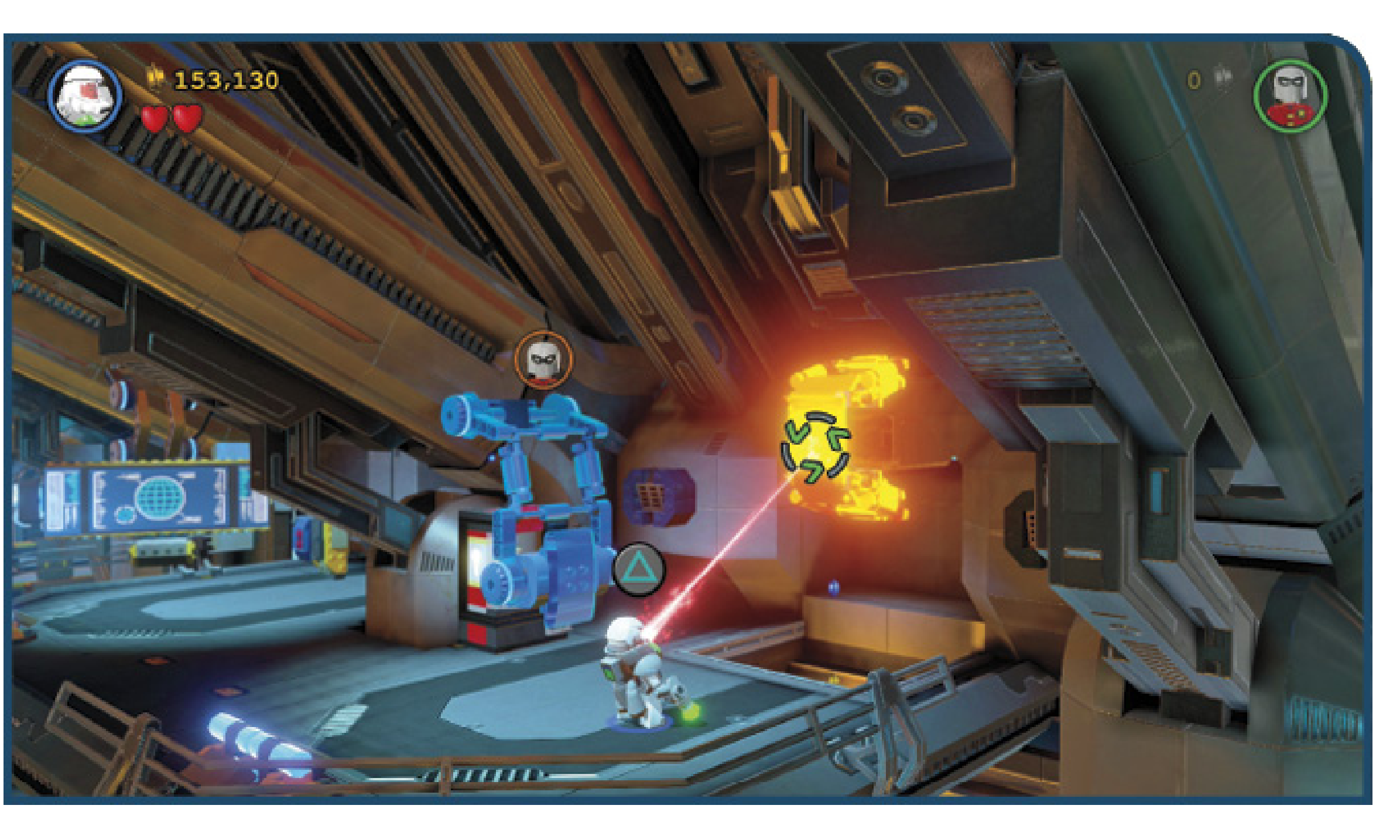


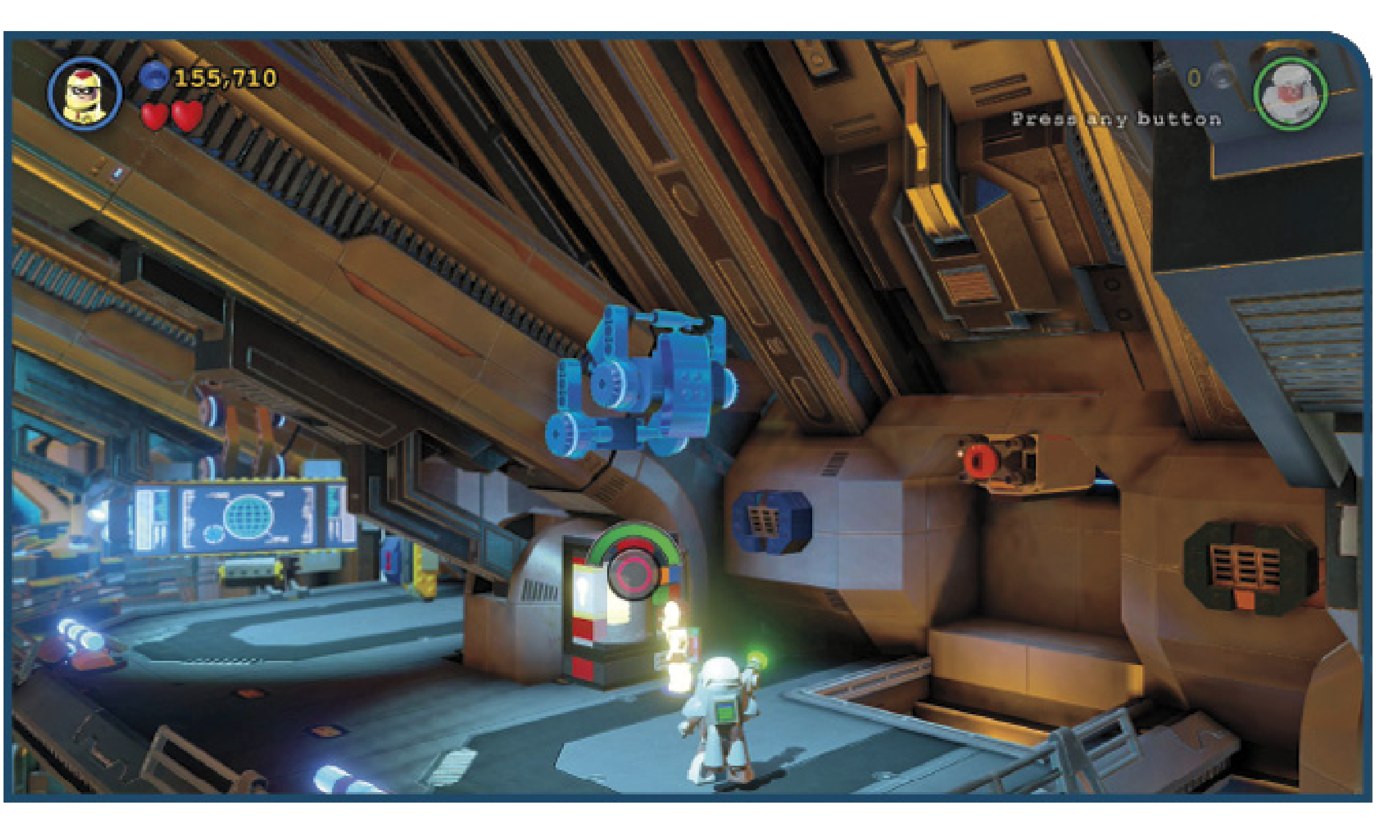
> TIP
>
> **Search the corner just to the right of the techno panel to find a hidden Purple Stud!**

Hacking the techno panel activates a Toy Wonder panel. Tag to Robin in his Techno Suit and cross the energy bridges, then activate the panel to bring a giant grapple gun online!



ANOTHER GUN

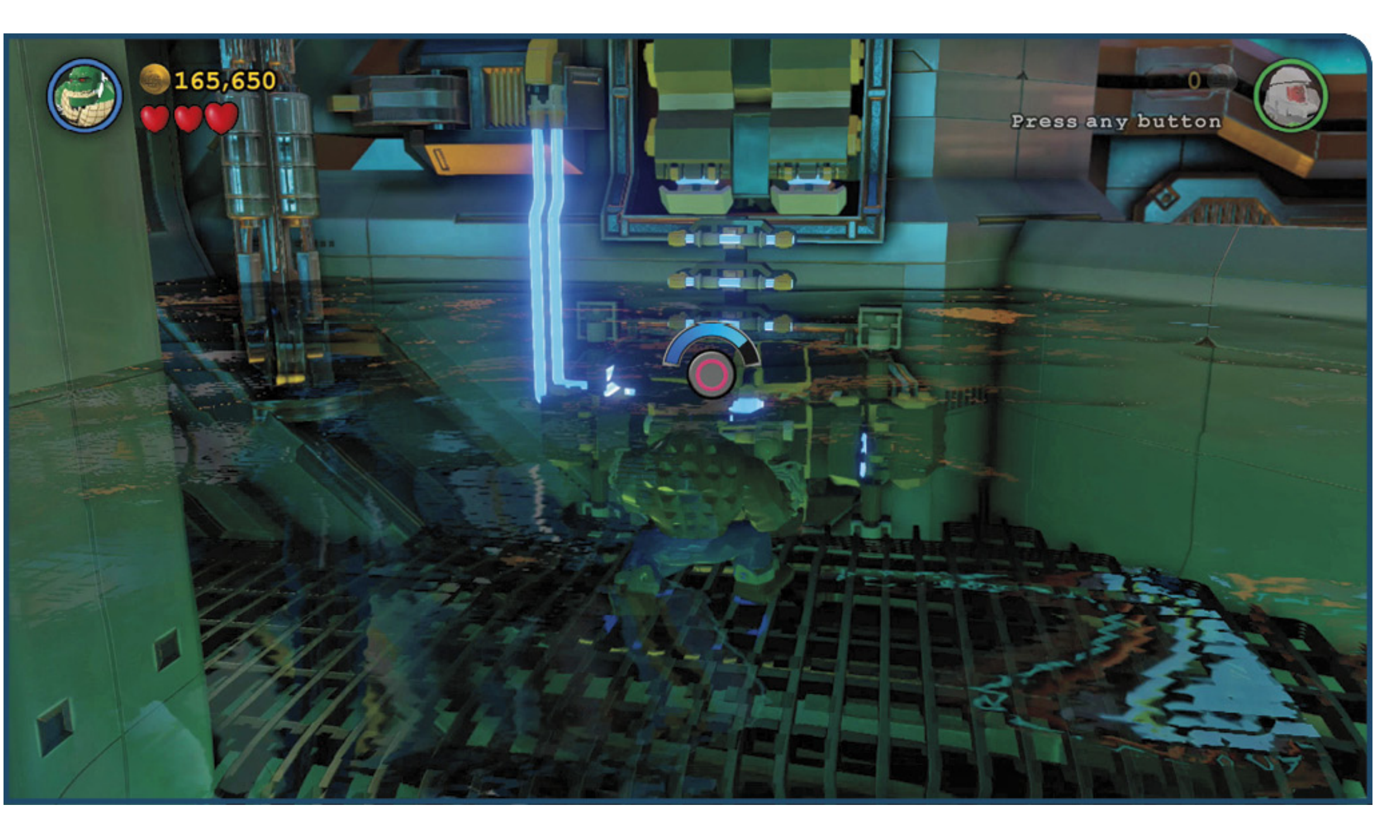


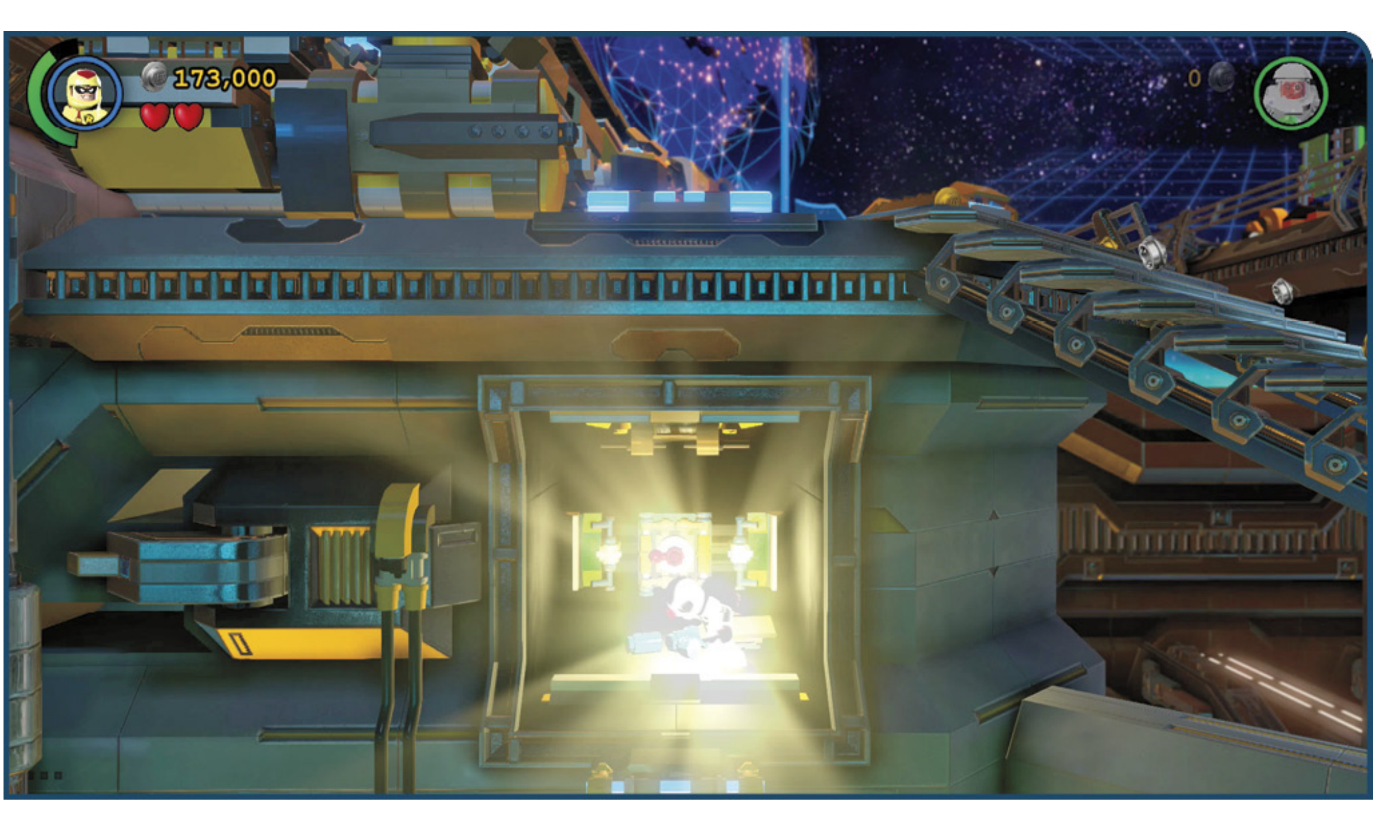


Brainiac's ship is really big—you're going to need another gun! Tag to Lex and use his Space Suit's laser to melt the gold clamp near the ceiling on the right. This uncovers a grapple point. Tag to Robin and grapple up to Lex's level.

Use Robin's Magnet Suit to uncover a charging station for his Illumination Suit. Charge up his suit, then press the Interact button to shut it off and conserve its energy for the moment.

Now it's Croc's turn. Tag to Killer Croc and dive into the deep water on the left. Use Croc's great strength to rip a green-handled panel off the wall, just like Cyborg can with his Giant Suit. (We just don't want it to rust!) Destroy the energy cell in the nook beyond to open another dark nook above you.



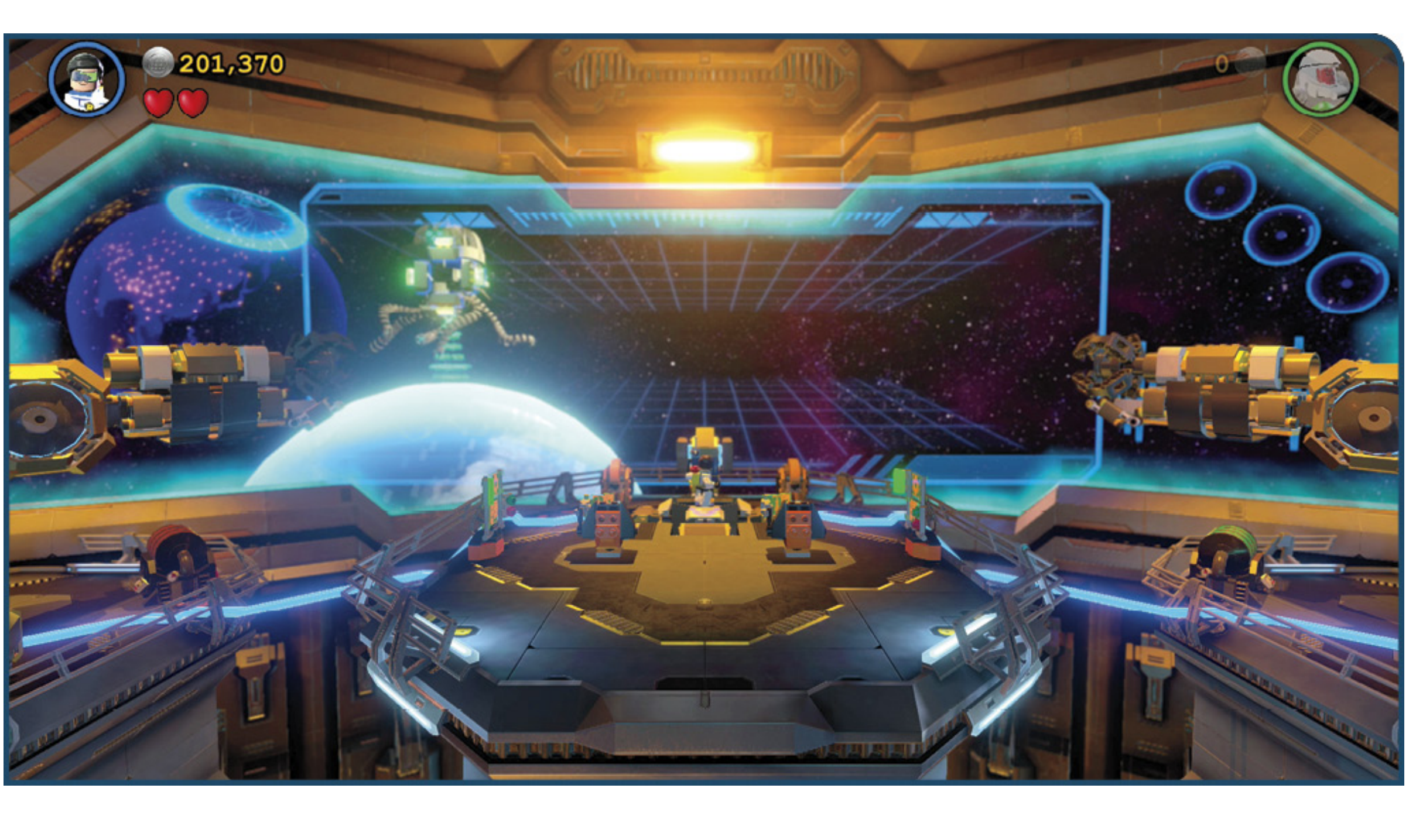


Tag to Robin and swim over to the dark nook above Croc. Jump into the nook, then tap the Interact button to activate his Illumination Suit and discover some hopping bricks and a Toy Wonder panel. Build the bricks into an overhead light, then switch to the Techno Suit and hack the panel to bring another big grapple gun online.

> TIP
>
> **True Heroes should search around the two big grapple guns to discover two more hidden Purple Studs!**

FIRE AWAY!

With both big grapple guns online, head toward the background and step on a button to ride a lift up to the central platform. Hack the techno panel to take control of the grapple guns' targeting system. Move the reticle to the left, target Brainiac's ship, and fire the grapple guns to anchor his ship to the Watchtower. Brainiac can't escape. Now you just have to figure out how to stop him!



WALKTHROUGH
5
HUB VISIT

Watchtower

The Story Thus Far ...

Working together with the very villains who recently overtook their space station, the Justice League has managed to tether the Watchtower to Brainiac's ship. Now Earth's heroes—and villains—seek to board Brainiac's ship and put a stop to the android's madness!

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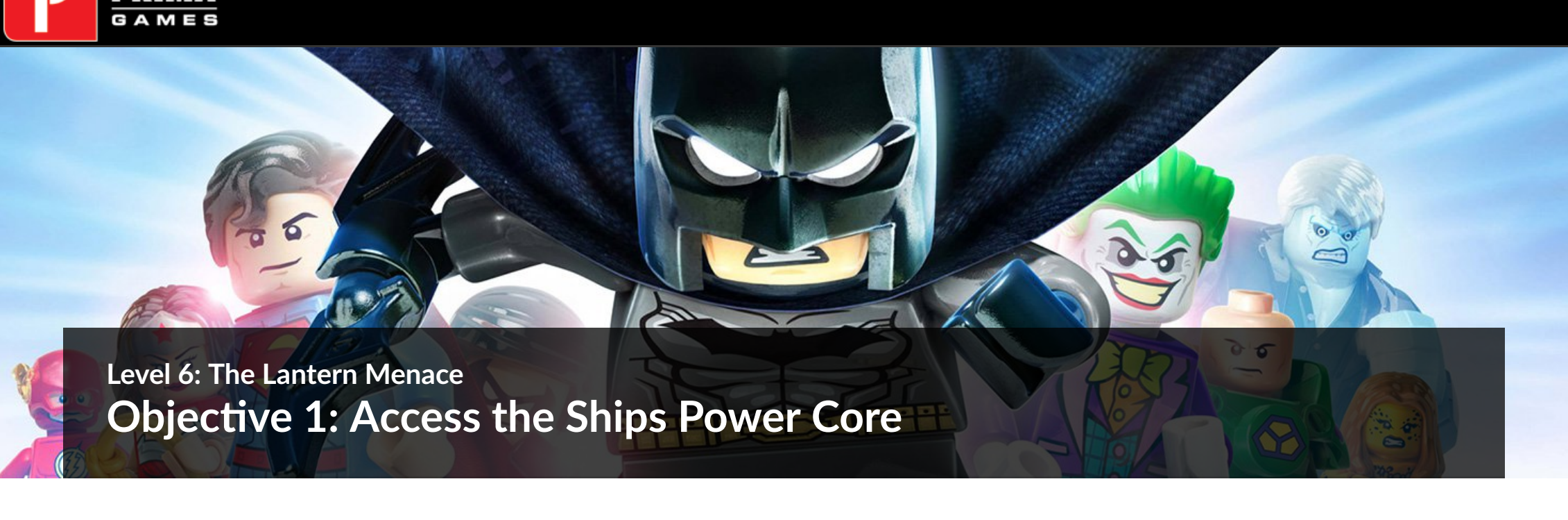


Level 6: The Lantern Menace

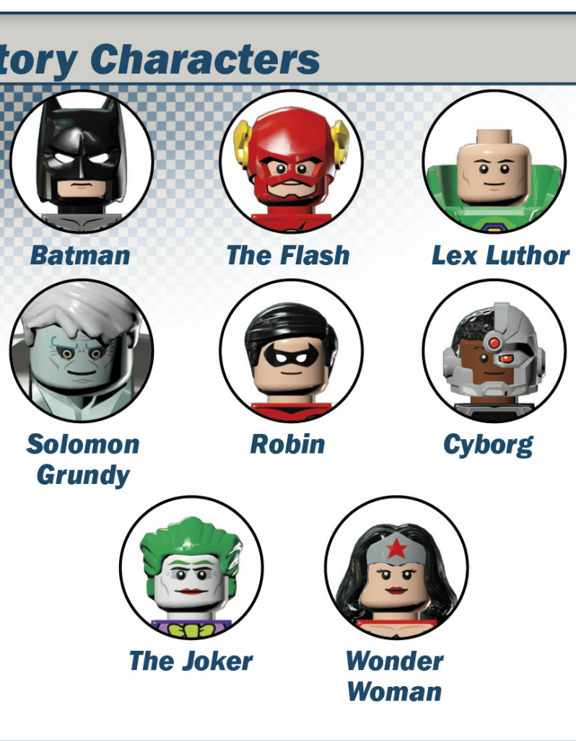
Objective 1: Access the Ships Power Core

WALKTHROUGH
6
LEVEL
The Lantern Menace

The Story Thus Far ...

Brainiac's ship is using its shrink ray to miniaturize planet Earth, and only the Justice League can stop it! It won't be easy, for Green Lantern is still under the influence of Brainiac's devious mind control. Once again, our heroes must unite with their arch nemeses if they're to have any hope of saving the world!

Story Characters



True Hero Stud Requirement

170,000

Suits

Icon	Suit	Mode	Notes
	Lex Luthor (Shield Suit)	Story	Obtained through Story progression.
	Robin (Helmet Suit)	Story	Obtained through Story progression.

Tokens

Icon	Character	Area	Mode	Notes
	Brainiac Minion	1	Free Play	After building the big TV, use super senses and magnetic power to detect and adjust the magnetic antennae.
	Orion	2	Free Play	Complete Bat-Mite's fetch quest (super senses required).
	Doctor Fate	3	Story	Hidden behind Brainiac's throne.

Minikits

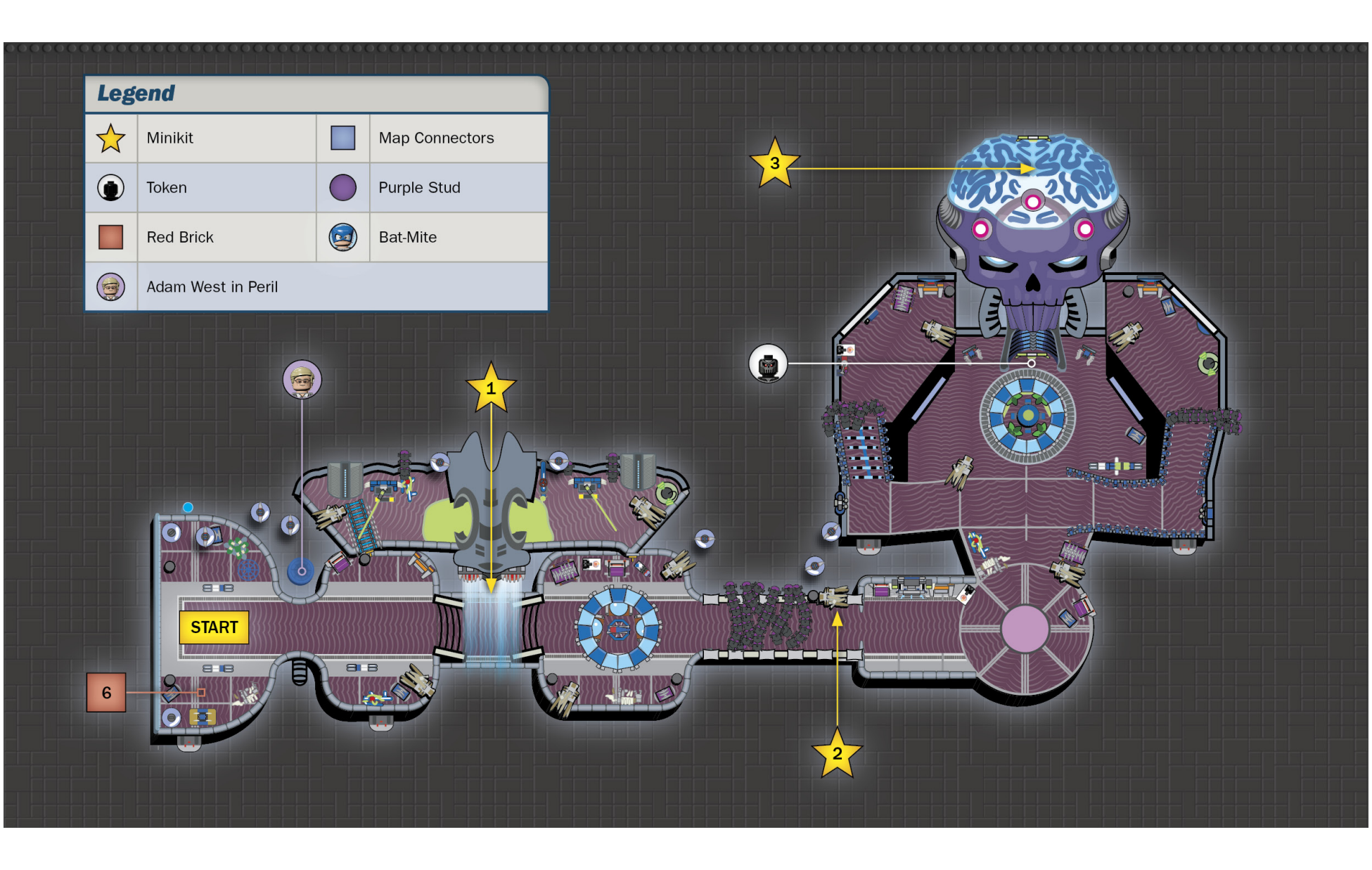
No.	Area	Mode	Notes
1	1	Free Play	After pulling both levers near the start, use magnetic power to rip open the freaky looking device's teeth-like shutters.
2	1	Story	Uncover and activate the Toy Wonder panel beyond the electric tentacles with Lex Luthor, then shatter the glass and laser the gold city with Batman.
3	1	Free Play	Send Martian Manhunter through the portal behind the Shield Suit Token's glass dome.
4	1 (upper area)	Story	Use The Joker's or Cyborg's Demolition Suit to destroy the silver panel on the room's right side.
5	1 (upper area)	Free Play	Use super senses to detect green handles on the blue box on the right, then pull them.
6	2	Story	Destroy five floating models of Brainiac's ship.
7	2	Story	Use Cyborg's Sonar Suit to shatter the glass case near the room's right wall, then build the bricks into a Minikit
8	2	Free Play	Use a Sonar Suit to shatter the glass case on the room's left side, use super senses and then dig in the dirt.
9	3	Story	Use Batman's Power Suit to destroy the five silver shrunken cities that are hanging from the ceiling.
10	Free fall (Not on Map)	Story	Collect it while falling toward Earth.

Red Brick

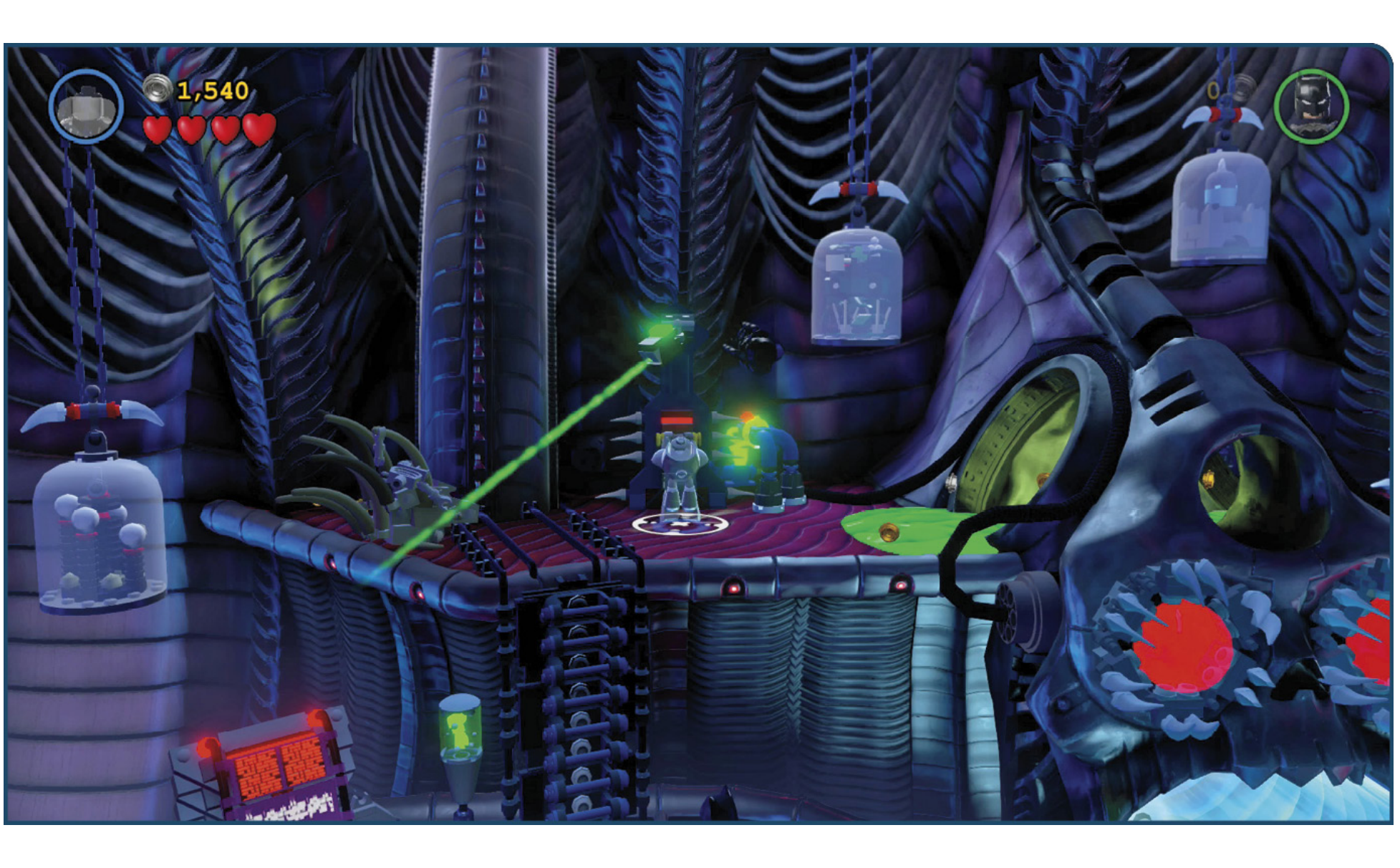
No.	Effect	Area	Mode	Notes
6	Disguises	1	Free Play	Bend the magnetic pipe near the start, build and activate the Plastic Man pad and then build and jump on the air pump.

Adam West in Peril!

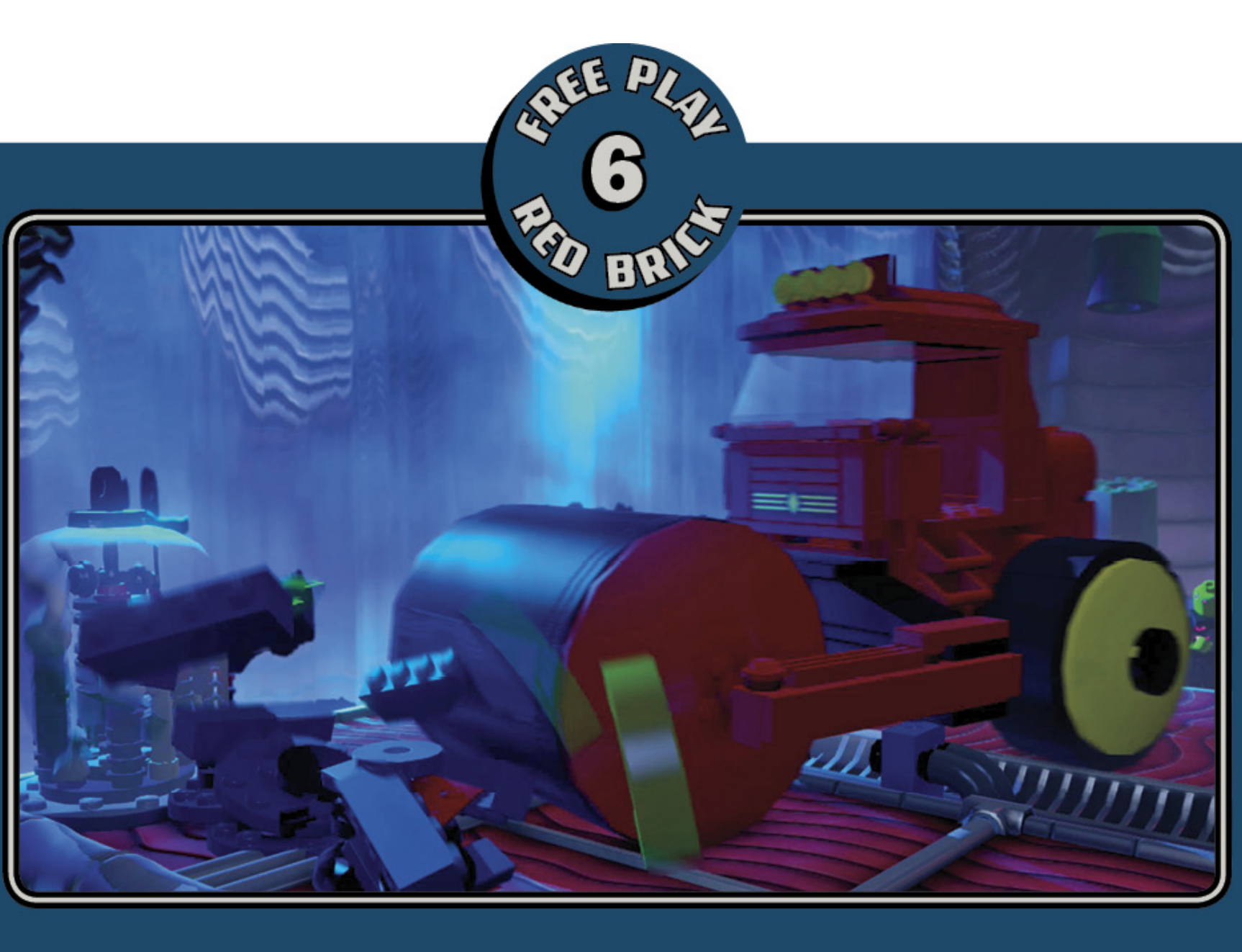
Area	Mode	Notes
1	Free Play	Smash the objects near the start, use the dig spot, build and use the spinner and then laser the gold latch on the container.



You need to access the power core of Brainiac's twisted ship, but radiation is pouring out of a nearby freaky-looking device, blocking your path. Tag to Lex Luthor and grapple the orange hook in the background to pull down a ladder. Climb up to higher ground and then use Lex's Stealth Suit to fool a security camera that's guarding a lever. Pull the lever to send fuel to the freaky-looking device from which the radiation is flowing.



FREE PLAY 6 RED BRICK

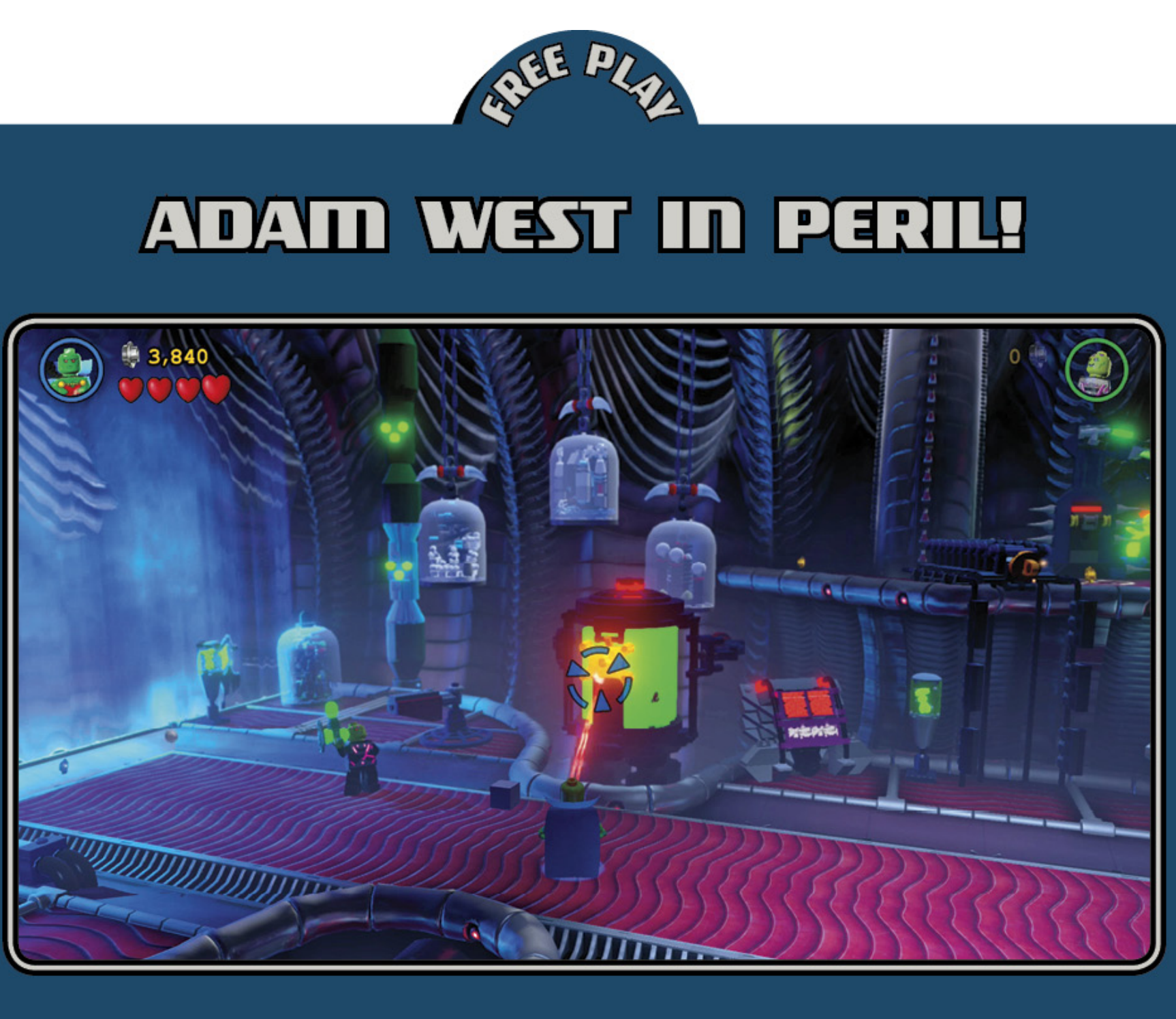


DISGUISES

During Free Play, use magnetic power to tear apart the blue magnetic pipe to the left of the mission's starting point. Build the bricks that tumble down into a Plastic Man pad, then use the pad to transform Plastic Man into a bulldozer that flattens the objects in the foreground. Build the remains of these objects into an air pump, then jump on the pump three times to make a Red Brick materialize nearby!

FREE PLAY

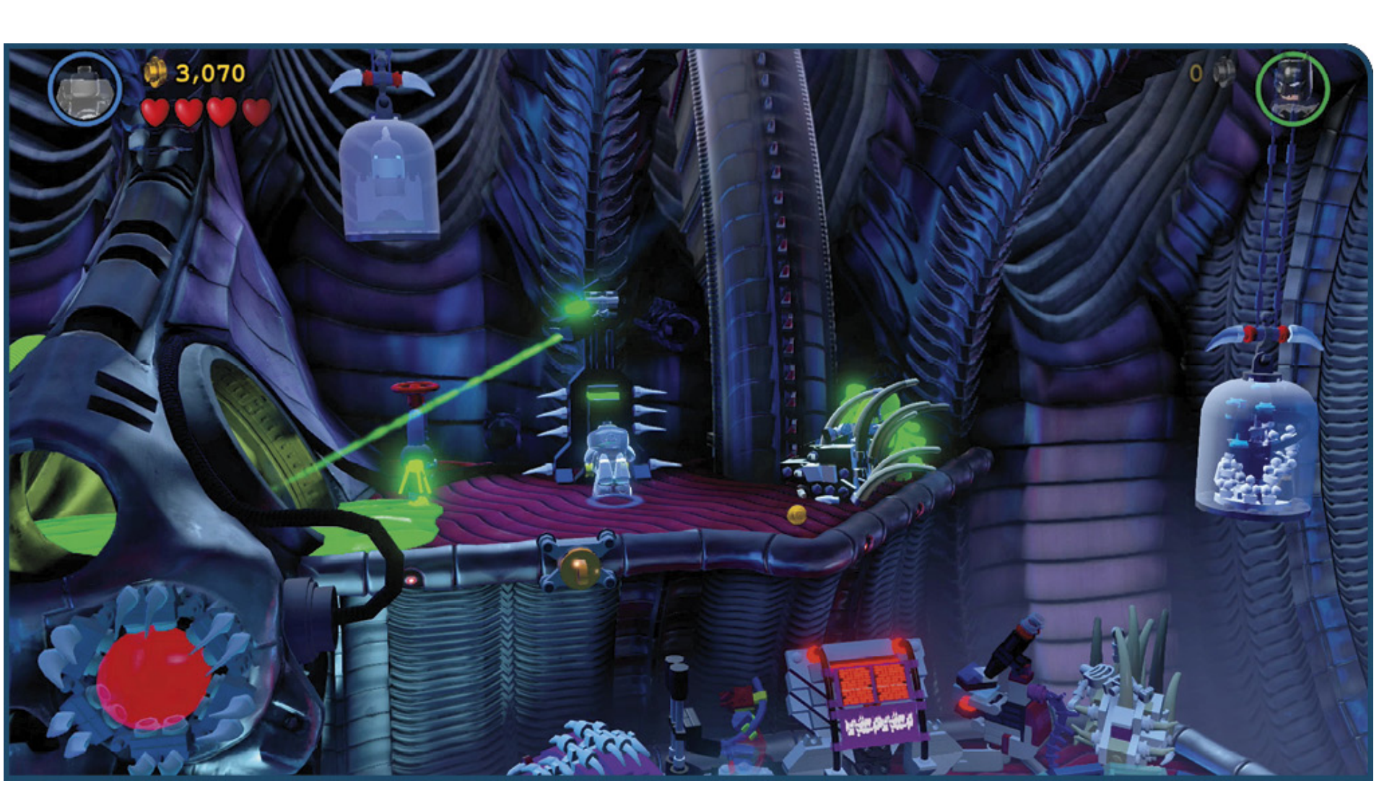
ADAM WEST IN PERIL!

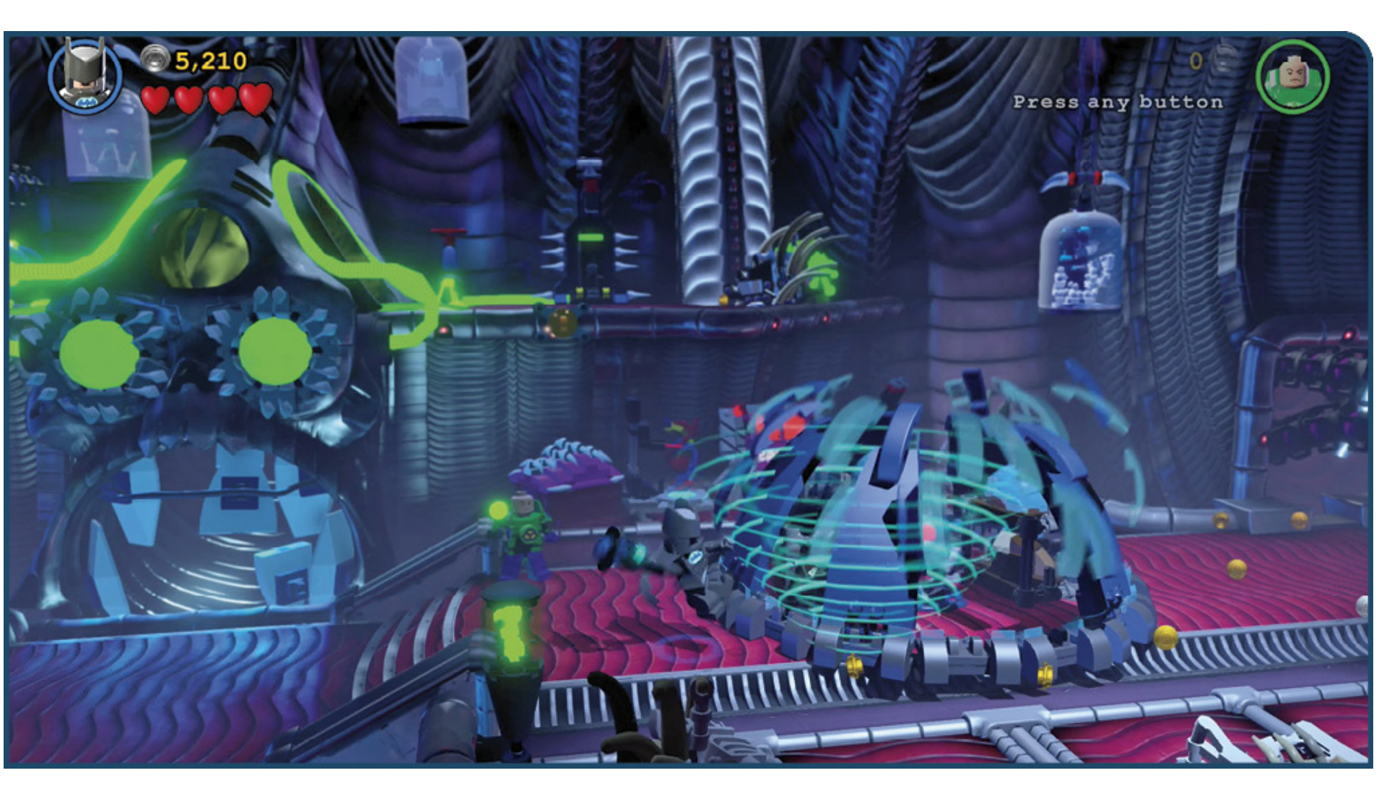


Heads up, crime fighters—Adam West is in a real pickle! Smash the objects on the left (near the aforementioned blue magnetic pipe), and use the dig spot to discover some bricks. Build a spinner and shove the green side of the handle. A big vat of goo rises nearby. Laser the container's gold latch to bust it open and free a freshly-pickled Adam West!

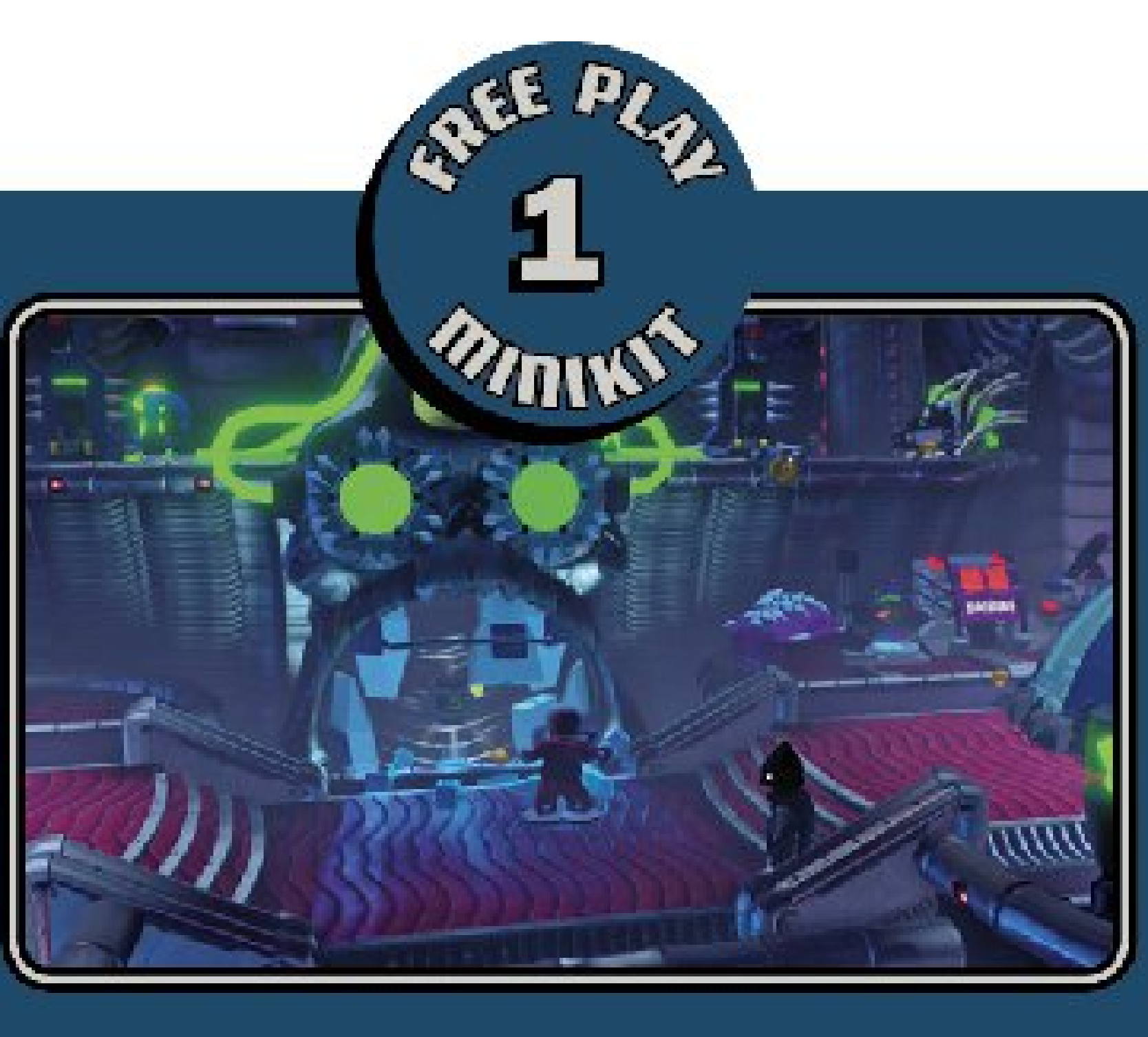
After pulling the lever, switch to Lex Luthor's Hazard Suit and trudge through the goo-filled tunnel on the right. You arrive near another lever. Use Lex's Stealth Suit again to pull it without alerting the nearby security camera.

With both levers pulled, magnetic shutters cover the nearby device, sealing away its deadly radiation. Now the rest of your group can cross! Tag to Batman, go to the right and then use his Sonar Suit to shatter the big glass dome you discover.





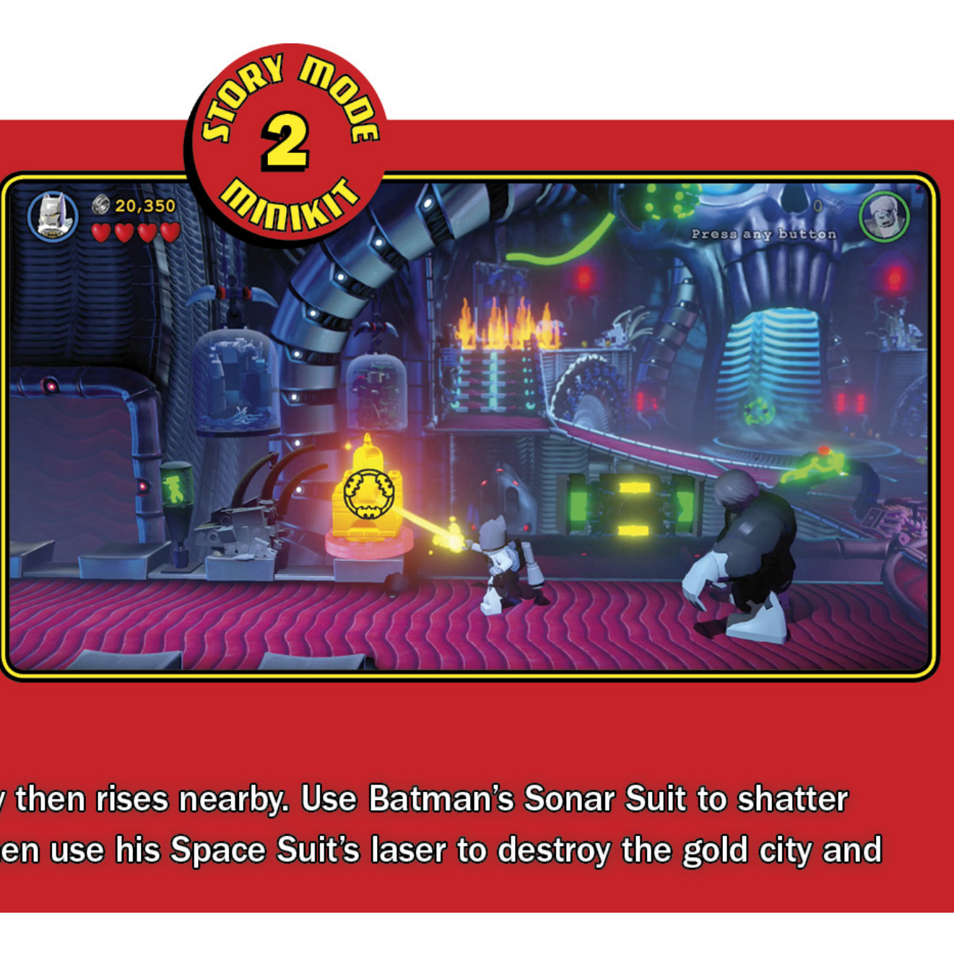
FREE PLAY 1 MINIKIT



After pulling both levers, use a Free Play character with magnetic power to rip apart the freaky-looking device's teeth-like shutters. Don't worry, the radiation is gone and you discover a Minikit within!

Smash all of the objects that were kept inside the glass dome to find some bricks. Build the bricks into a swampy spot, then send Solomon Grundy burrowing down. He pops up with a big buzzsaw vehicle. Hop into the driver's seat to rip right through the nearby electric tentacles!

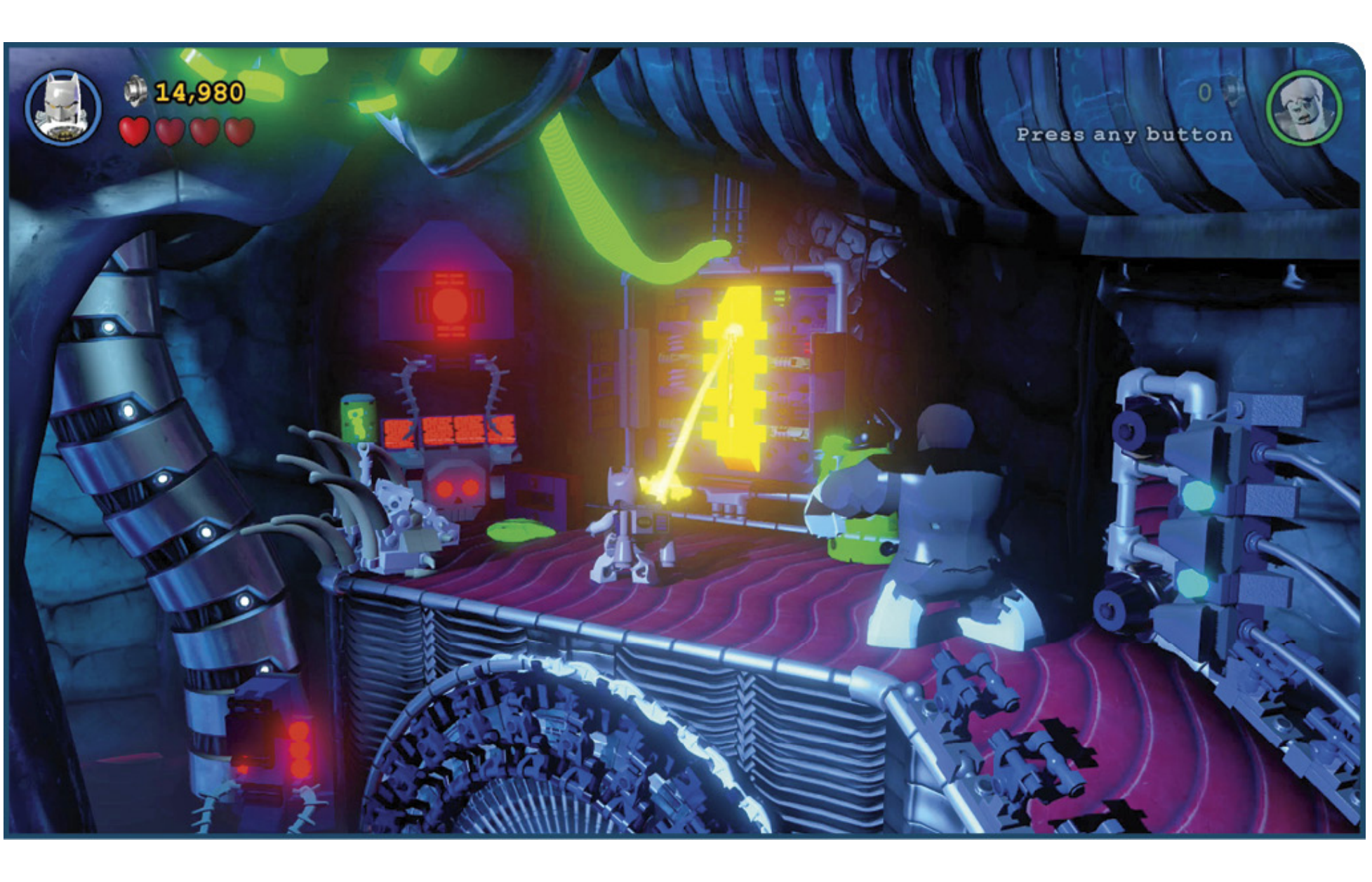
STORY MODE 2 MINIKIT



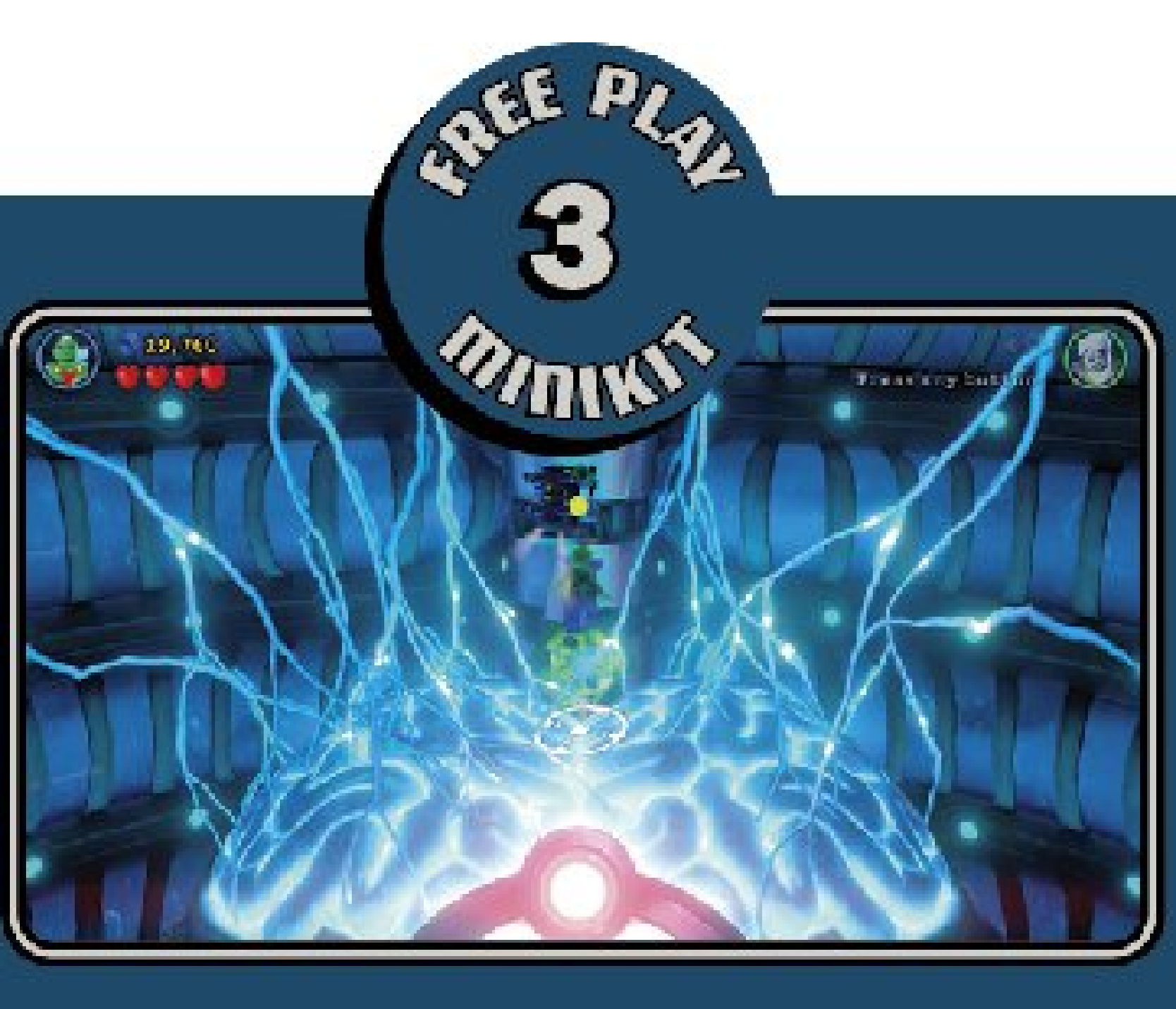
Destroy the objects just beyond the electric tentacles to uncover a Toy Wonder panel. Robin isn't around, but Lex Luthor can activate these as well. Tag to Lex and put on his Techno Suit, then hack the panel. A miniature golden city then rises nearby. Use Batman's Sonar Suit to shatter the city's glass case, then use his Space Suit's laser to destroy the gold city and

SABOTAGING THE POWER CORE

There it is—the power core of Brainiac's ship! It sure looks creepy, but what doesn't on this spooky ship? Gather your wits and put on Batman's Electricity Suit. Scale the electrified ramp on the right and drain the juice from the nearby electric panel.



FREE PLAY 3 MINIKIT

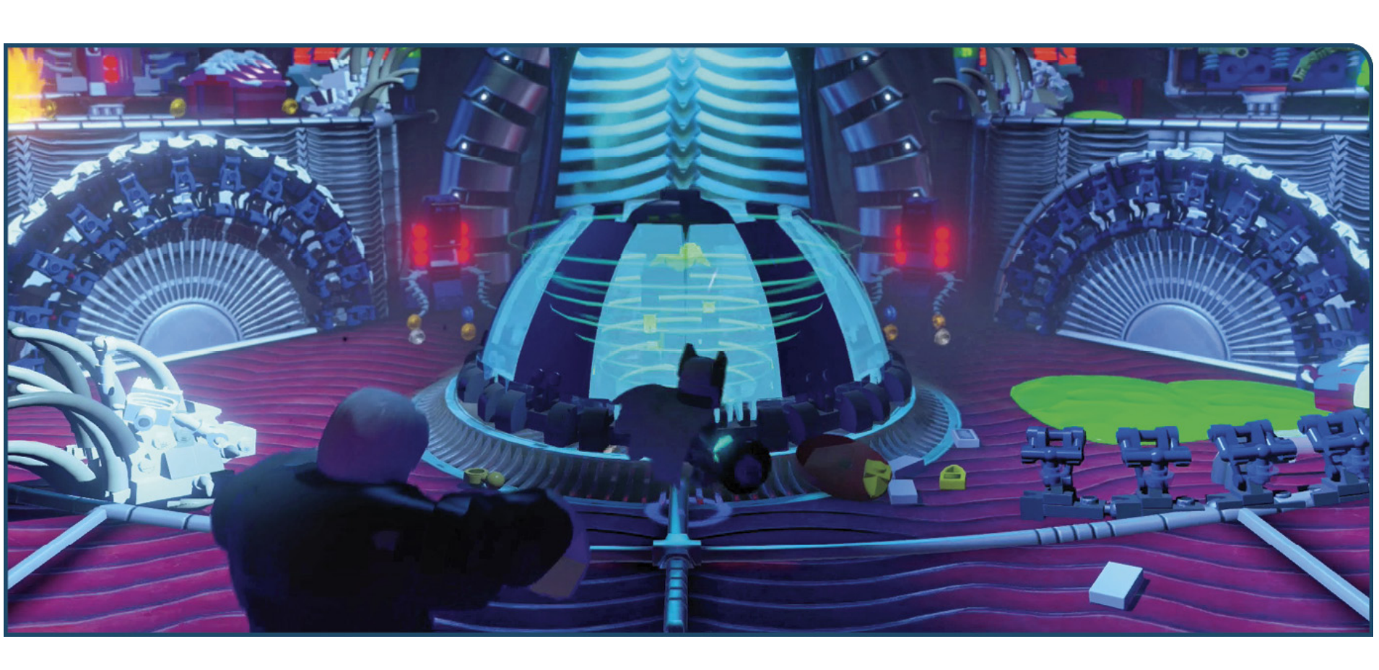


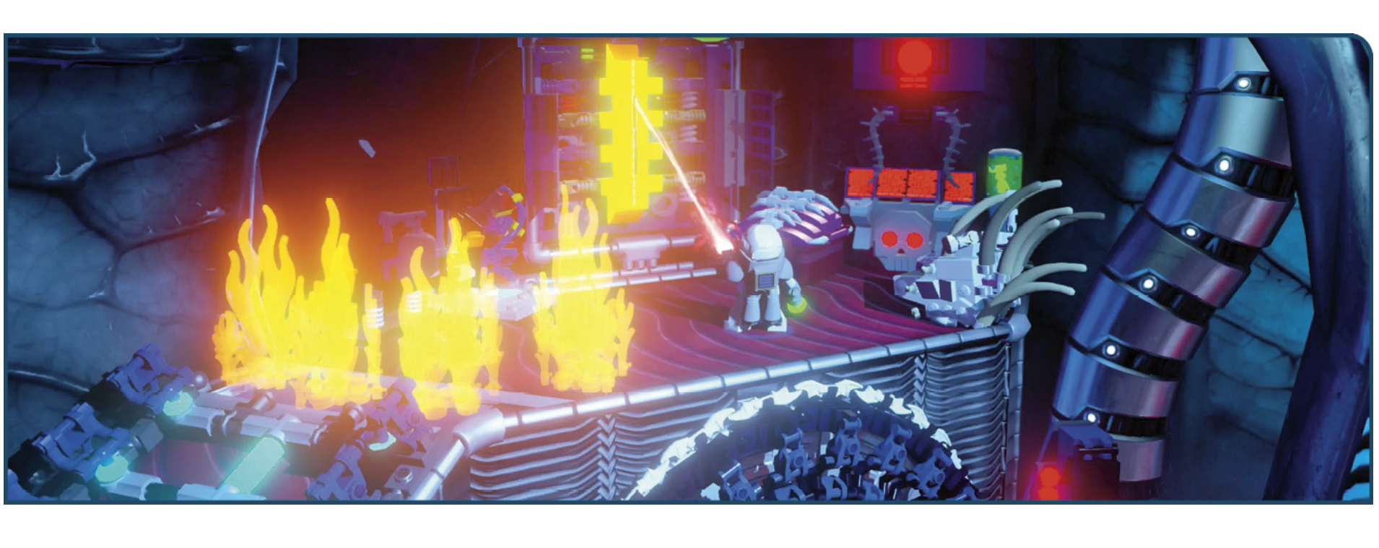
In Free Play, send Martian Manhunter moseying through the portal on the background wall behind the glass dome. He pops out above the power core, right near a Minikit!

Continue up the ramp and use Batman's Power Suit to destroy the silver panel on the wall. This exposes some circuitry. Use his Space Suit's laser to slice a vertical line down the gold protective plate and sever the circuitry. Cross over to the ramp and deposit the electrical charge that Batman is carrying into the electric panel on the left. This causes some nearby tentacles to explode, leaving behind a dangerous fire. Batman's Arctic Suit won't douse these angry flames. There seems to be no way past them!

STEALING THE SHIELD SUIT

Descend the ramp and use Batman's Sonar Suit to shatter another big glass dome near the center of the room. Hey, it's a Suit Token! Tag to Lex Luthor and collect the Token to obtain his Shield Suit.

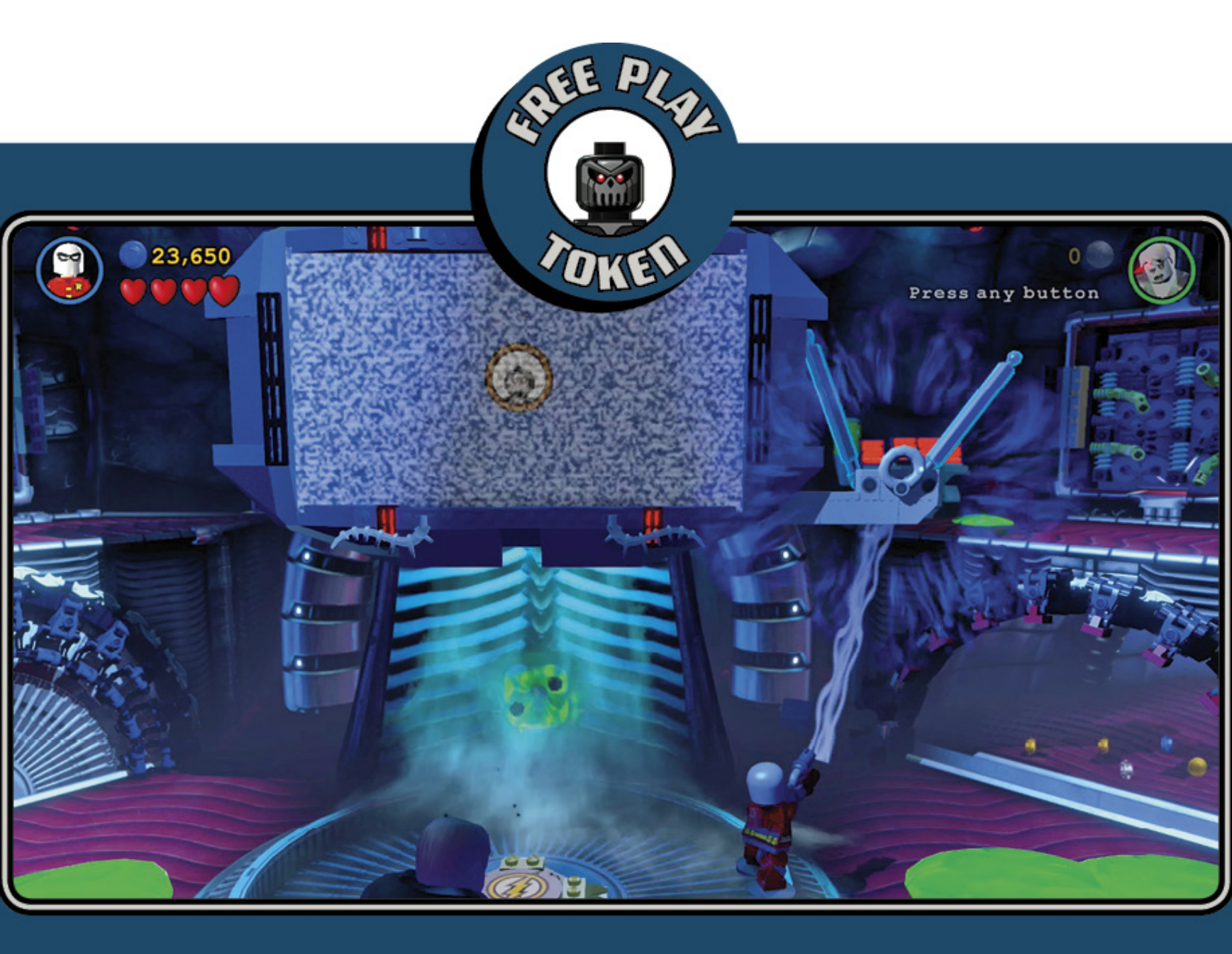




It sure looks flashy, but Lex's Shield Suit works just the same as Alfred's simple serving tray. Use it to walk Lex through the LEGO fire left behind by the tentacles on the left, then equip Lex's Techno Suit and hack the techno panel beyond to expose more circuitry. Use his Space Suit's laser afterward to slice another vertical line in the gold protective plate and sever the circuitry as you did before.

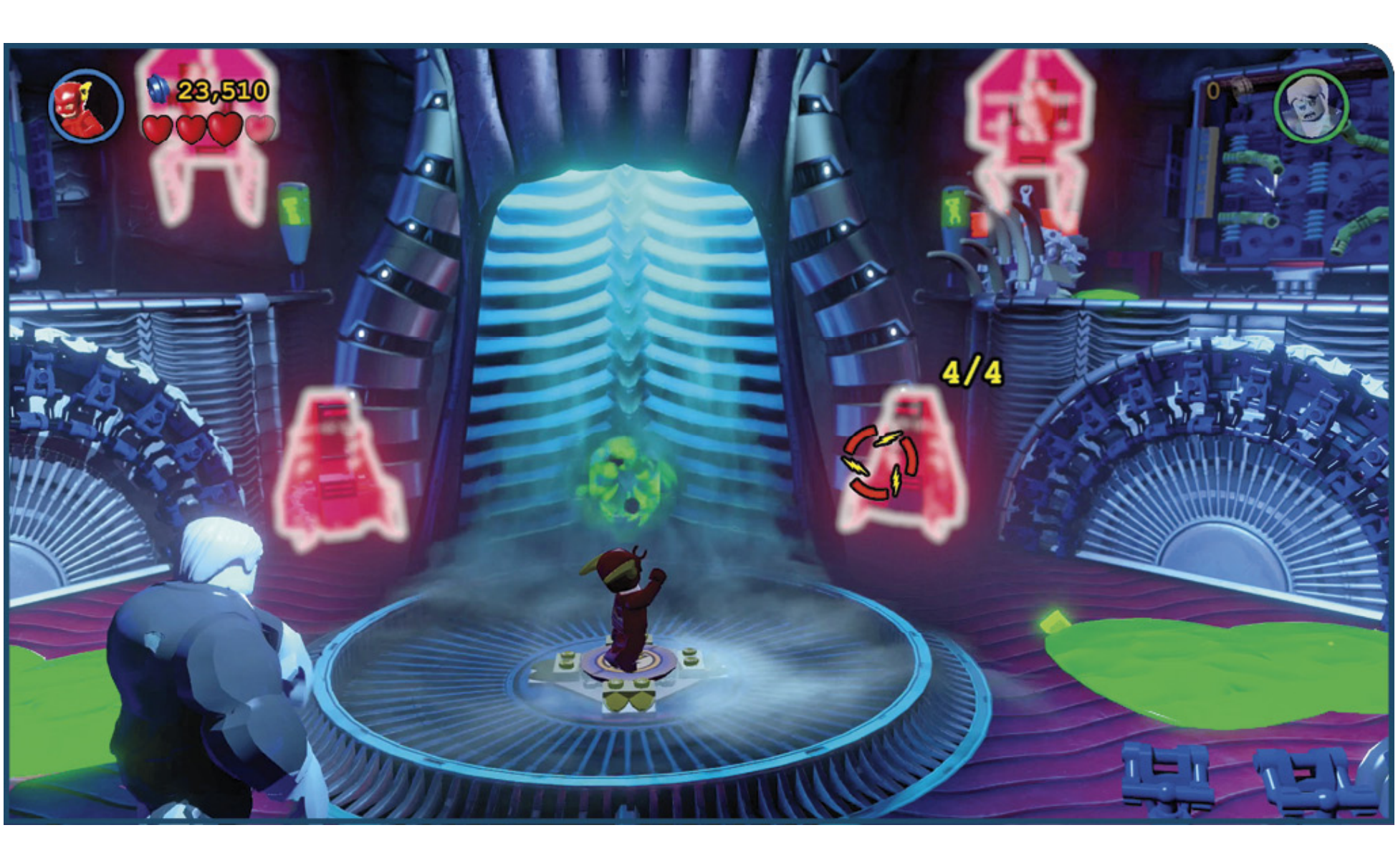
TV TIME

FREE PLAY TOKEN



BRAINIAC MINION

In Free Play, use super senses to detect a pair of magnetic antennae on the right side of the TV. Use magnetic power to manipulate the antennae until the signal becomes clear and a Character Token appears! Fly up and collect this high-definition prize, then resume your regularly scheduled program.



With both sets of circuitry severed, return to the center of the room to find some hopping bricks that have fallen. Build these into a Flash-Build pad, then tag to The Flash and use the pad to target four nearby glowing objects. The Flash zips around and constructs a giant TV monitor out of the glowing objects. Robin then tunes in and tells you that he's about to open the door to the next area. Unfortunately, the Boy Wonder presses the wrong button, and Brainiac's minions storm the room! Defeat all of Brainiac's goons and then advance down the proper passage that Robin opens (on the right).

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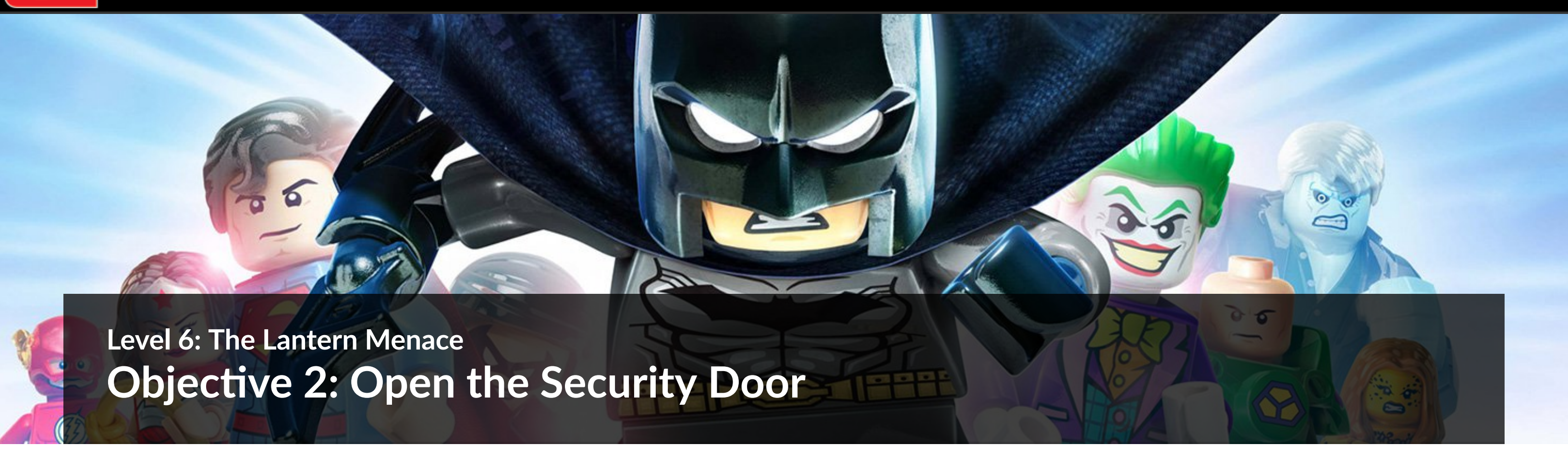
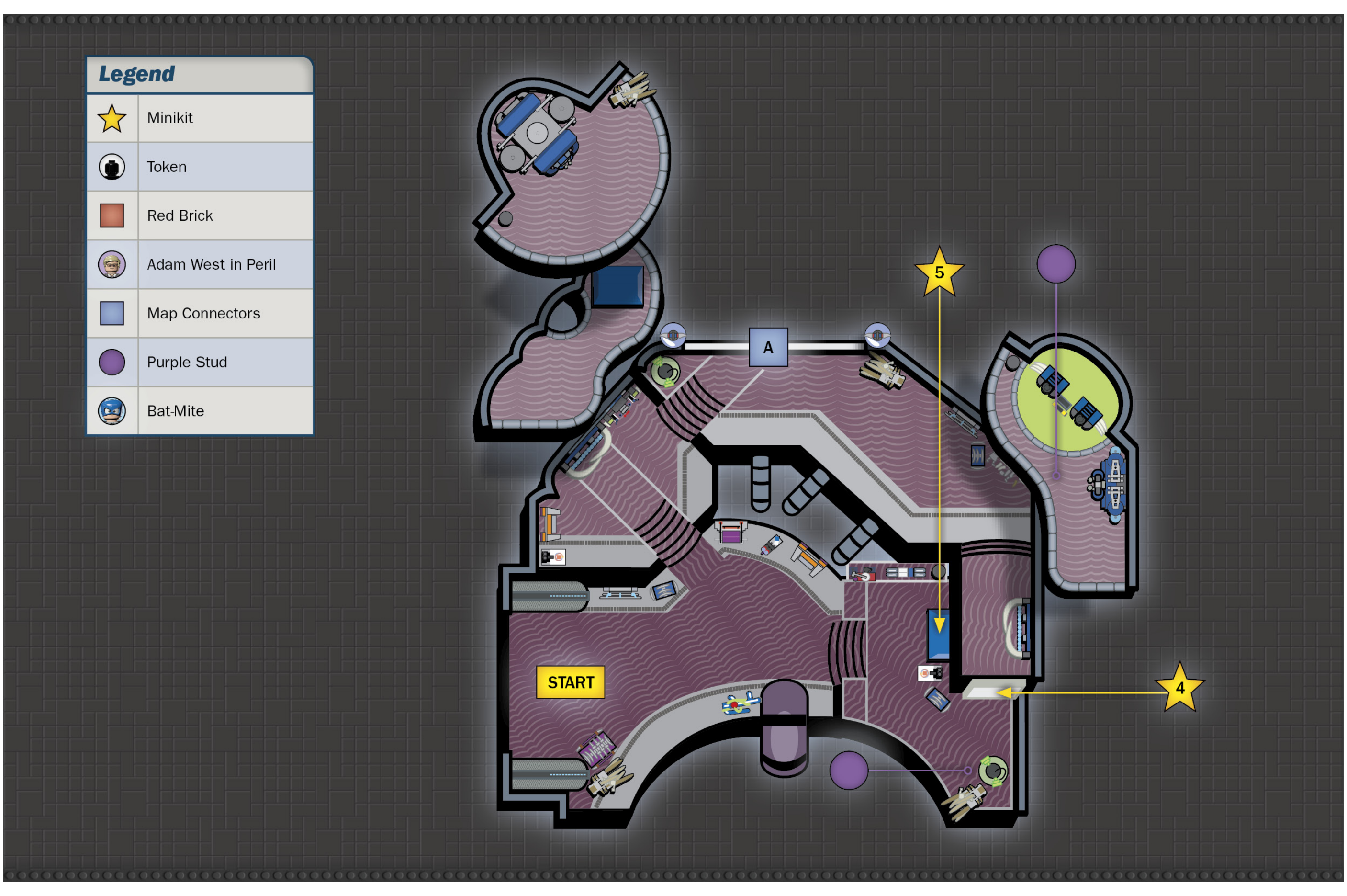
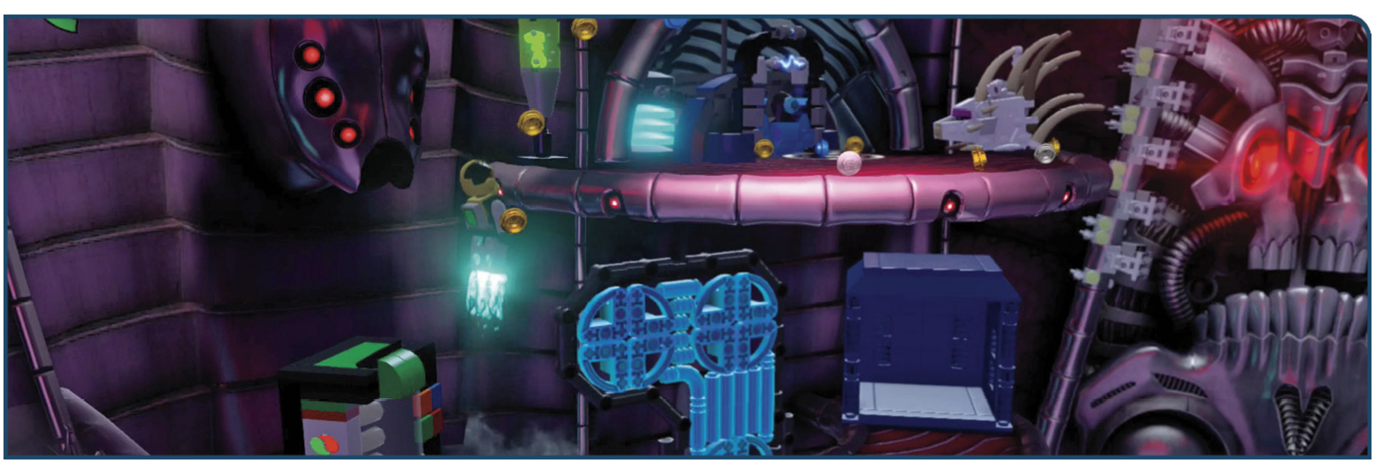
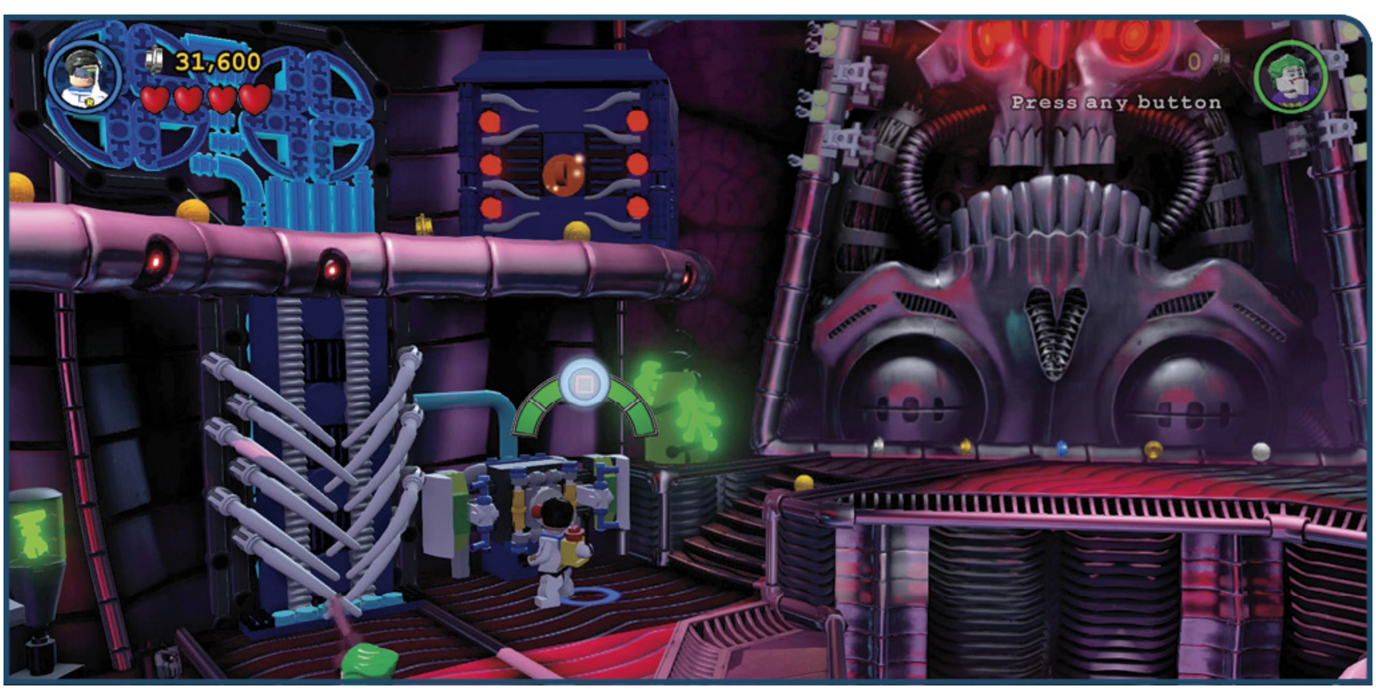


Objective 2: Open the Security Door



With the power core successfully sabotaged, our heroes have dealt their first blow to Brainiac's mighty vessel. The scene shifts to Robin, Cyborg, and The Joker, who are working to bypass a giant security door. Begin by using Robin in his Techno Suit to hack the Toy Wonder panel on the left. This uncovers a magnetic wall. Tag to Cyborg and have him walk up the wall in his Magnet Suit.

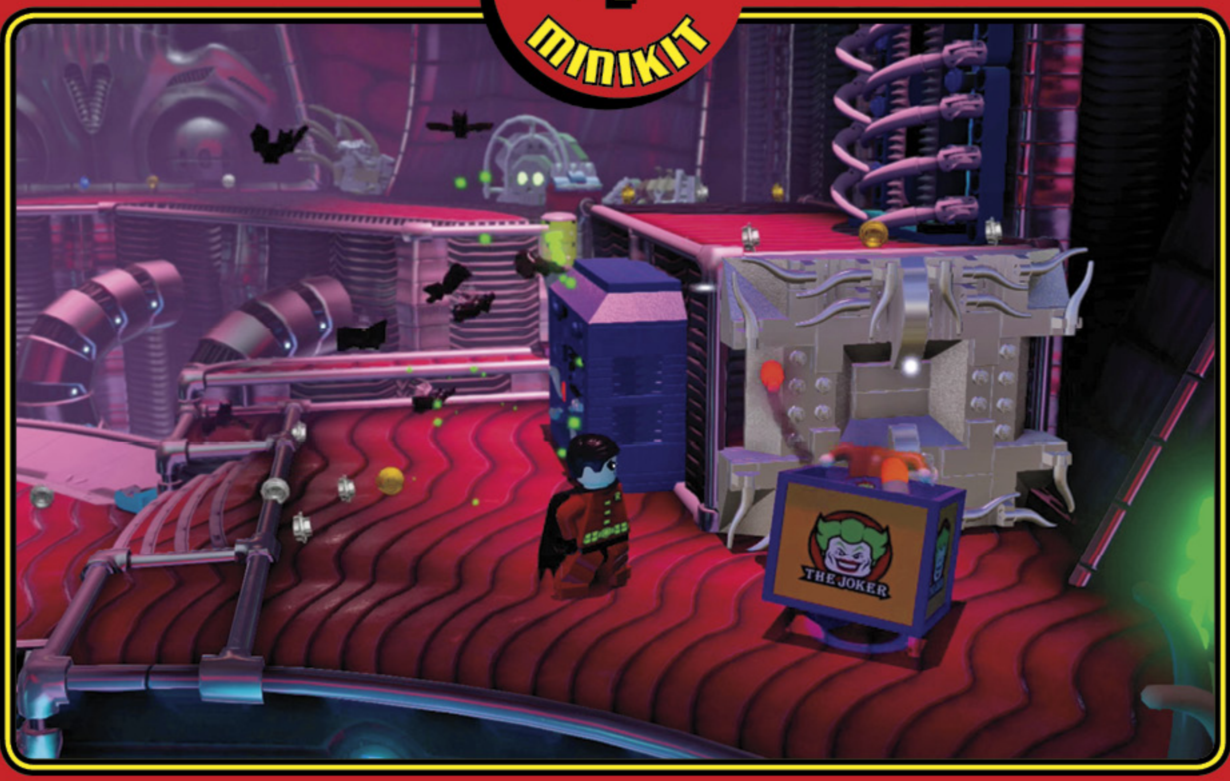




Search near the silver panel on the right to discover a hidden Purple Stud!

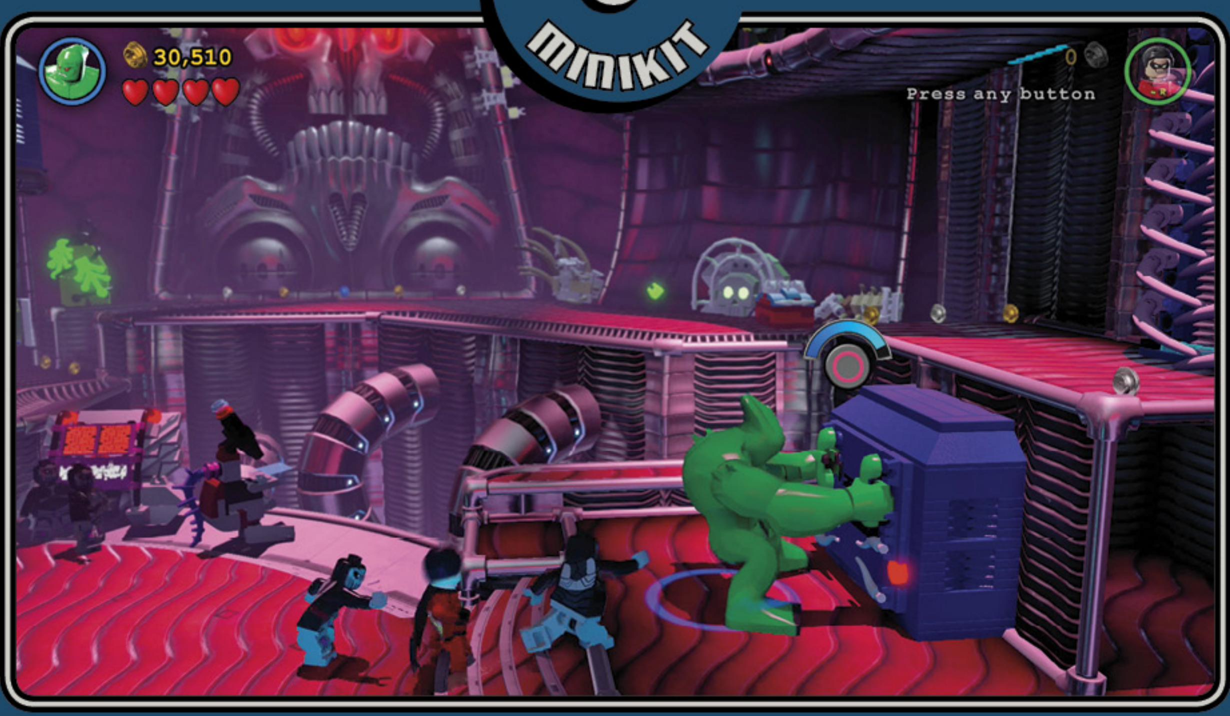
A blue box with an orange hook sits on the ledge atop the magnetic wall. Grapple the orange hook and rip open the box, then build the bricks that spill out into a fueling station. Gas up Cyborg's Space Suit and then fly up to the next ledge above.

STORY MODE 4 MINIKIT



Use The Joker's or Cyborg's Demolition Suit to destroy the silver panel on the room's right side. A Minikit awaits in the little storage nook beyond!

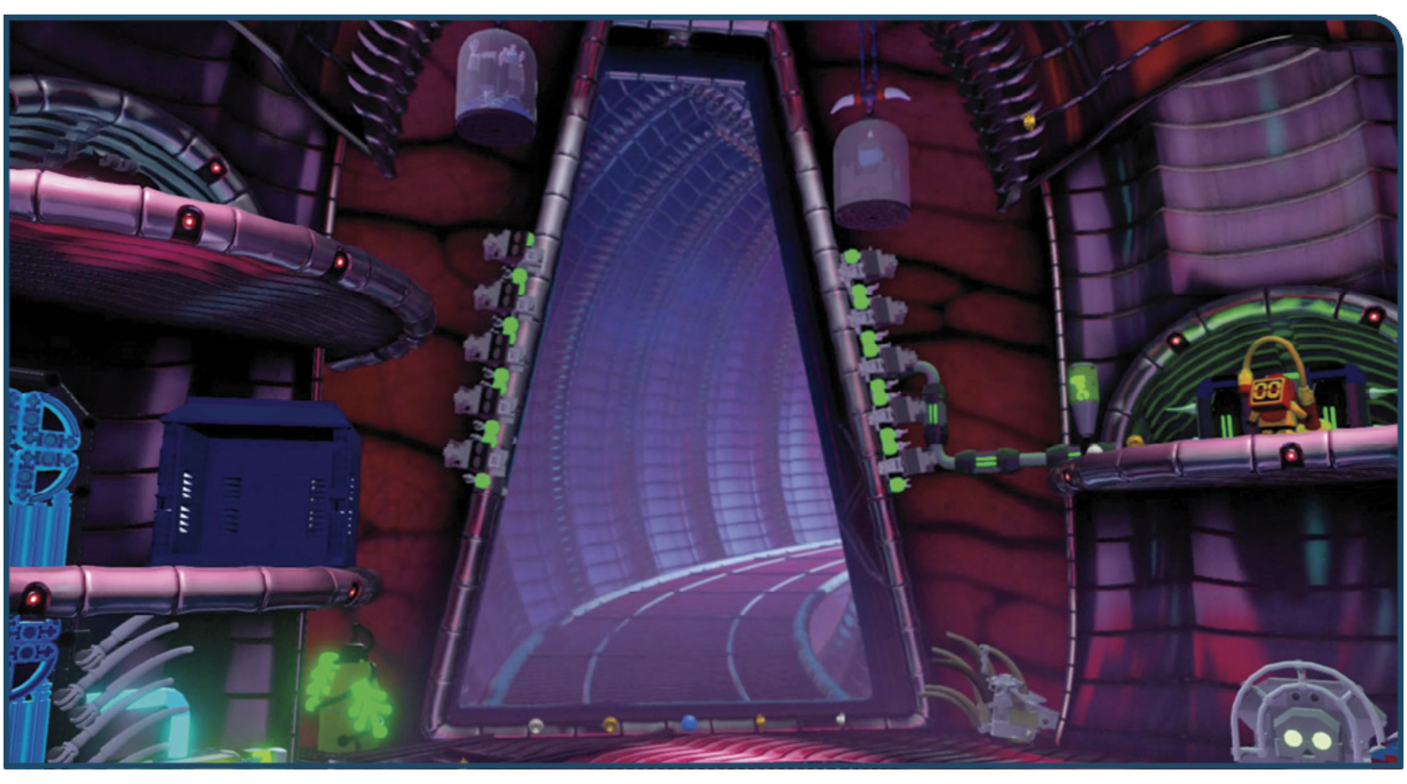
FREE PLAY 5 MINIKIT



During Free Play, use super senses to detect some green handles on the side of the blue box on the room's right side. Use a Giant Suit or a large character such as Solomon Grundy to rip open the box and reveal a Minikit!

Land and use Cyborg's Electricity Suit to drain the power from the highest ledge's electric panel. A line of studs then appears to your right (including a Purple Stud!). Fly across and collect them on your way to another electric panel. Land and deposit the charge that Cyborg is carrying into the panel to expose another magnetic wall.

Tag to Robin and use his Magnet Suit to scale the magnetic wall that Cyborg has uncovered. Join Cyborg on the high right ledge, then change into Robin's Hazard Suit and pull the nearby lever that's surrounded by toxic goo. This uncouples the locks on the giant security door, opening the way forward!



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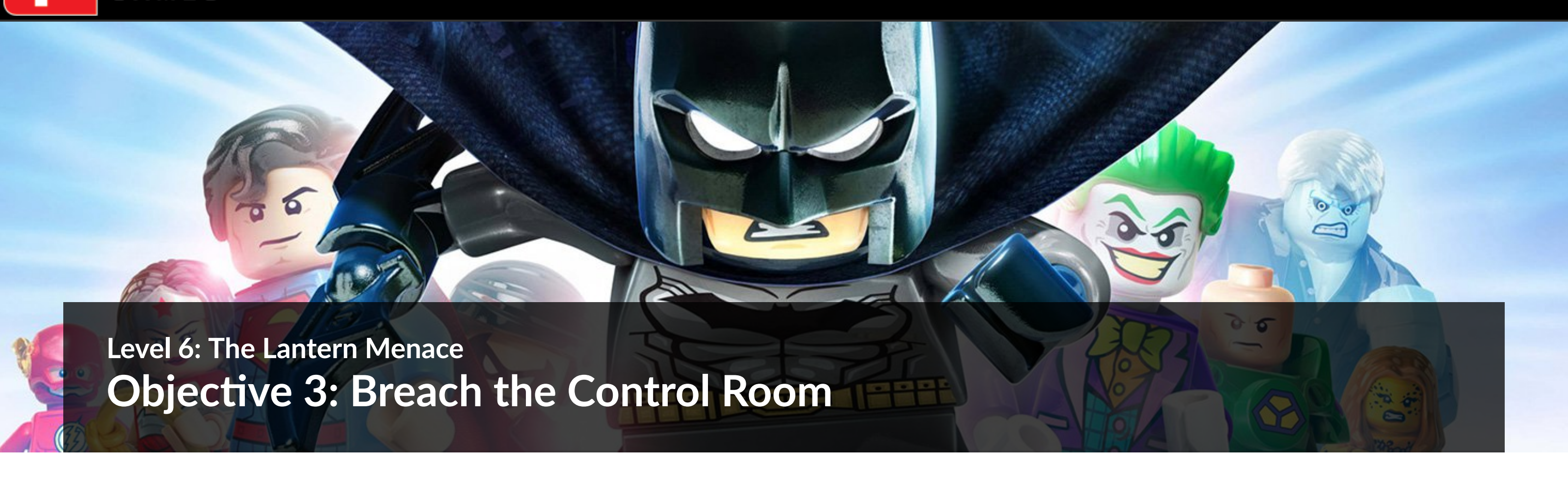
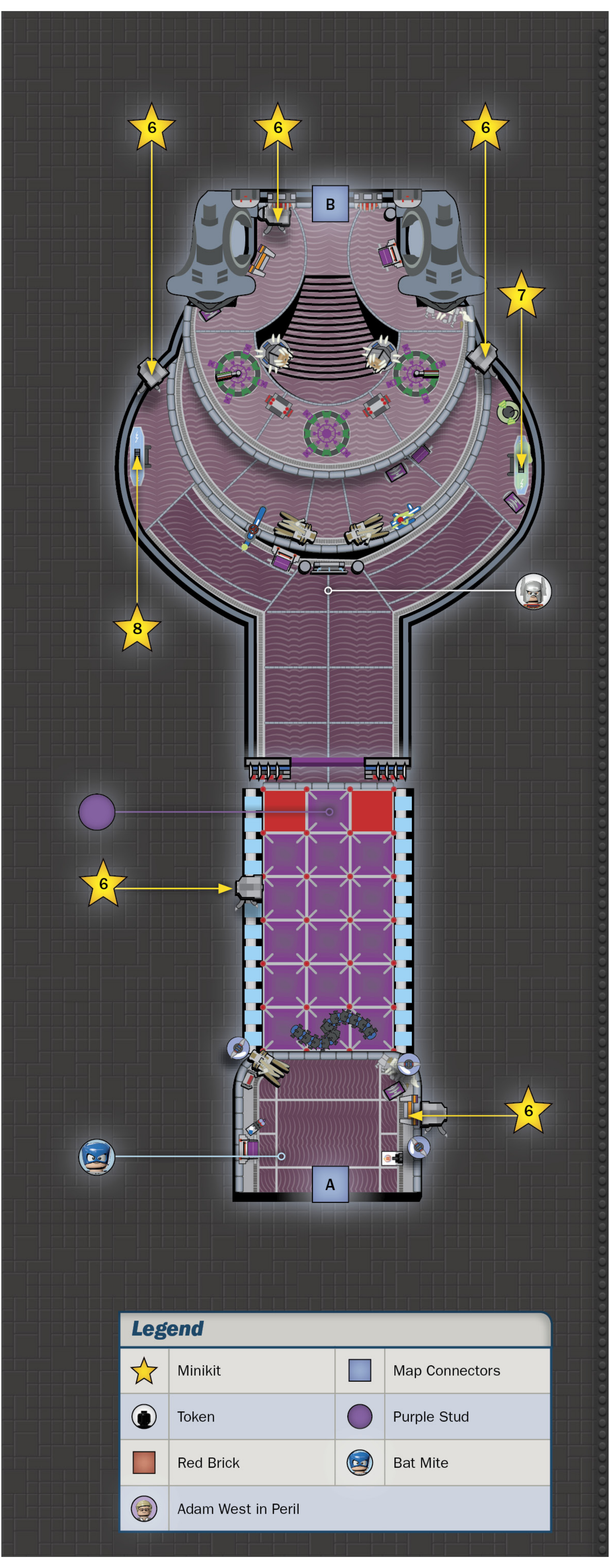


Level 6: The Lantern Menace

Objective 3: Breach the Control Room

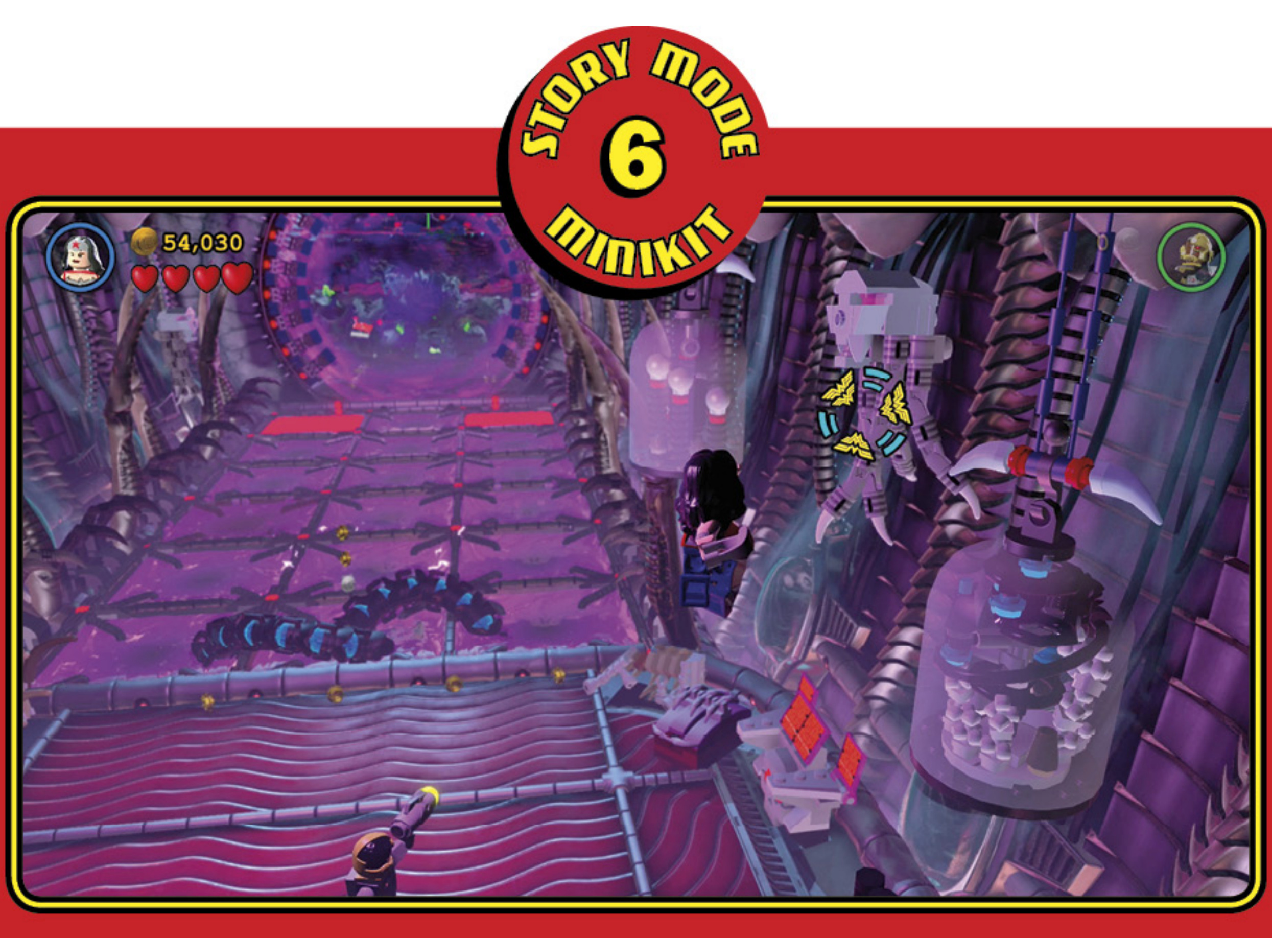


Legend

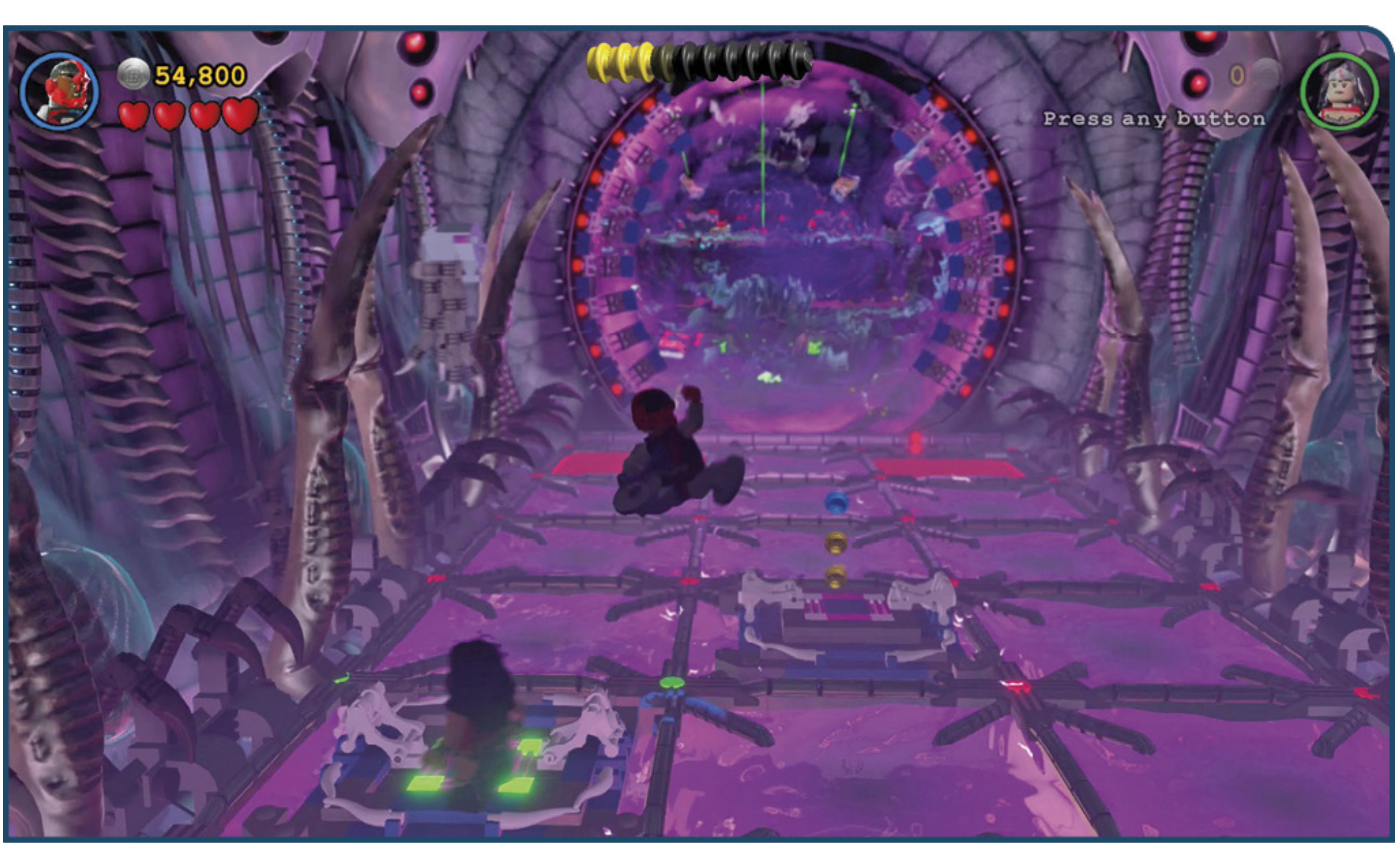
★	Minikit	🟦	Map Connectors
●	Token	●	Purple Stud
🟥	Red Brick	●	Bat Mite
●	Adam West in Peril		

Brainiac's control room is just ahead, but you must overcome more security measures on your way there. Fortunately, Wonder Woman is here to help! Begin by using Robin or Cyborg's Magnet Suit to move the magnetic tentacles out of your way, then hop across the pressure pads that rise from the lethal liquid ahead.

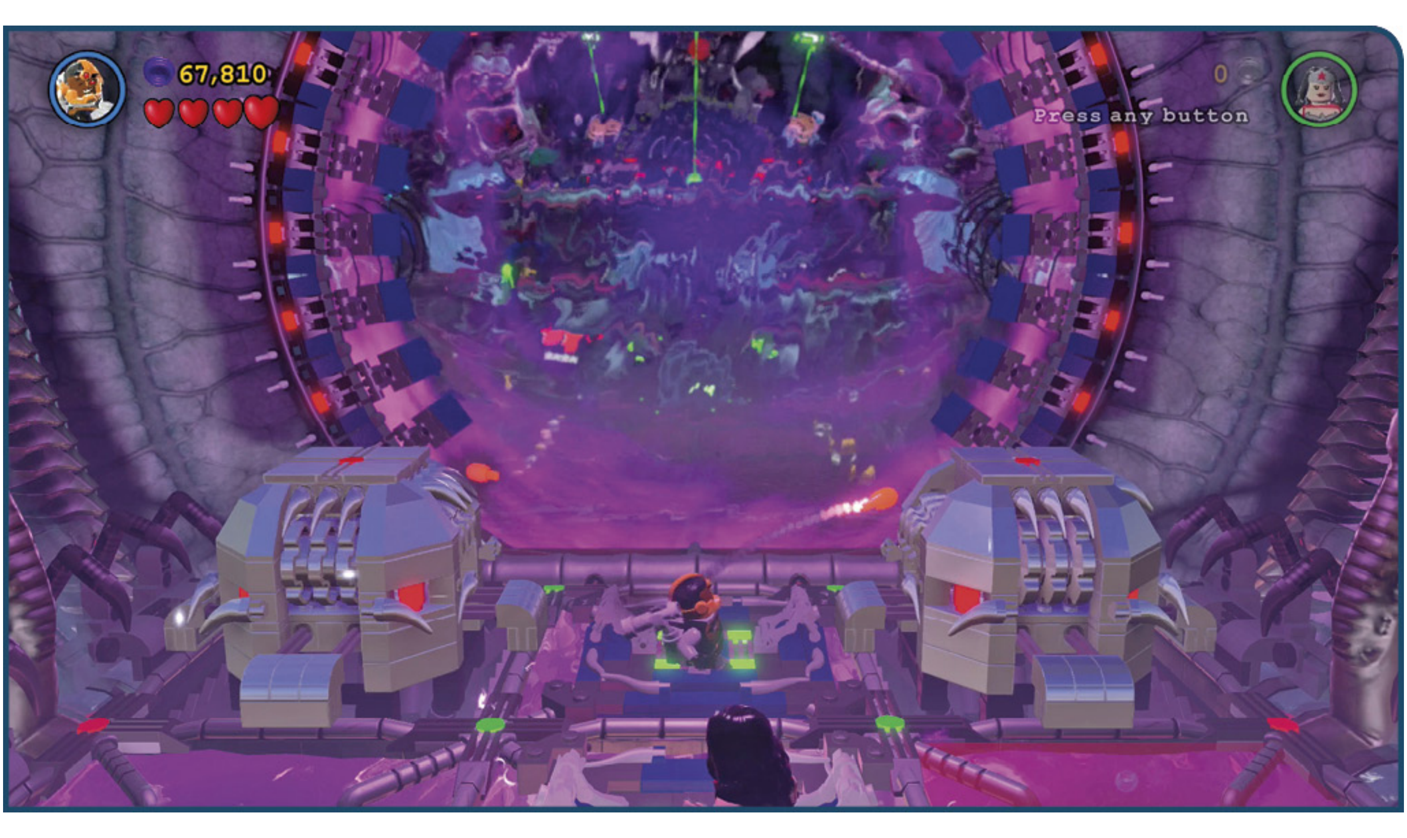
STORY MODE 6 MINIKIT



Destroy five floating models of Brainiac's creepy ship as you explore this area. The first one floats high above the starting area. Check the map to find all five!

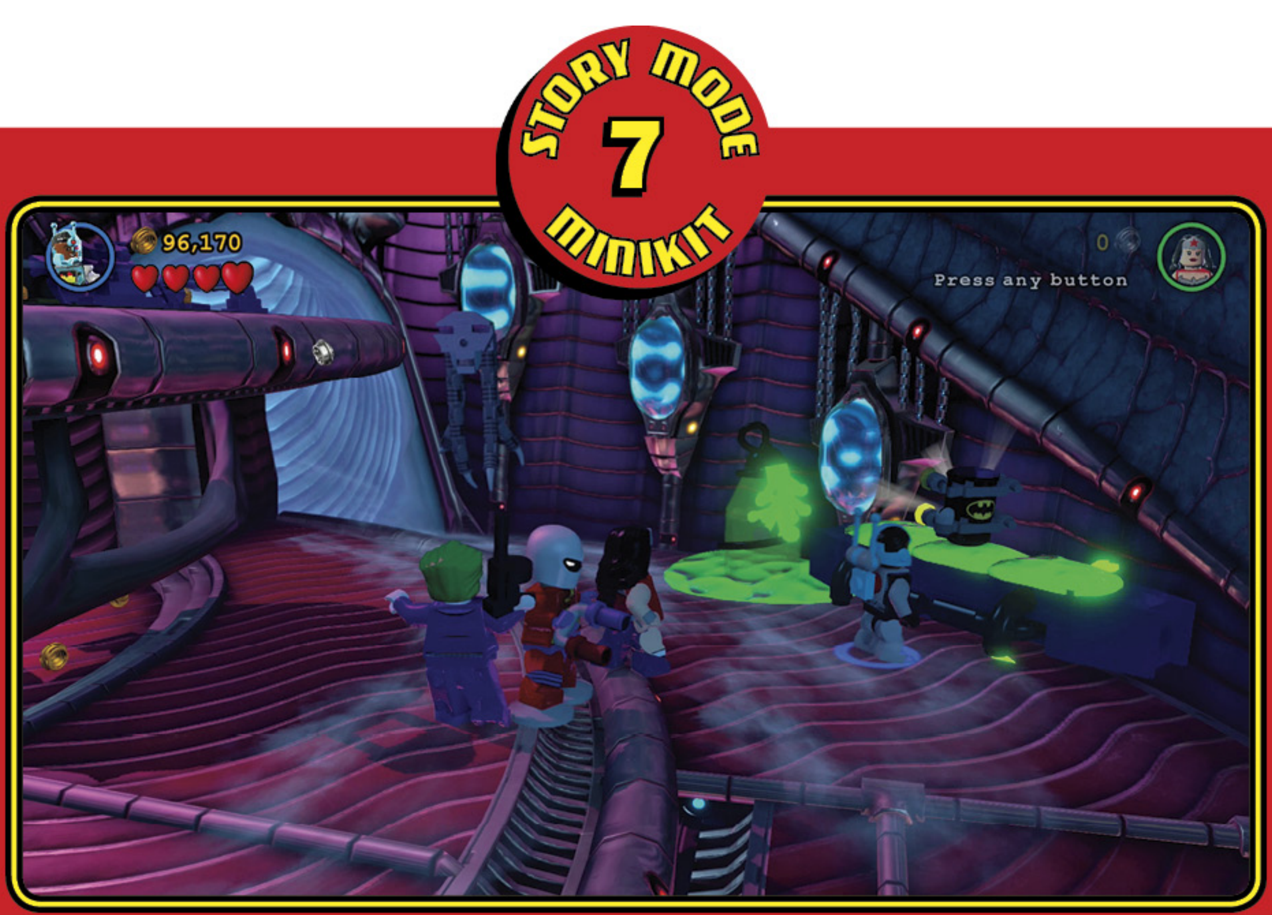


Keep hopping from pad to pad until you nab a Purple Stud at the end of the run. Two silver power generators rise up from the liquid on either side of you. Use Cyborg's Demolition Suit to destroy them both and shut down the forcefield ahead.

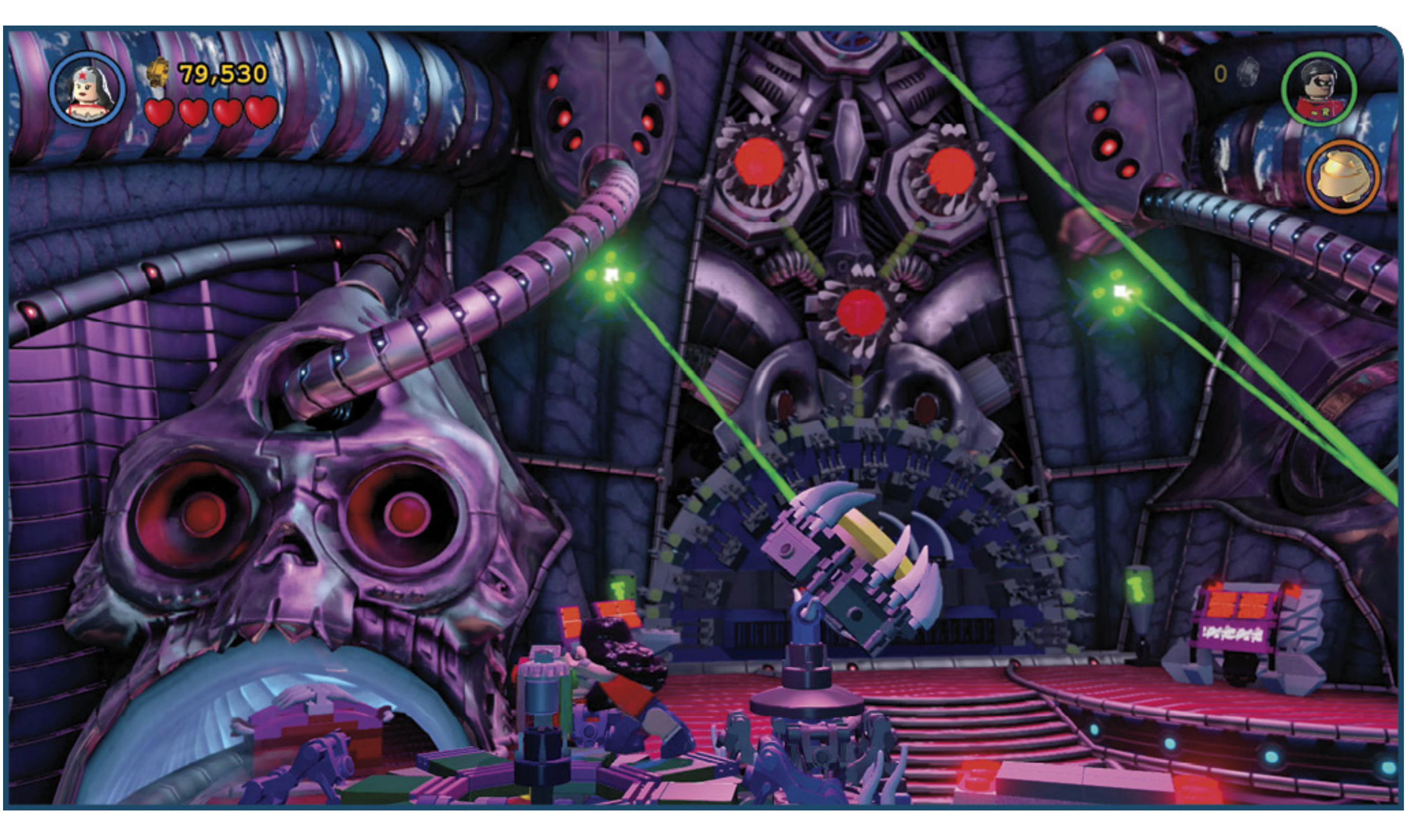


OPENING THE SECURITY DOOR

STORY MODE 7 MINIKIT



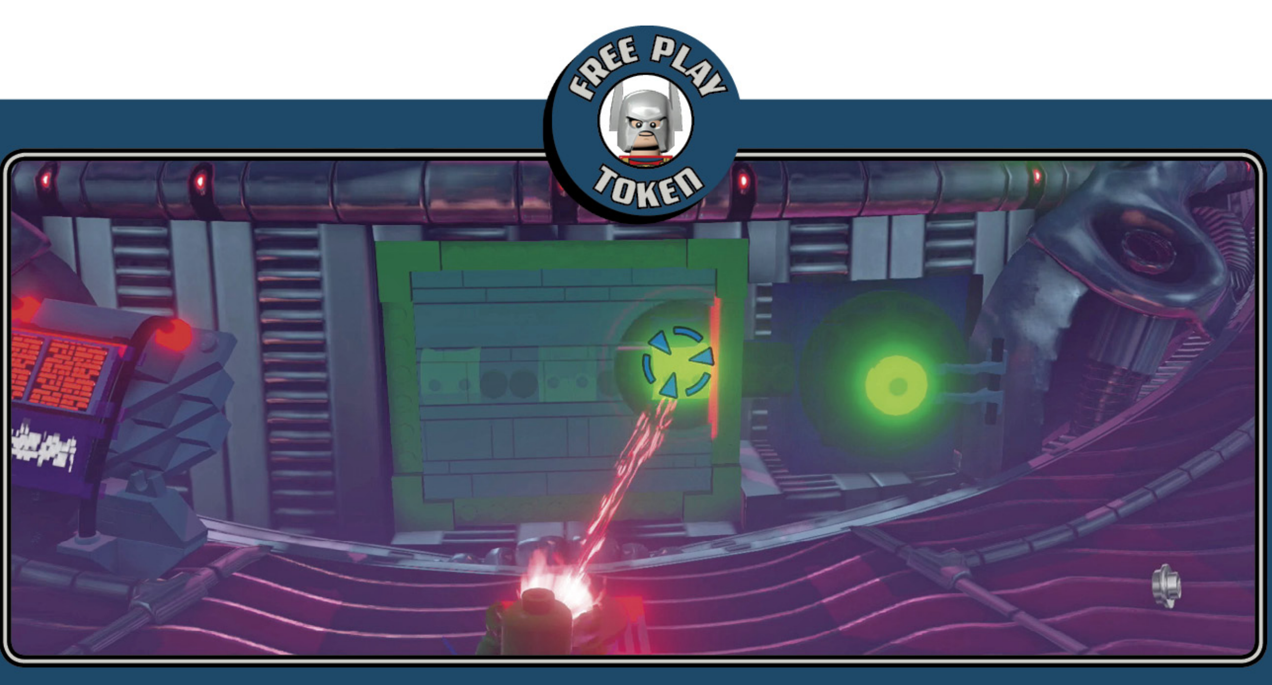
Once you're past the forcefield, go to the right and use Cyborg's Sonar Suit to shatter the glass case near the room's right wall. Build the hopping bricks that are left behind into a Minikit that's only too happy to be rescued from captivity!



Wipe out the army of goons that storm forward as you approach the next giant security door. Secure the room, then fly up to the higher central platform. Push the spinners on the left and right to spin a pair of reflective dishes that redirect two green lasers back at the security door.

After lining up the two side lasers, smash the objects near the middle laser to discover some hopping bricks. Build these into a shield deflect pad, then move Wonder Woman onto the pad and reflect the final laser above the security door, at the final red orb. With all three lasers properly aligned, the door opens wide, granting you access to the ship's control room!

FREE PLAY TOKEN



ORION

In Free Play, Bat-Mite stands near the start of this area. Speak to him and then use super senses just beyond the forcefield to detect a pressure pad on the floor. Step on the pad to make a LEGO wall drop in front of you, revealing a green LEGO wall. Use super senses to see through the wall and align three green power nodes. This opens a nearby hatch, revealing the item that Bat-Mite seeks! Run it back to Bat-Mite and receive your reward.

FREE PLAY 8 MINIKIT

Use a Sonar Suit to shatter the glass case on the room's left side, then use super senses to detect a suspicious mound of dirt where the glass used to be. Use a character that can dig to uncover a hidden Minikit!

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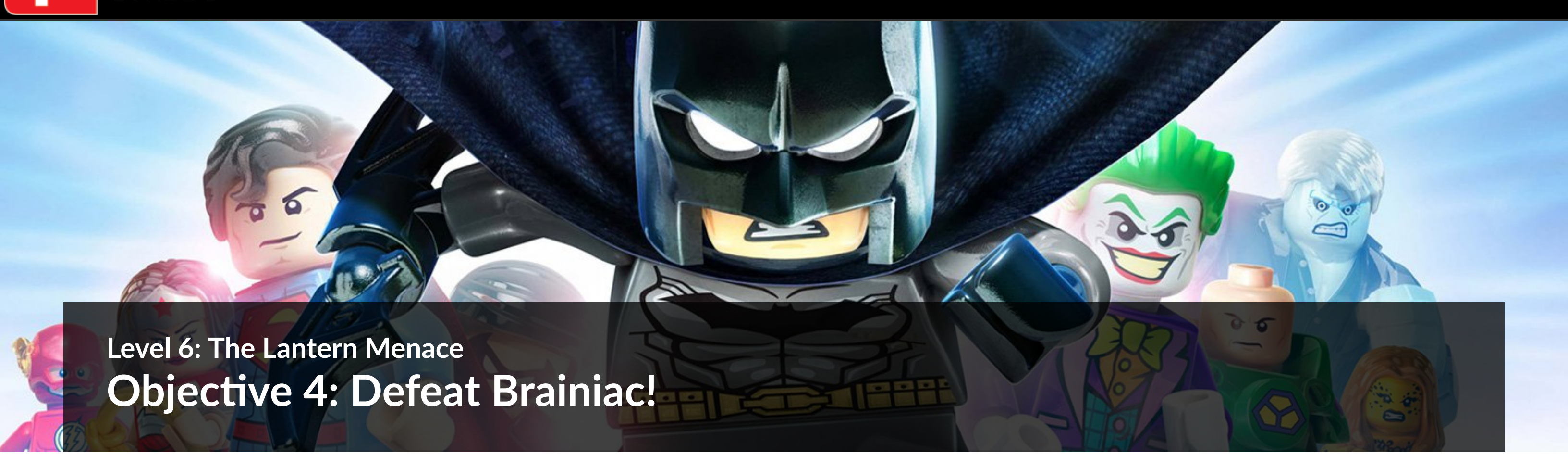
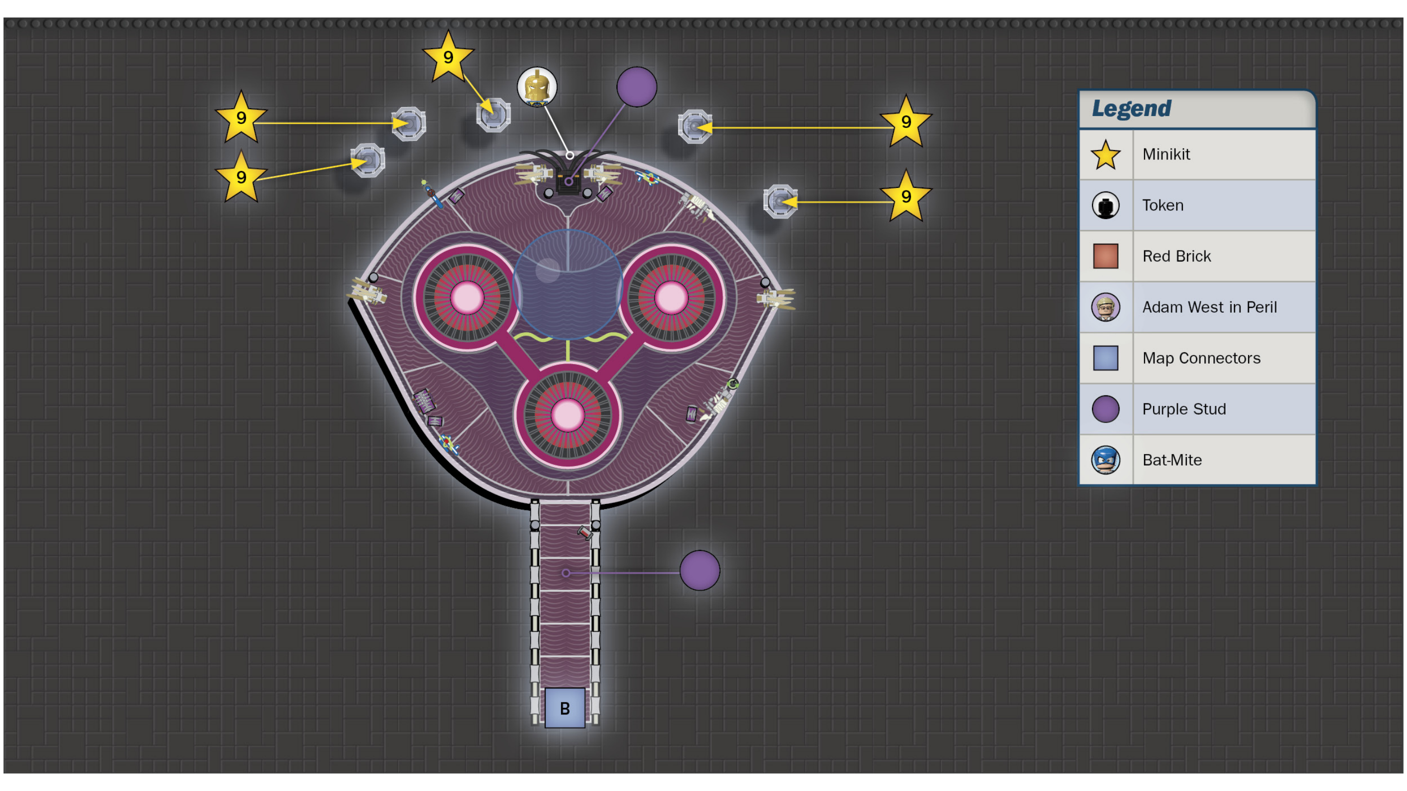


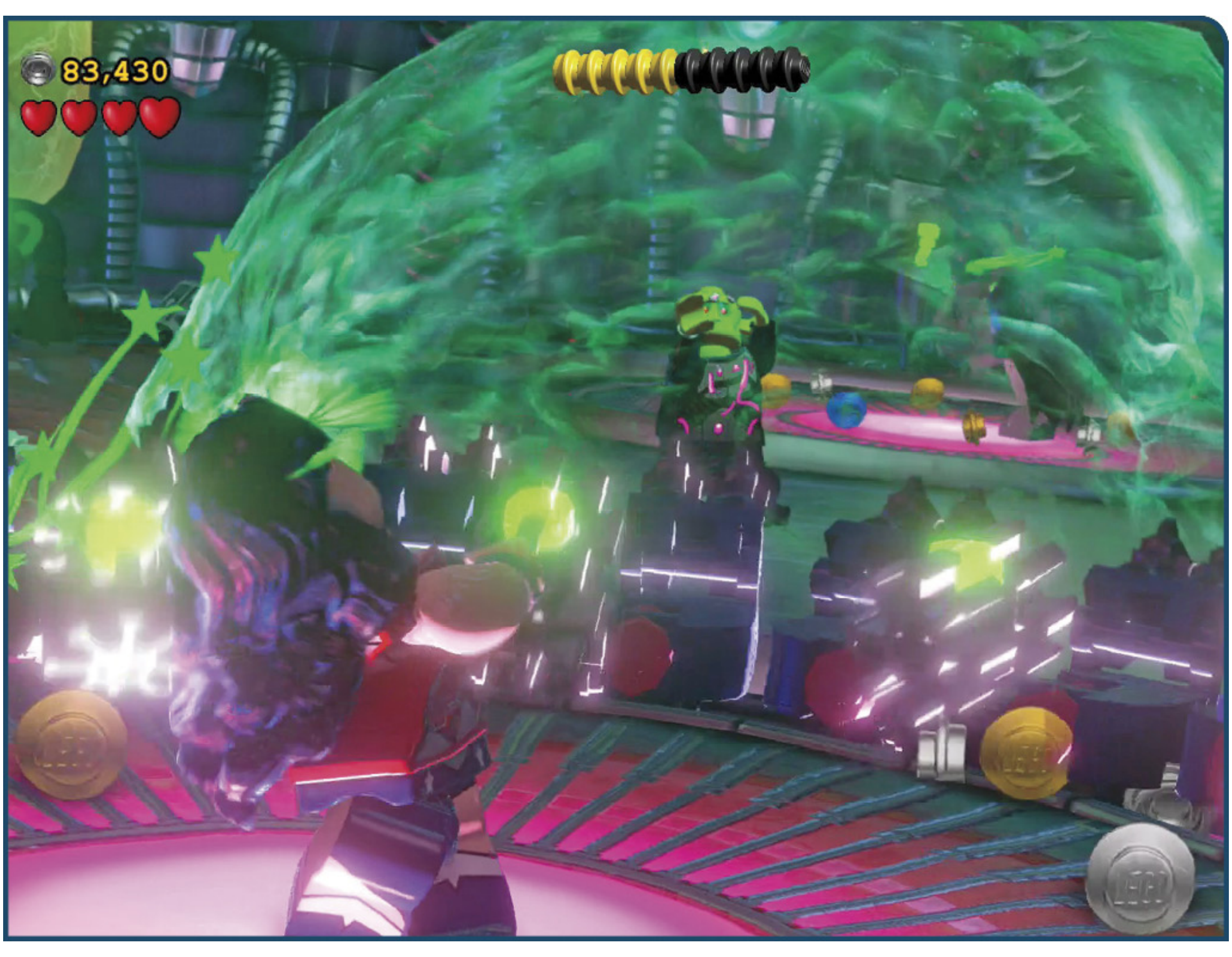
Level 6: The Lantern Menace

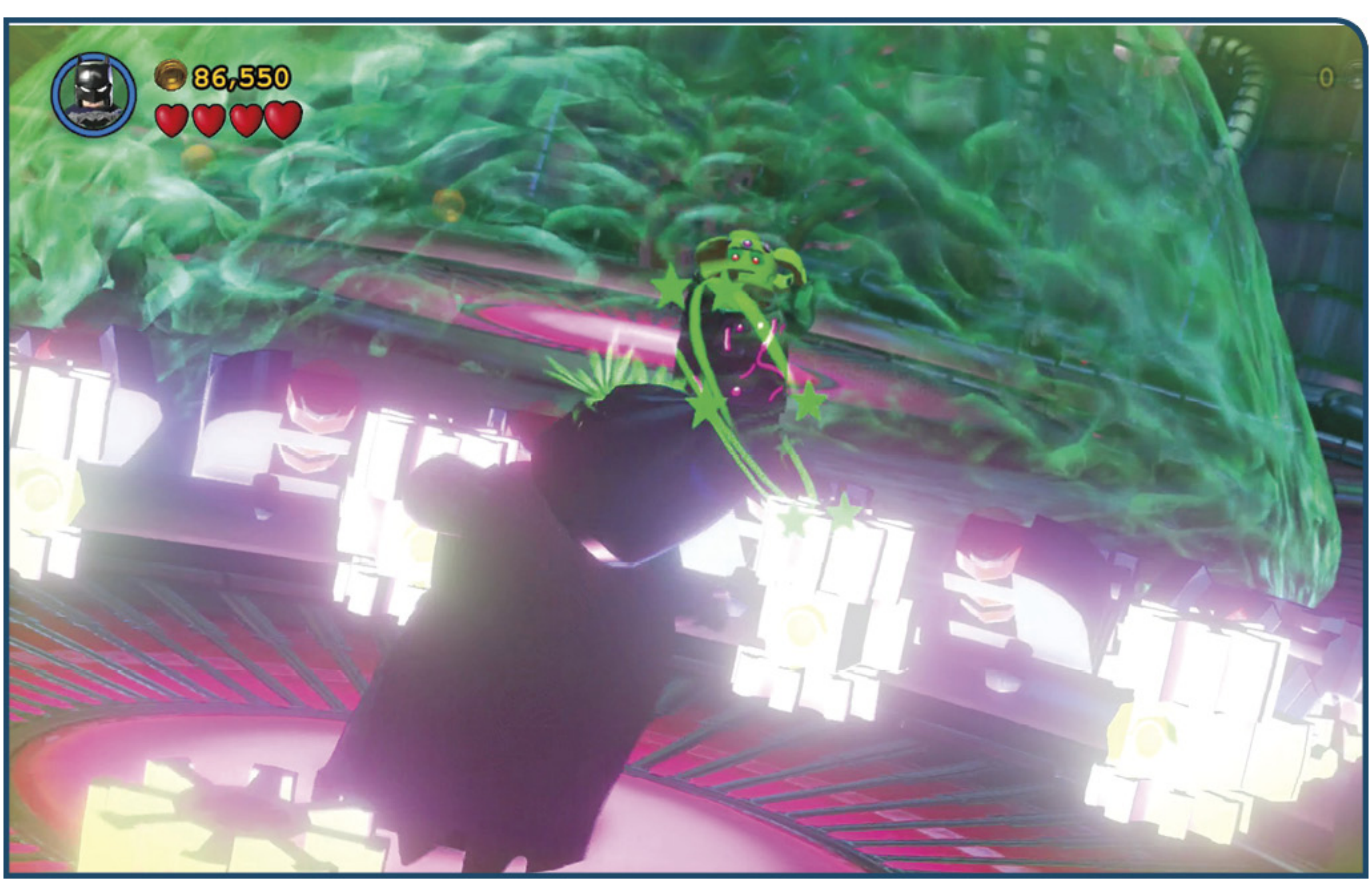
Objective 4: Defeat Brainiac!



Our heroes stand on the verge of besting Brainiac, but the evil android isn't about to give up so easily. He surrounds himself in a forcefield and then uses his powers of mind control to trap Batman, Wonder Woman, and Solomon Grundy in a helpless stupor. Only Robin is spared this fate thanks to the strange helmet that Killer Croc gave him back on the Watchtower!

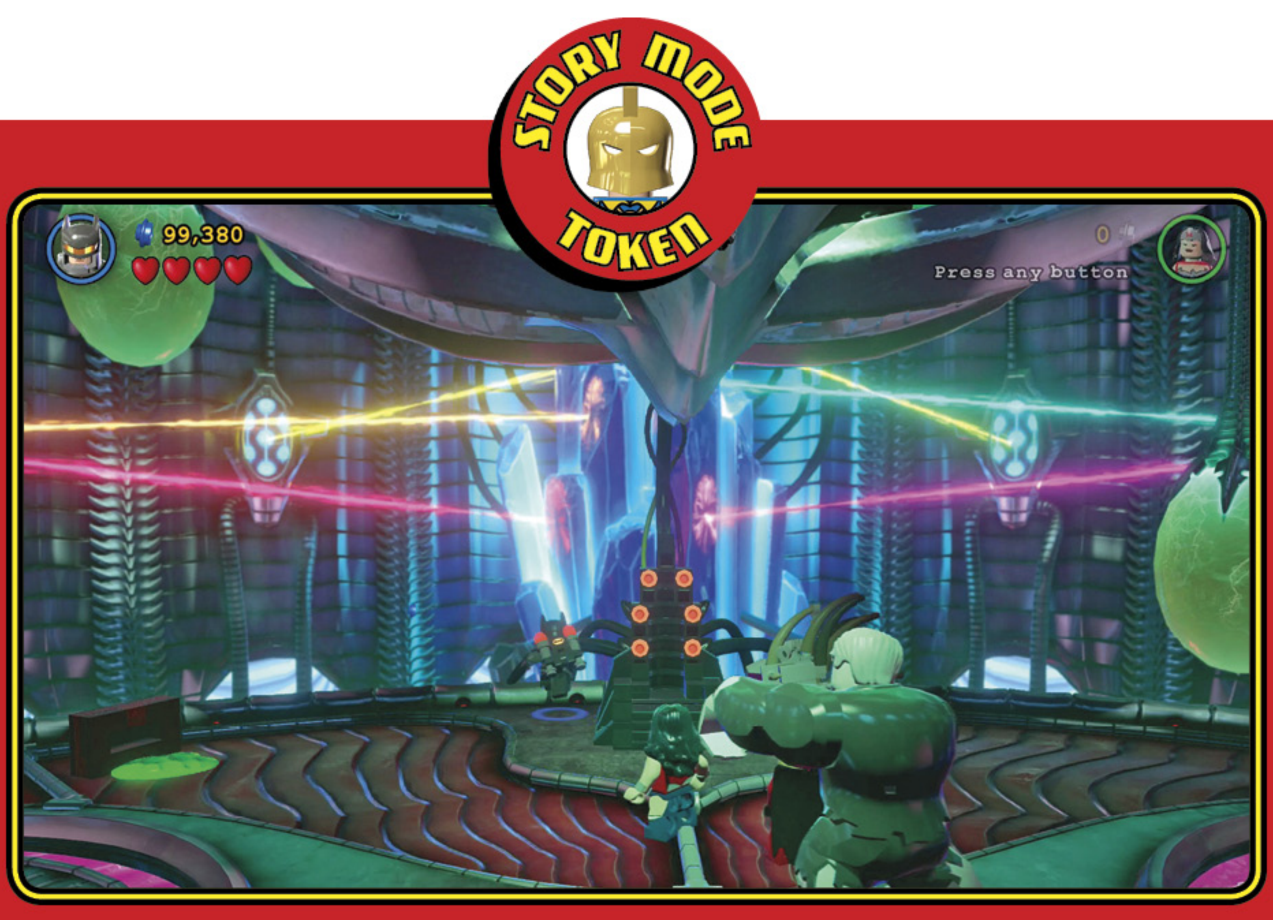
Beat up the minions that Brainiac summons until Wonder Woman suddenly begins to regain her senses. Help her break free of Brainiac's vile influence by rapidly tapping the button shown on-screen.





Keep battling Brainiac's goons until Batman begins to snap to his senses. Again, press the on-screen buttons to help the Caped Crusader collect himself! Wipe out more goons afterward and then assist Solomon Grundy in fighting off Brainiac's mind control as well.

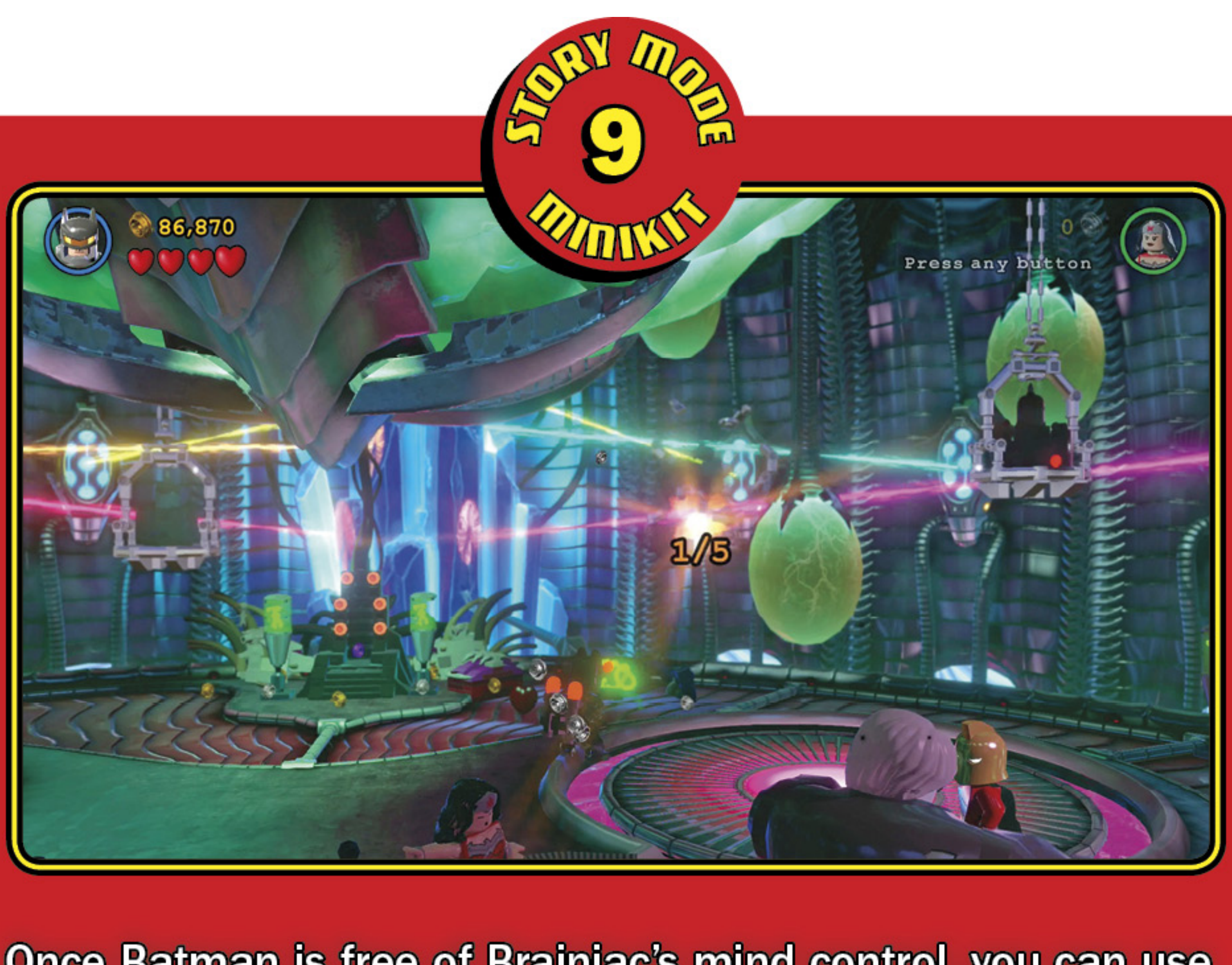
Make sure to snatch the purple Token on the throne behind Brainiac during this scintillating showdown!



DOCTOR FATE

This one's simple. Just mosey behind Brainiac's throne to discover a Character Token he stashed back there!

With Wonder Woman, Batman, and Solomon Grundy free of Brainiac's power, the forcefield surrounding the villain suddenly vanishes. Brainiac's as good as beaten now! Simply run toward him and land a good, stiff, heroic punch to knock the evil android for a loop.



Once Batman is free of Brainiac's mind control, you can use his Power Suit to bring down the five silver shrunken cities that are hanging around the room. Hold the Attack button and aim at the cities, then blast all five to score a Minikit!

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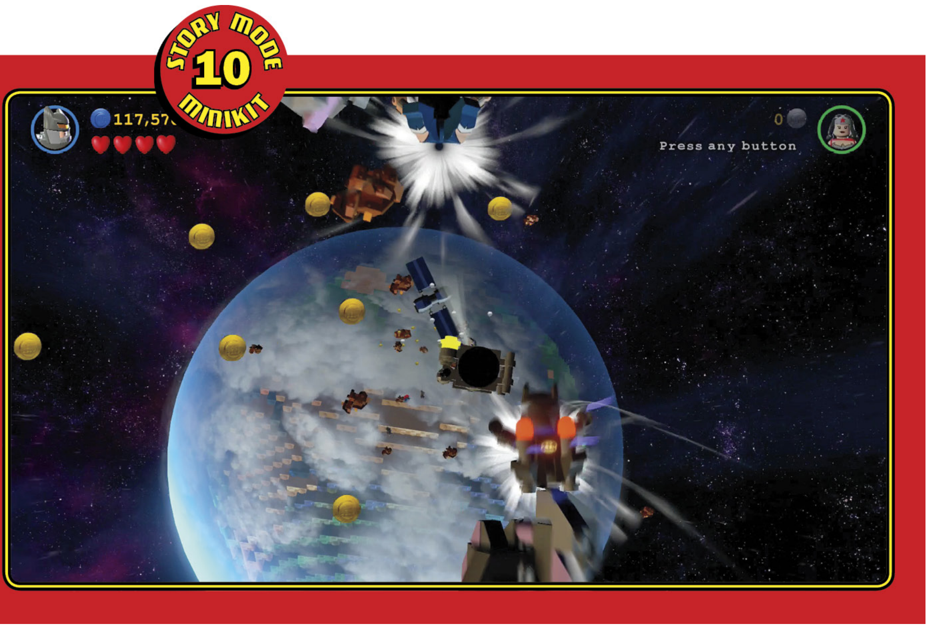
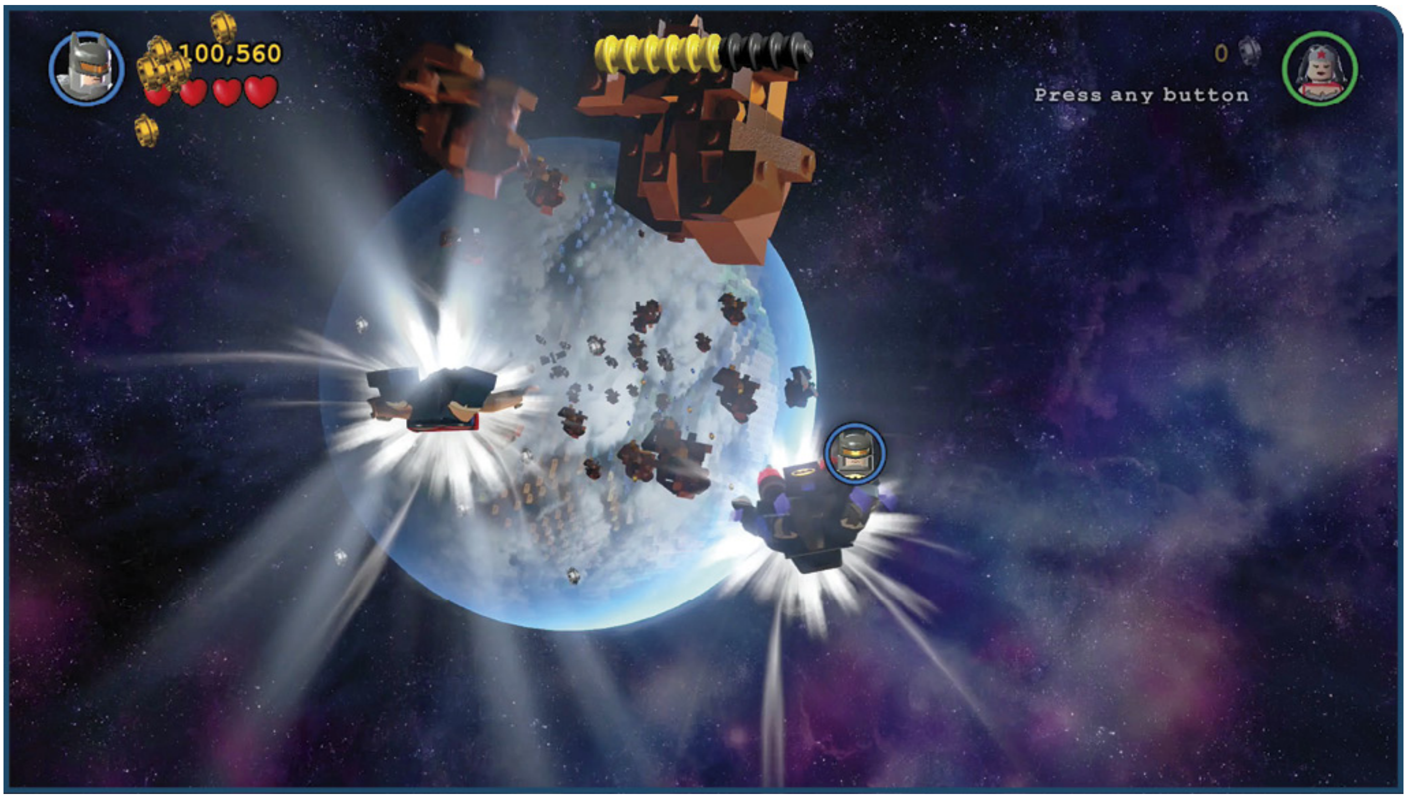
Level 6: The Lantern Menace

Objective 5: Plummet!

While plummeting toward tiny Earth, keep a lookout for a satellite that comes zipping toward you on the right. There's a Minikit right before you reach the satellite. See if you can snag it during your free fall!



Brainiac's ship has been neutralized, but the mad android has managed to escape! Now he's headed for tiny Earth in a smaller spacecraft. Superman is injured and is also plummeting to Earth, and now Batman must risk it all to stop the Man of Steel's free fall! Avoid debris and collect precious studs as you fall ever downward. It won't be long before Batman manages to save the day!



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Hub Visit 6: Watchtower

Objective 1: Access the Justice League Computer

WALKTHROUGH
6
HUB VISIT
Watchtower

The Story Thus Far ...

During their successful assault on Brainiac's mighty vessel, the Justice League has discovered the source of his power: Brainiac has captured all manner of Lanterns! The League has succeeded in freeing the Lanterns, but the damage has already been done: Brainiac has used their power to miniaturize Earth! His ship overrun, the evil android has fled to Earth—and our heroes are in swift pursuit!

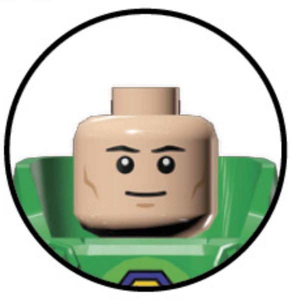
Story Characters

Batman

Robin

Cyborg

The Joker

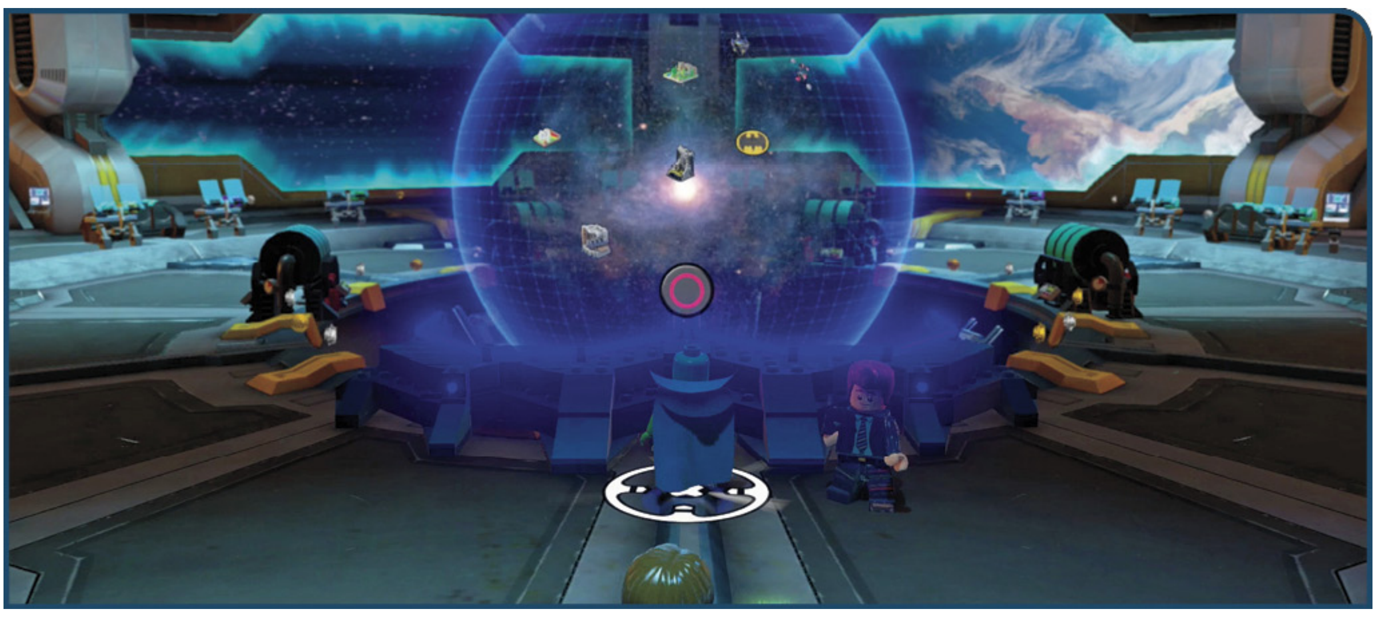


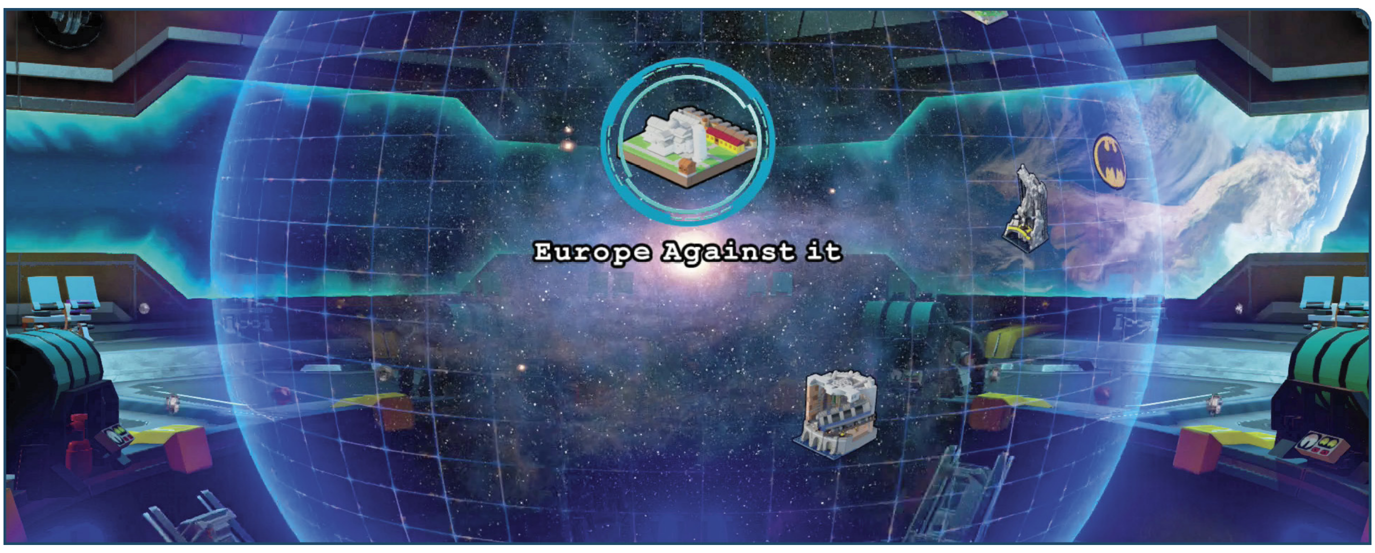
Lex Luthor

Solomon Grundy

Earth may be tiny now, but it still offers many places for Brainiac to hide. You need the help of the Justice League's Computer to track the evil android down. Follow the trail of ghost studs to the Watchtower's control room, where the League's impressive computer is kept.

The Justice League Computer provides an overview of locations you've visited. This powerful device lets you revisit previous areas, but there's no time for any of that now—Brainiac must be apprehended! Simply select the highlighted icon on the computer to begin the next mission, "Europe Against It."





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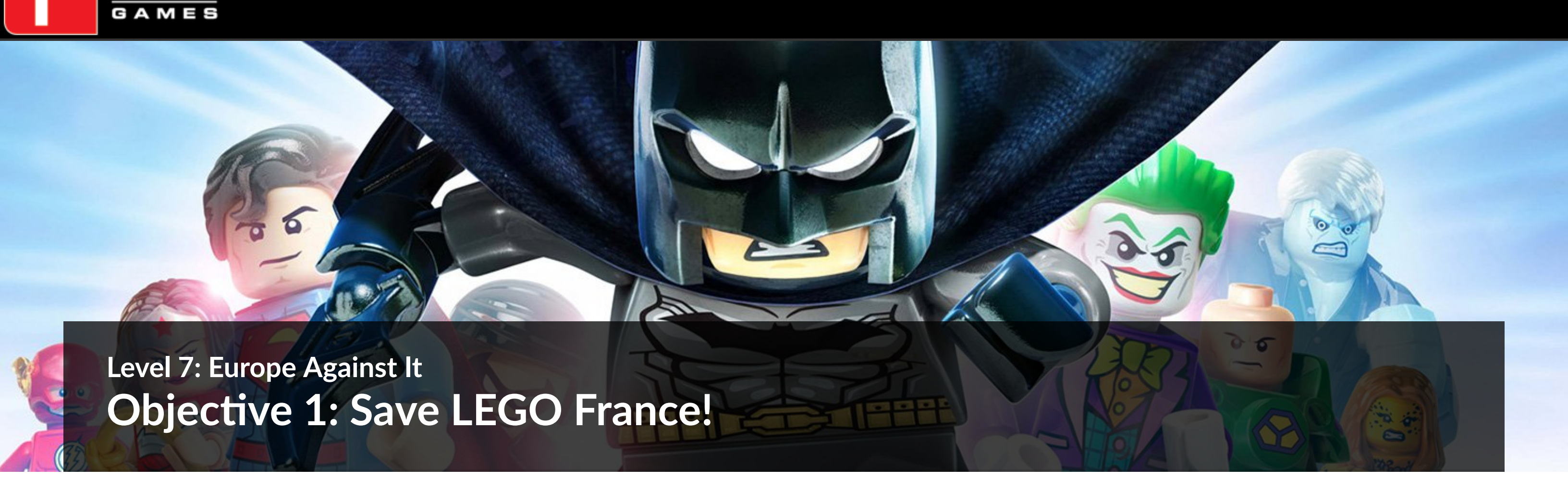


Level 7: Europe Against It

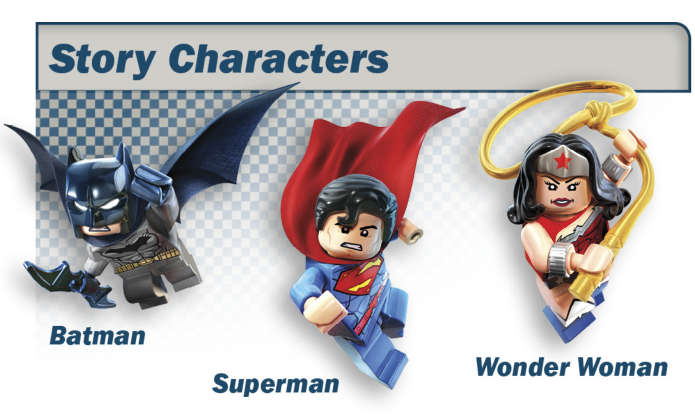
Objective 1: Save LEGO France!

WALKTHROUGH
7
LEVEL
Europe Against it

The Story Thus Far ...

With his ship overrun and the captured Lanterns freed, Brainiac no longer has the power to shrink Earth any further. Not one to give up easily, the evil android simply modifies his plan. Rather than capturing the whole planet, he decides to settle for stealing Earth's greatest cities!

Story Characters



True Hero Stud Requirement:

250,000

Suits

Icon	Suit	Mode	Notes
	Batman (Scuba Suit)	Story	Obtained through Story progression.

Tokens

Icon	Character	Area	Mode	Notes
	Cheshire	1	Free Play	Dig at five spots around the Arc de Triomphe, then grapple the cannons.
	Lobo	2	Free Play	Before moving past the bus, use Brainiac's shrink ray to enlarge the wrecking ball of the crane to the right.
	Manchester Black	3	Free Play	Complete Bat-Mite's fetch quest (Techno Suit required).

Minikits

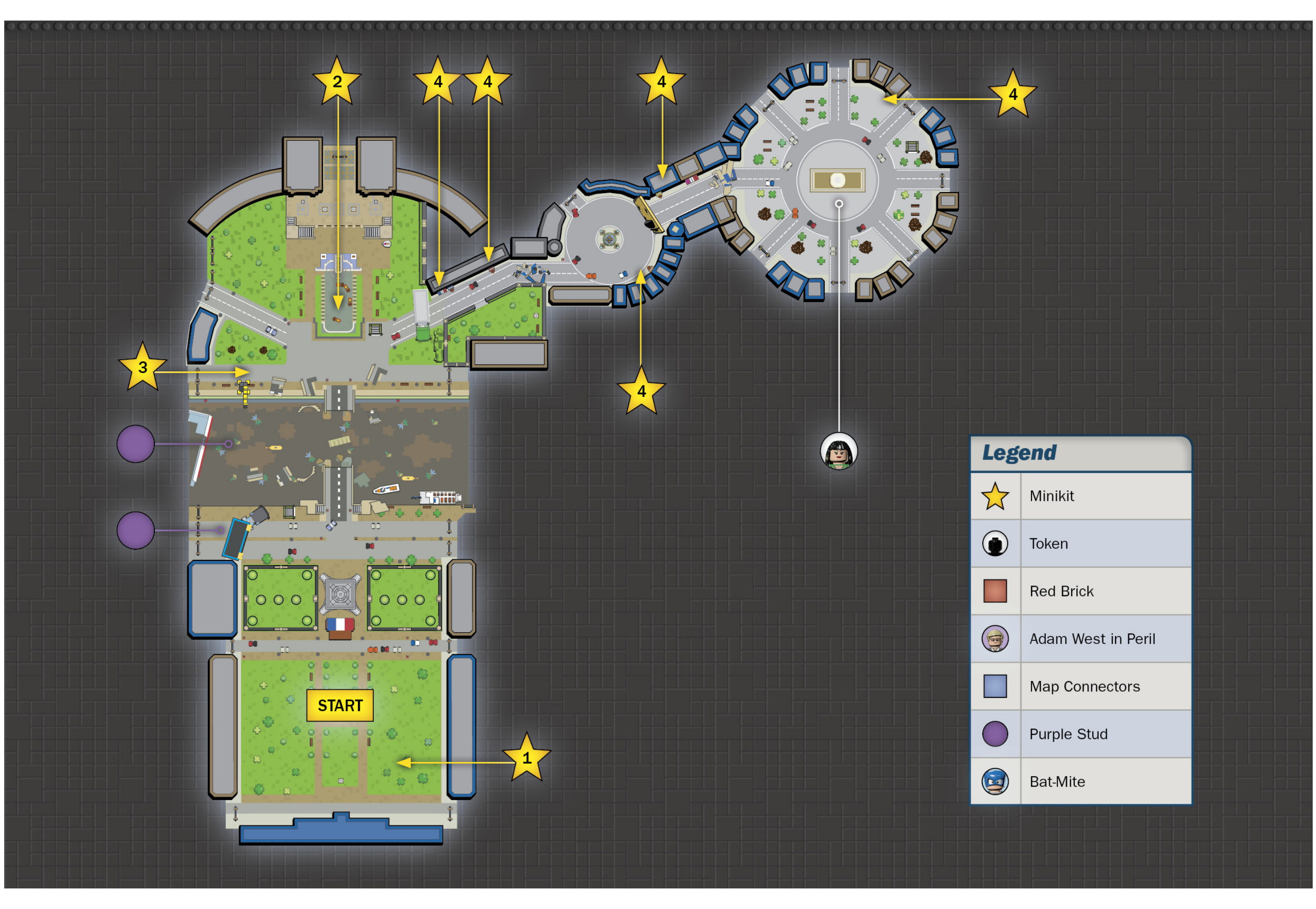
No.	Area	Mode	Notes
1	1	Free Play	Use magnetic power to lift four blue clamps on the ground near the starting point, then grab the stage's ropes.
2	1	Story	Grapple the four circling ducks in the pond across the river.
3	1	Free Play	Dig up the dirt across the river, then build and activate the electric panel with Shazam!.
4	1	Story	Grapple and raise five lowered awnings on your way to the Arc de Triomphe.
5	2	Free Play	Use the swampy spot at the start and then dig up the dirt.
6	2	Story	Smash the billboard atop the building near the big phone booth and then build the helicopter.
7	2	Free Play	At Buckingham Palace, use the Atom or a Red Brick Mini Character and drop into the small hole on the left.
8	3	Story	Destroy the five gold flag poles around the area.
9	3	Free Play	Use the vent access behind the cathedral to reach the greenhouse.
10	3	Free Play	Use Brainiac's shrink ray to enlarge the tiny mausoleum to the left of the cathedral.

Red Brick

No.	Effect	Area	Mode	Notes
7	Gold Brick Detector	2	Free Play	Destroy the gold part of the building beyond the phone booth and then build the bricks into a Plastic Man pad.

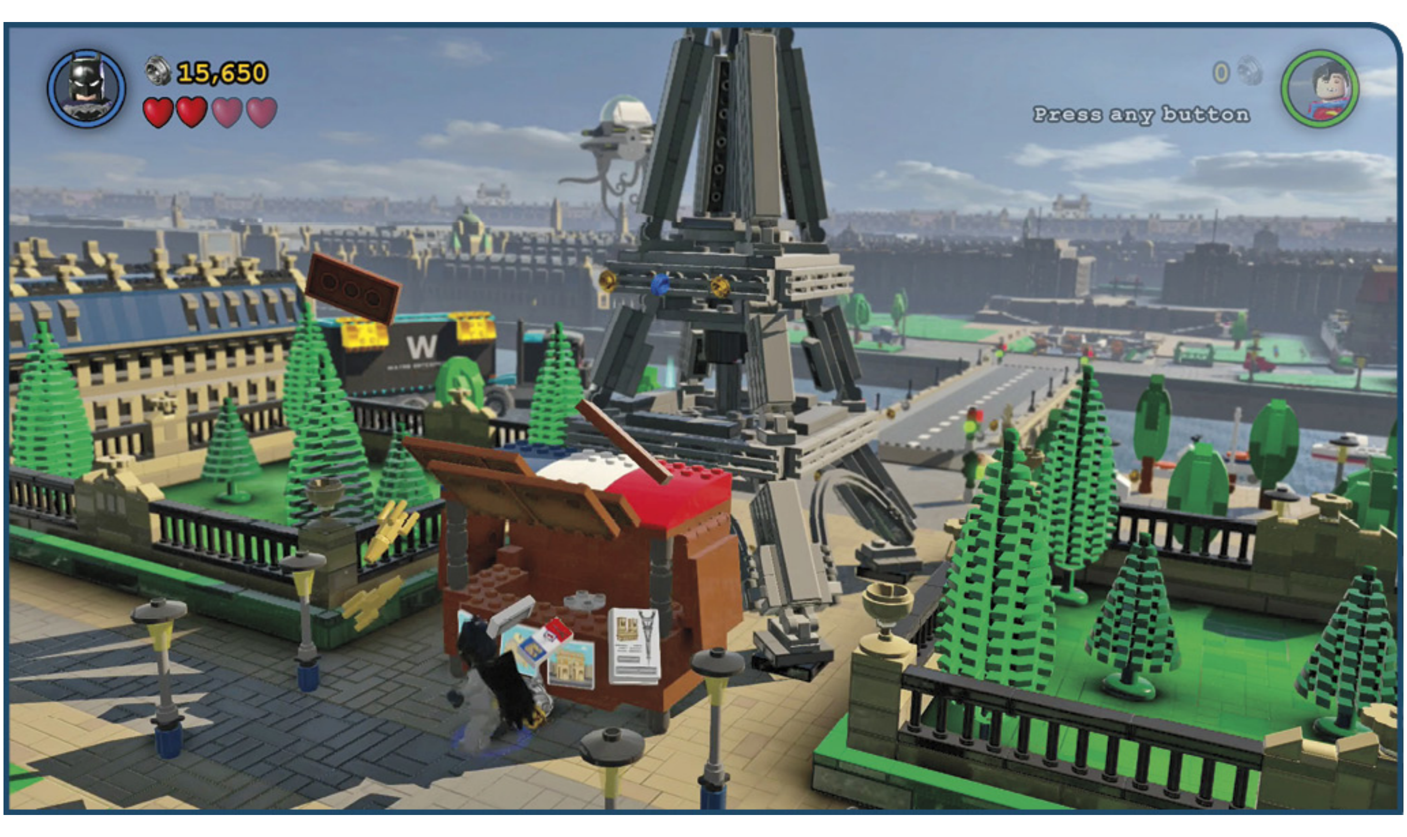
Adam West in Peril!

Area	Mode	Notes
2	Free Play	Hack the techno panel to the left of the goo and align the three ships.



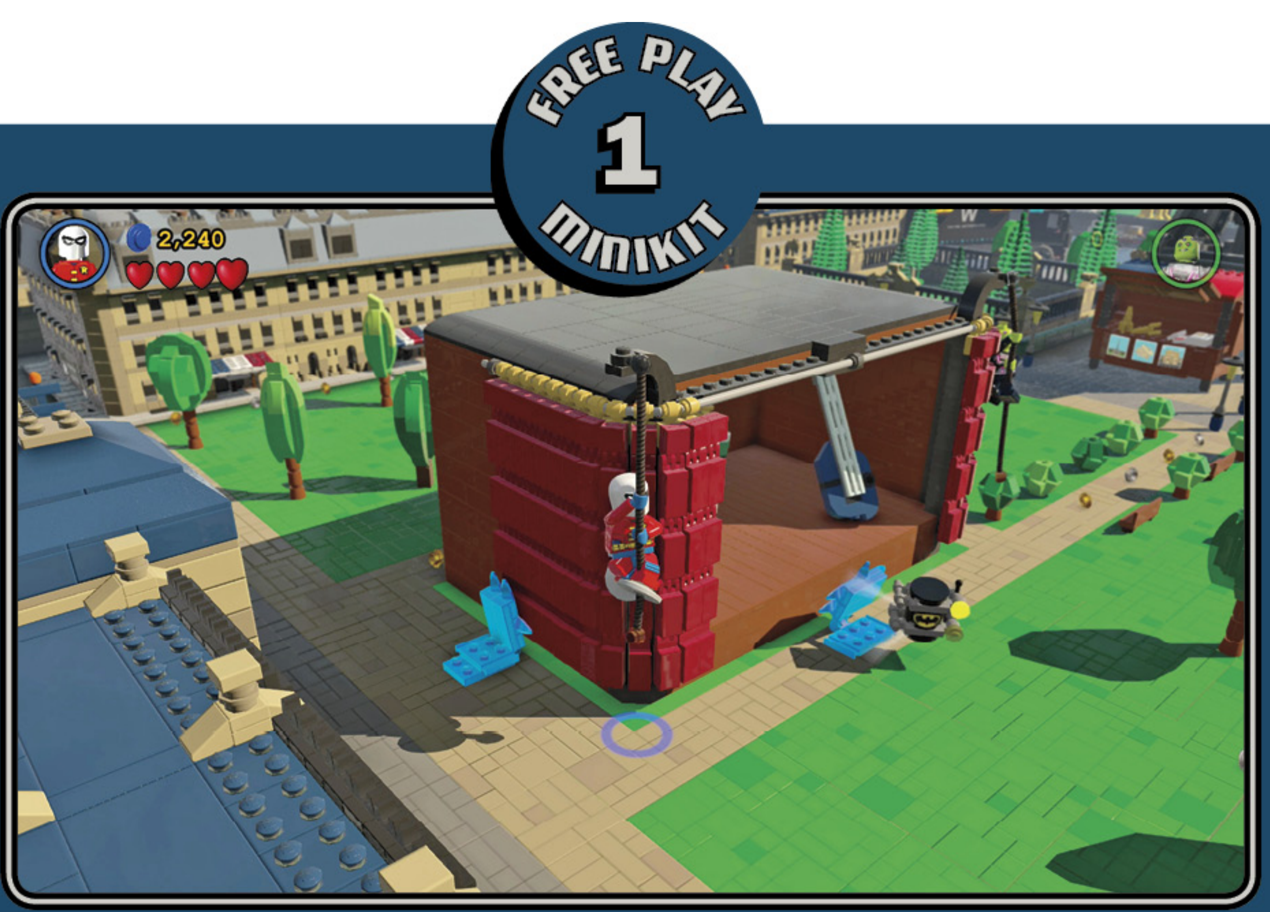
Legend

☆	Minikit
●	Token
🟥	Red Brick
○	Adam West in Peril
🟦	Map Connectors
●	Purple Stud
○	Bat-Mite



Mon Dieu! Brainiac's wreaking havoc all over Europe! Fortunately, our fearless heroes are here to save the day. Beat up all of the goons that appear, then smash through the souvenir stall that Brainiac has enlarged and placed in front of the Eiffel Tower. Run through the tower afterward to reach the river beyond.

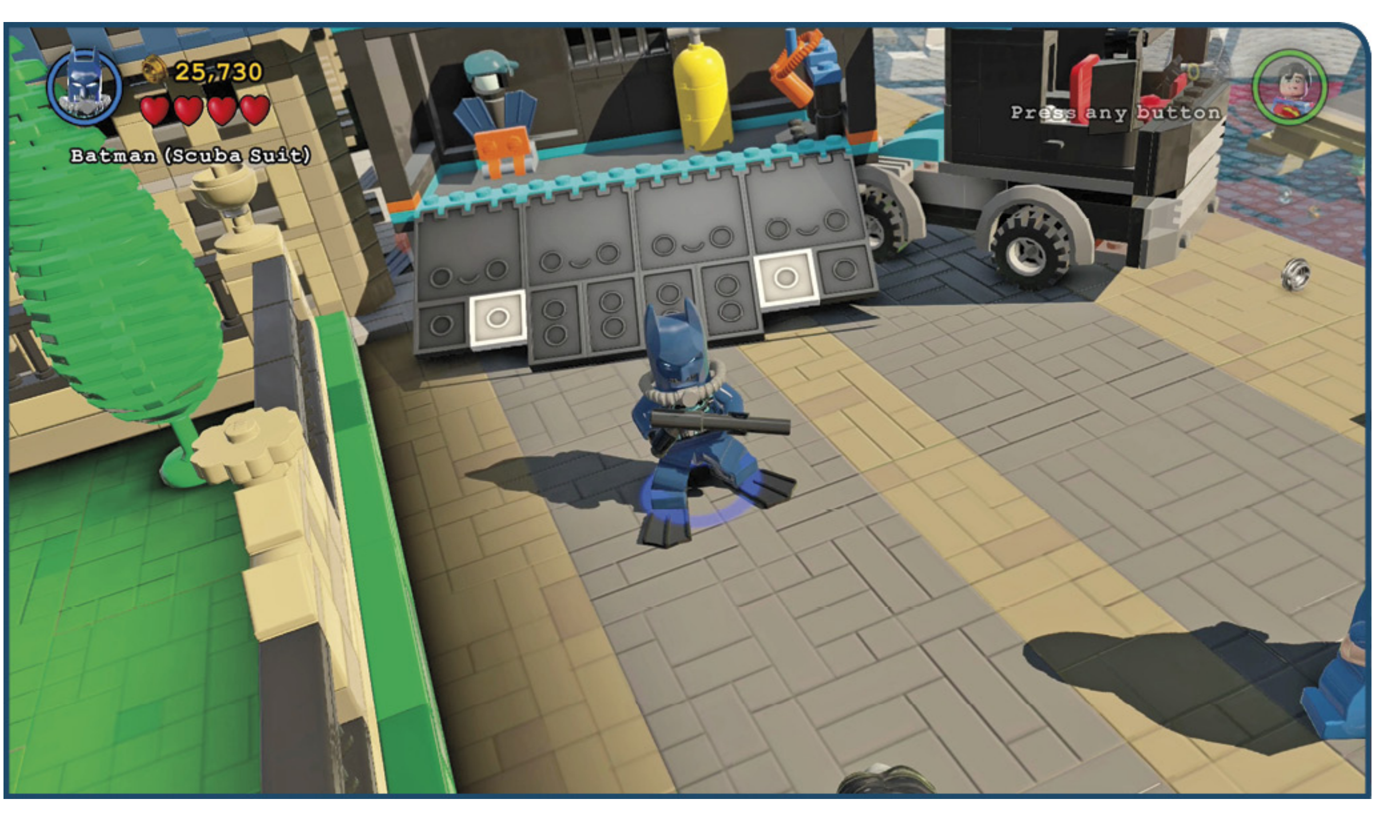
FREE PLAY 1 MINIKIT

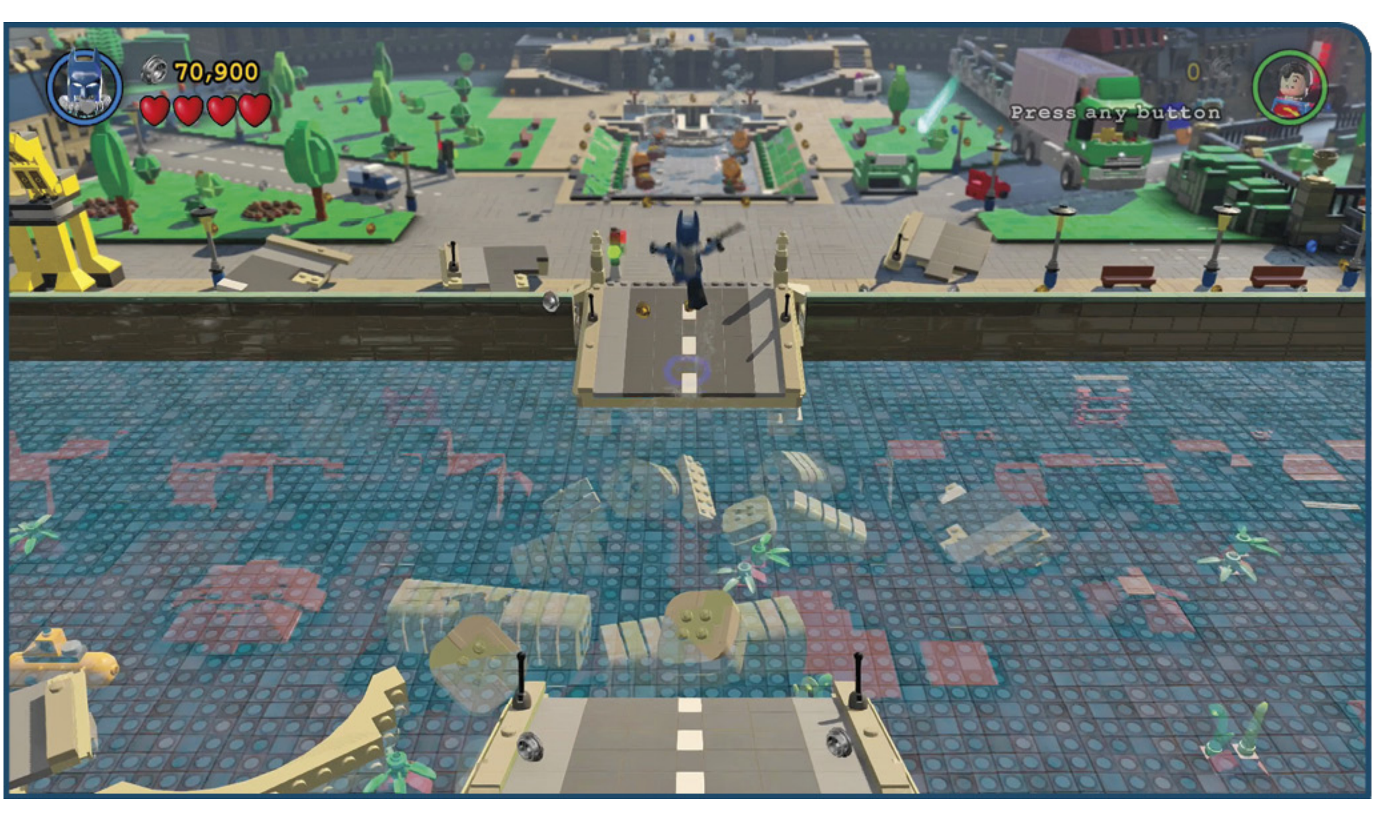


During Free Play, use magnetic power to lift four blue clamps on the ground near the starting point. A stage rises from the ground. Jump and grab one of its curtain ropes, then tag to your other character and have them grab the other. This opens the curtain, revealing three rockin' instruments and a Minikit!

Brainiac suddenly restores a barge to its full size, causing it to smash through a bridge. Superman and Wonder Woman can fly across, but Batman needs a little help. Tag to Superman and use his heat vision to destroy the gold clamps on the nearby Wayne Enterprises truck. Tag to Batman afterward and collect the Token that tumbles out of the truck to obtain the Scuba Suit!

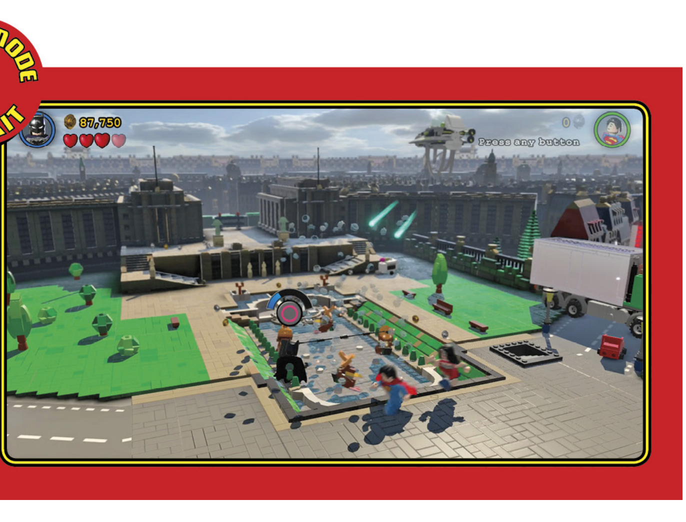
The Scuba Suit lets Batman explore underwater. Leap into the river and use the Scuba Suit's harpoon gun to blast the two glowing bridge supports. The bridge then collapses, forming a ramp that lets Batman reach the other side.



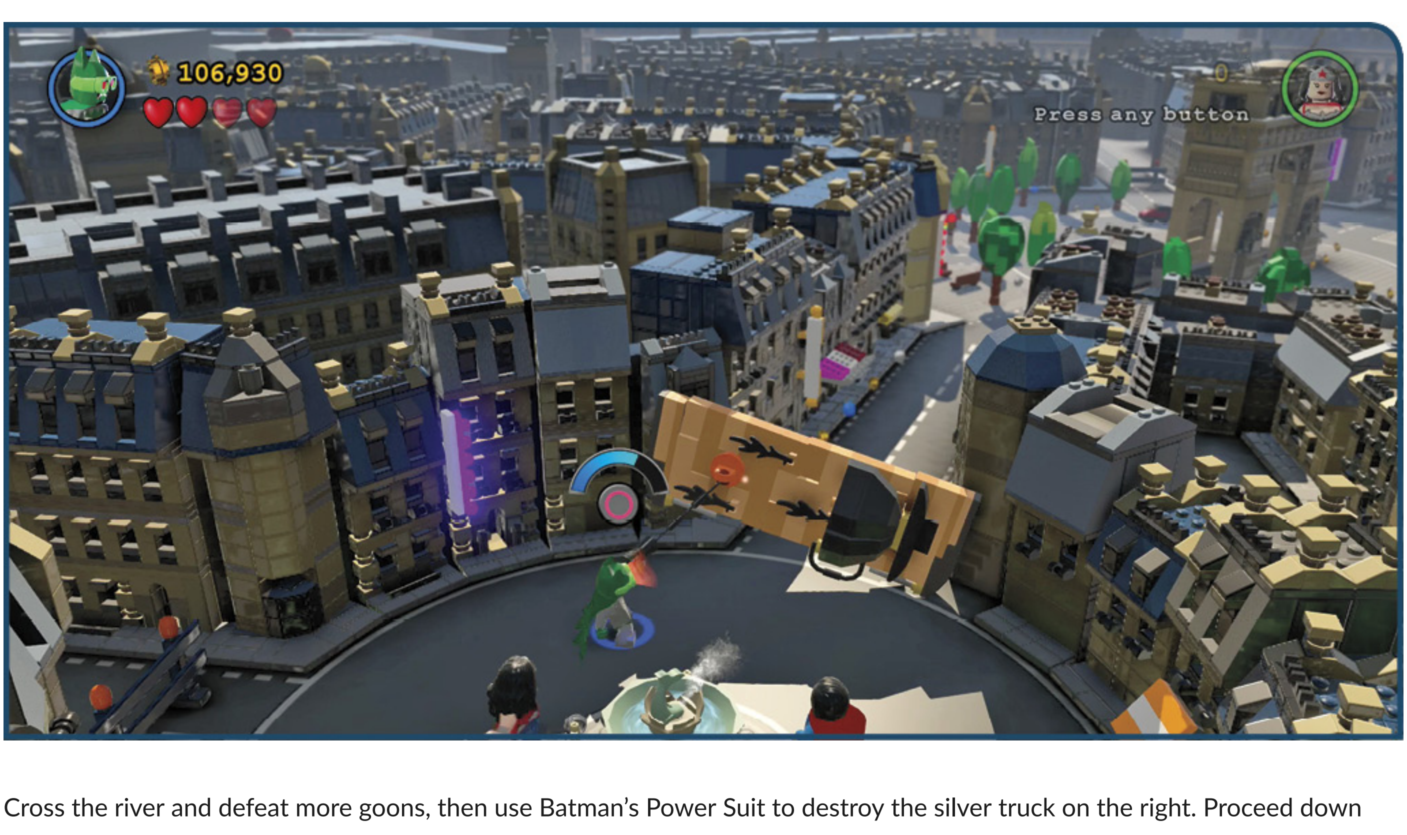


STORY MODE 2 MINIKIT

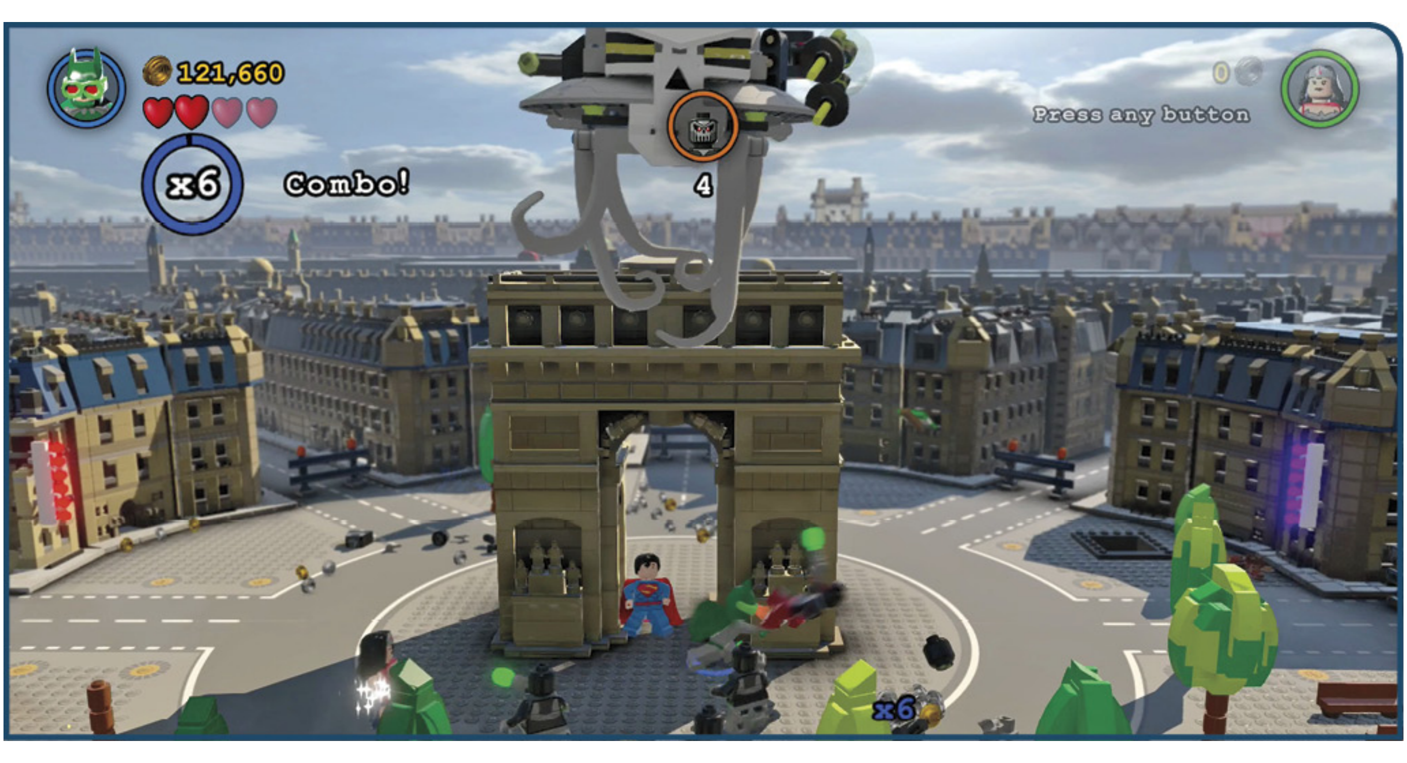
Once Batman has crossed the river, use his grapple gun to pull the orange hooks off the backs of the four circling ducks in the pond. A Minikit appears after you yank off all four!



Fly behind the Wayne Enterprises truck to discover a precious Purple Stud! You can find another underwater with Batman, near the barge on the left.



Cross the river and defeat more goons, then use Batman's Power Suit to destroy the silver truck on the right. Proceed down the street until Brainiac drops a giant sign in front of you. Defeat all of the goons that appear and then use Batman's Sensor Suit to detect an orange hook on the sign. Grapple the hook and pull to remove the obstacle.



Press onward to reach the Arc de Triomphe (the large stone arch in this area's final plaza). Brainiac sends many more minions to battle you here. Beat up all 20 goons to advance!

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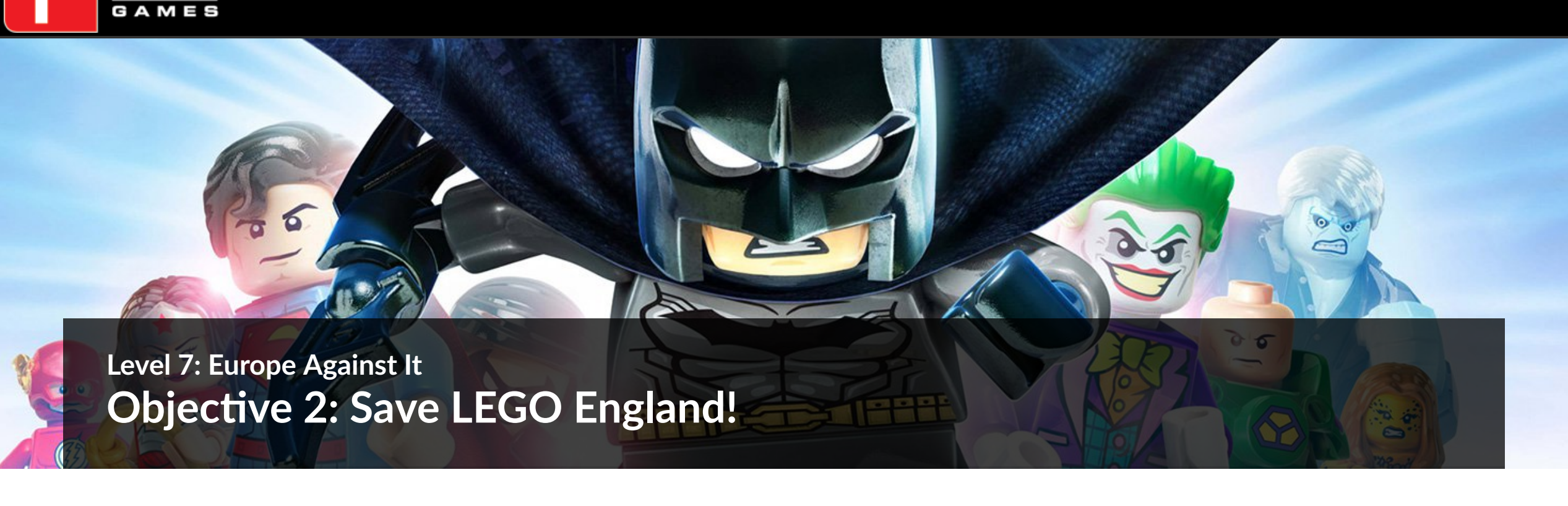
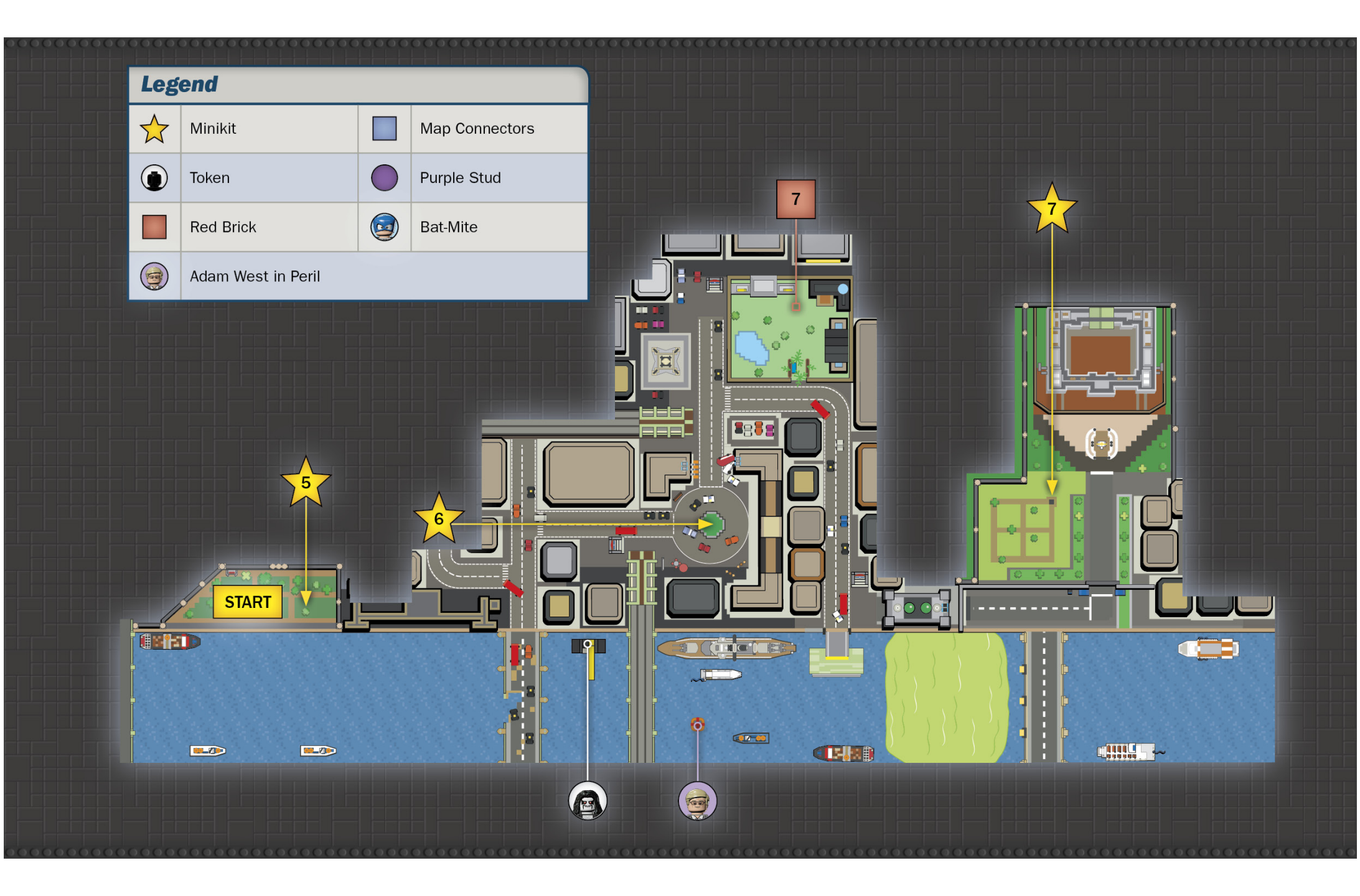
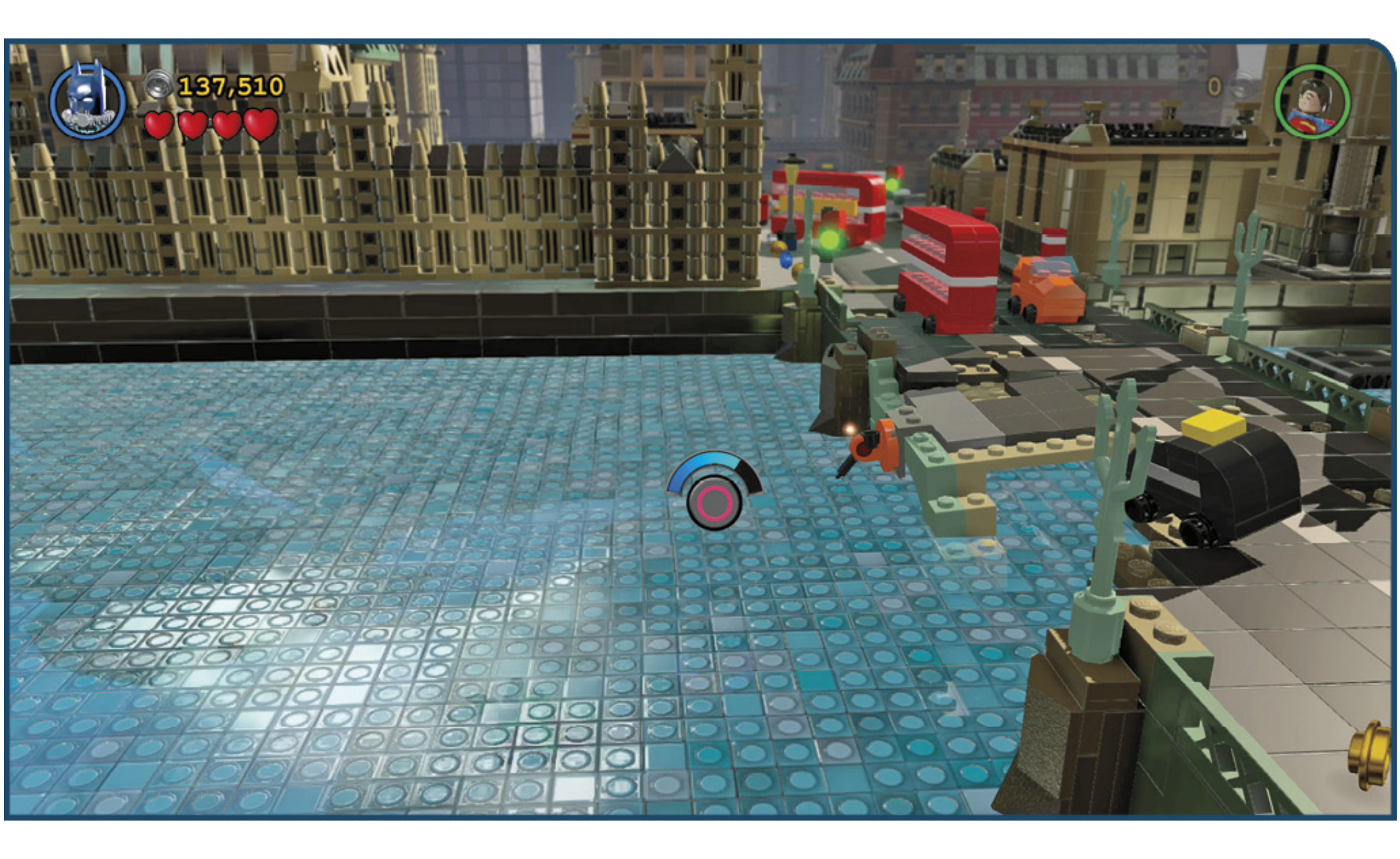


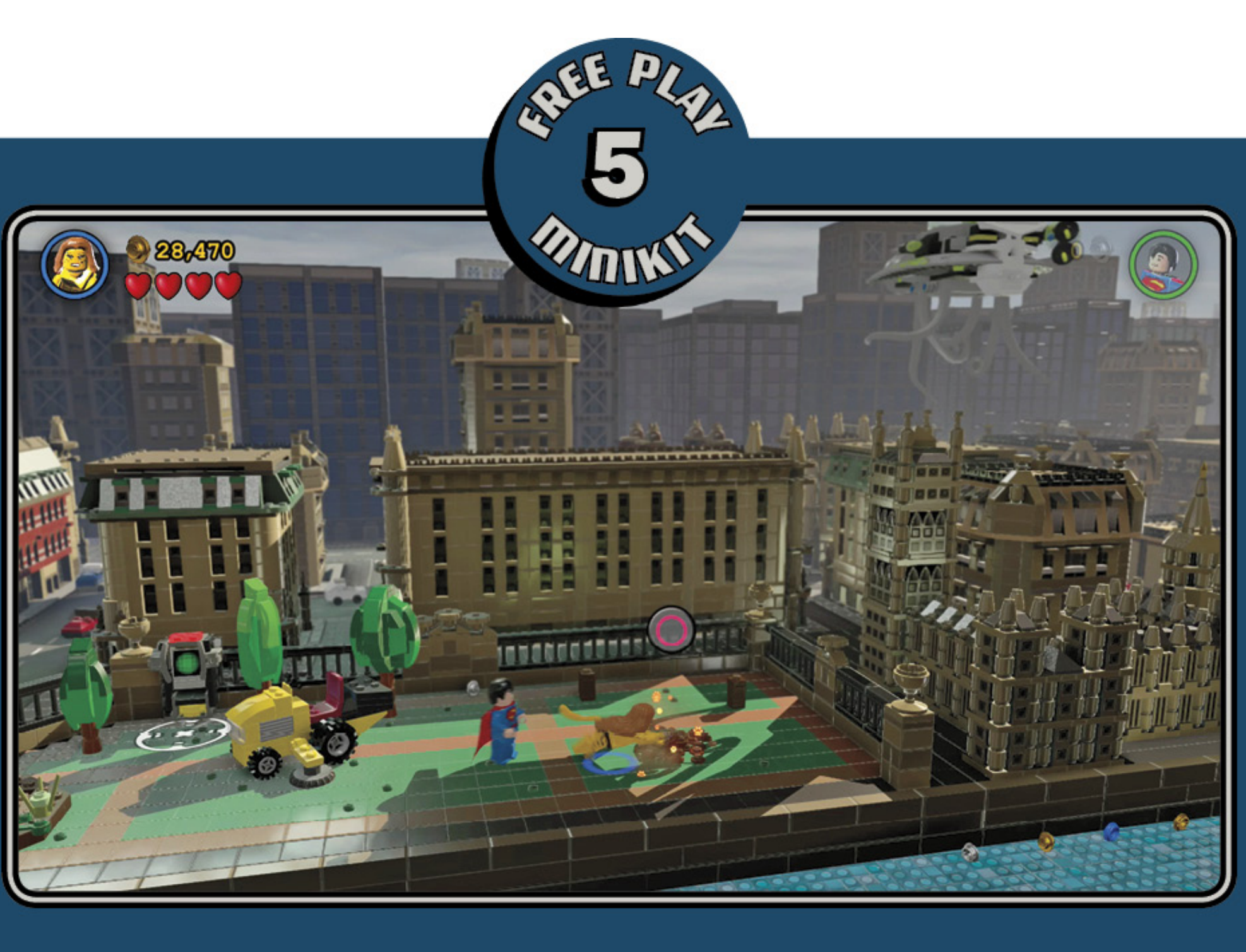
Level 7: Europe Against It

Objective 2: Save LEGO England!

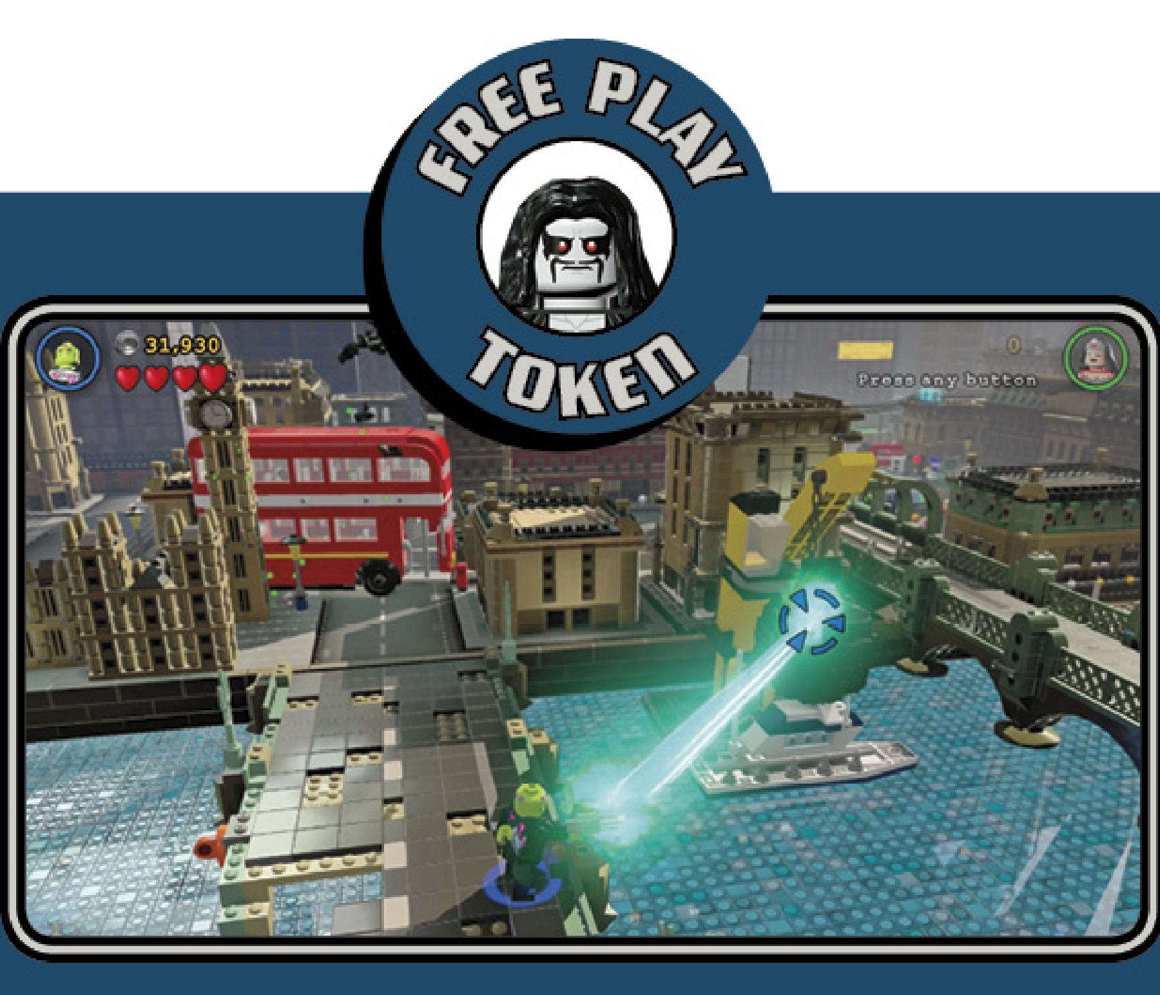




Brainiac has shrunk France down to the size of a city in a bottle, and now he's headed for England. He's cheeky, to say the least! Tag to Batman and put on his Scuba Suit, then jump into the foreground river. Go to the right, battling goons on your way to a bridge. Grapple the hook on the side of the bridge and pull a section of it down so that you can swim up to solid ground.

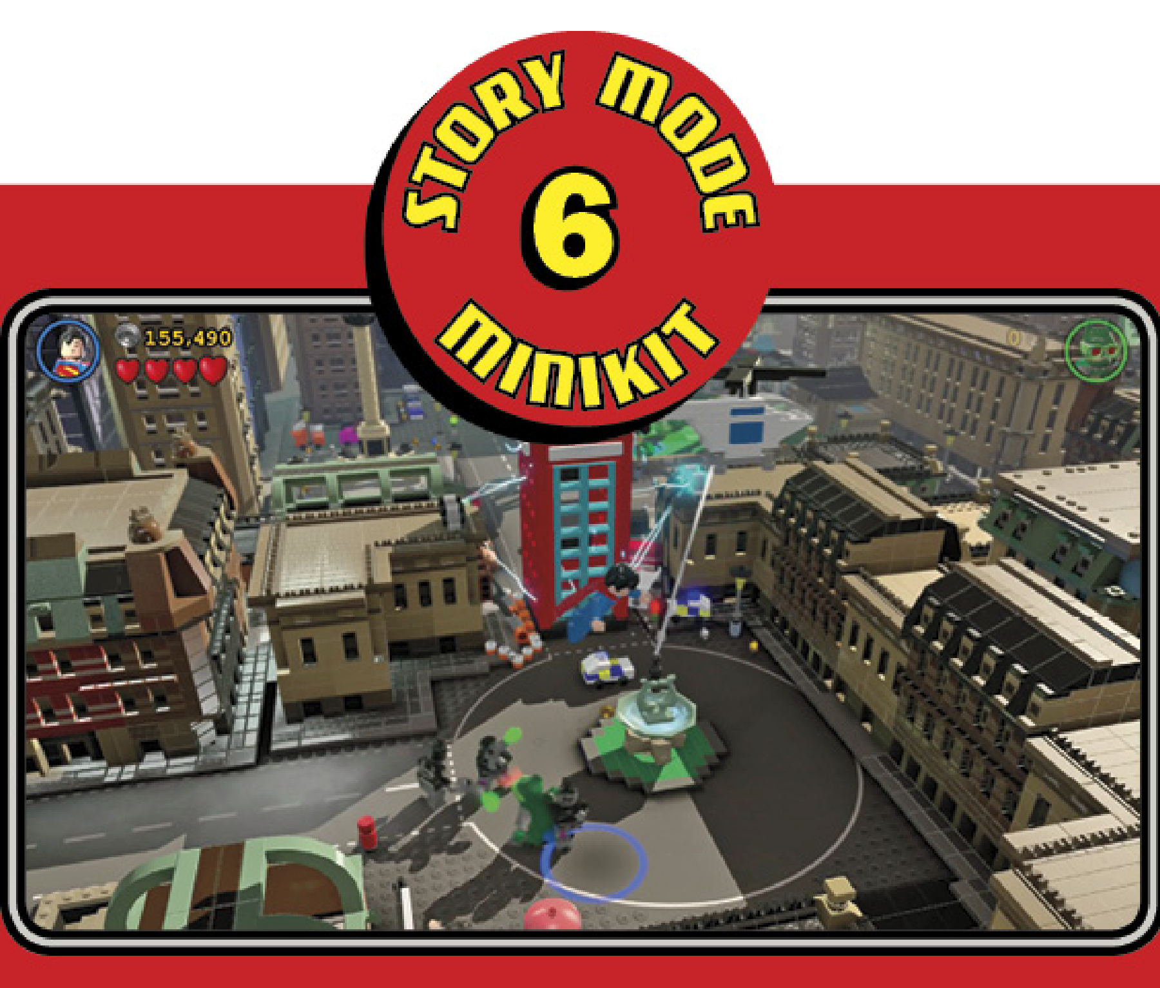


During Free Play, send Solomon Grundy burrowing into the swampy spot near this section's starting point. He pops up with a lawn mower that reveals a mound of dirt. Use a character that can dig, like Cheetah or a Lantern, to unearth a Minikit!

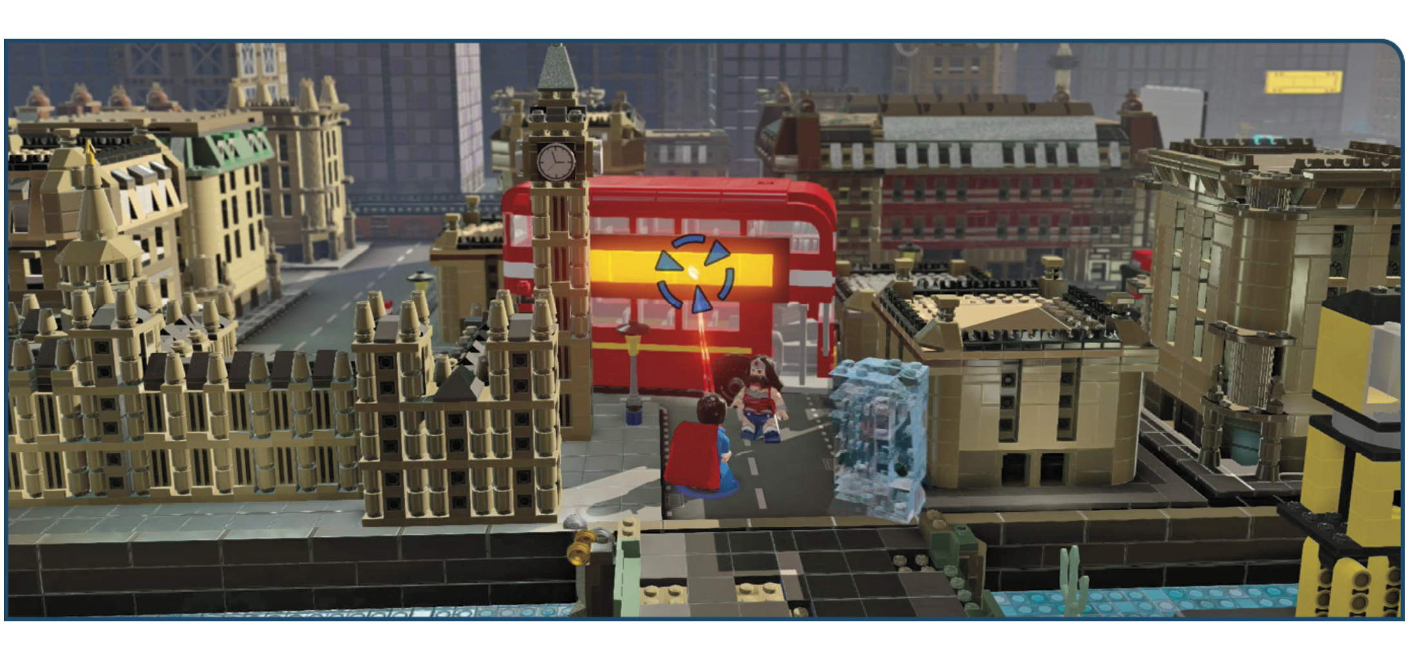


LOBO

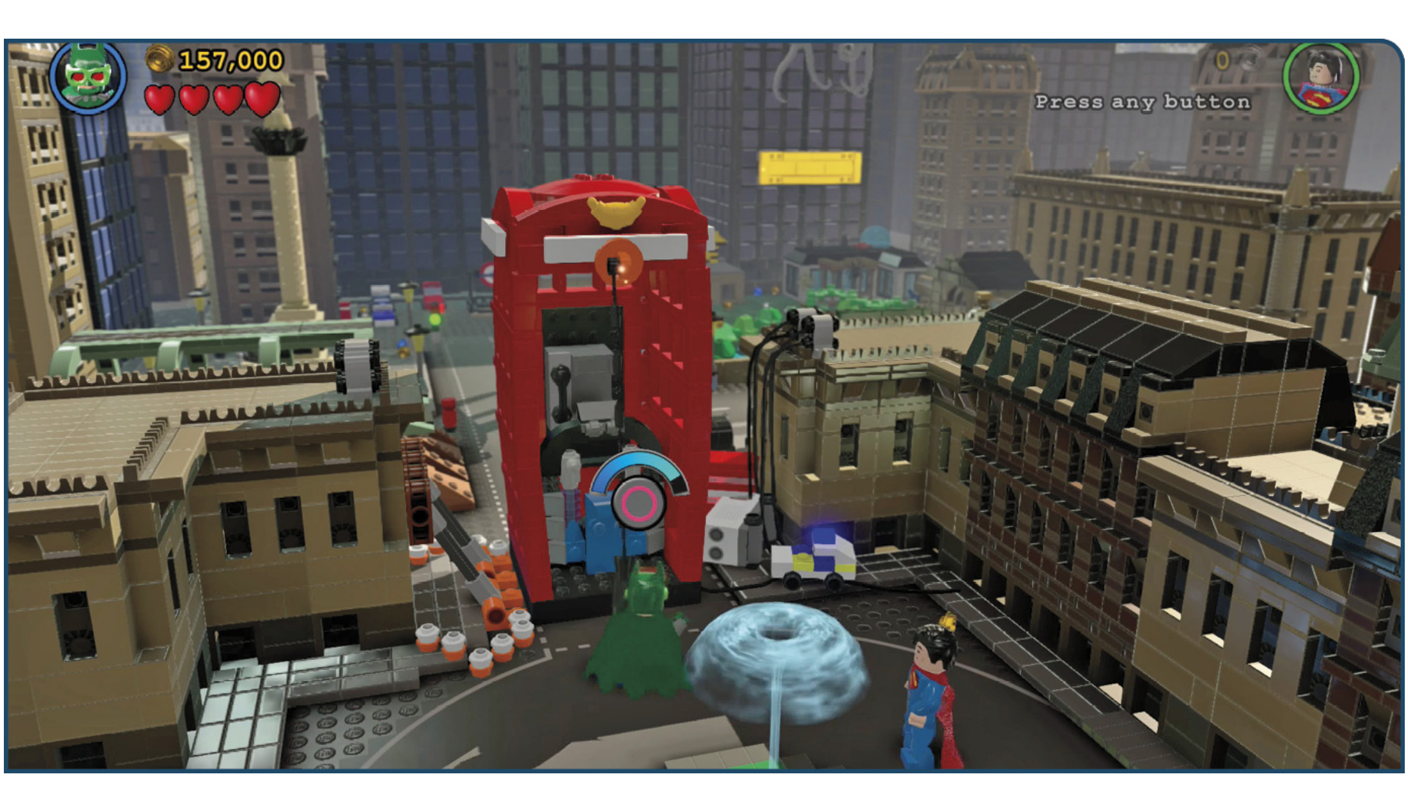
Before moving beyond the bus, use Brainiac's shrink ray to enlarge the black, sparkling wrecking ball of the crane on the right. The wrecking ball falls and smashes the boat below, revealing a Character Token!



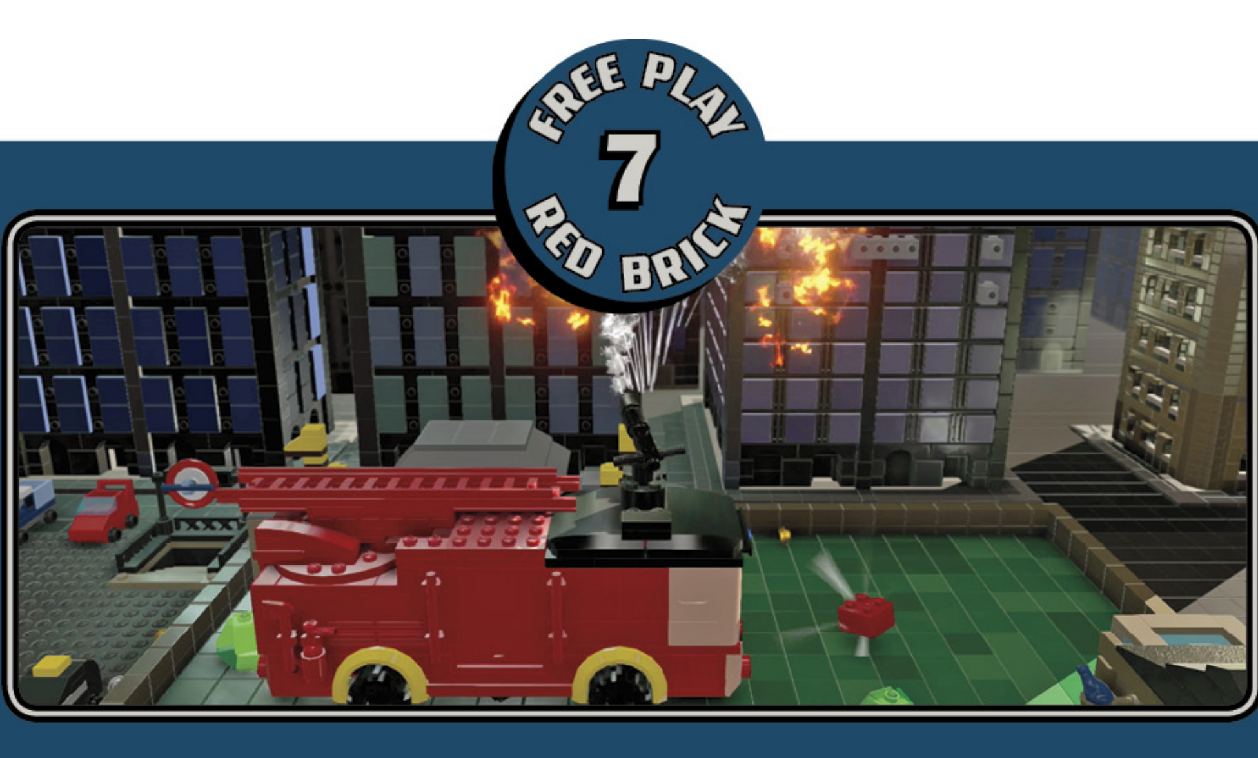
Fly up and smash the white billboard atop the building to the left of the big phone booth. Build the billboard's bricks into a helicopter afterward, and it hoists away the nearby fountain, leaving a Minikit behind!



Not amused by your progress, Brainiac restores a bus to normal size and then drops it in your path. Use Batman's Sensor Suit to detect a gold section of the bus, then use Superman's heat vision to blast the bus to bricks.

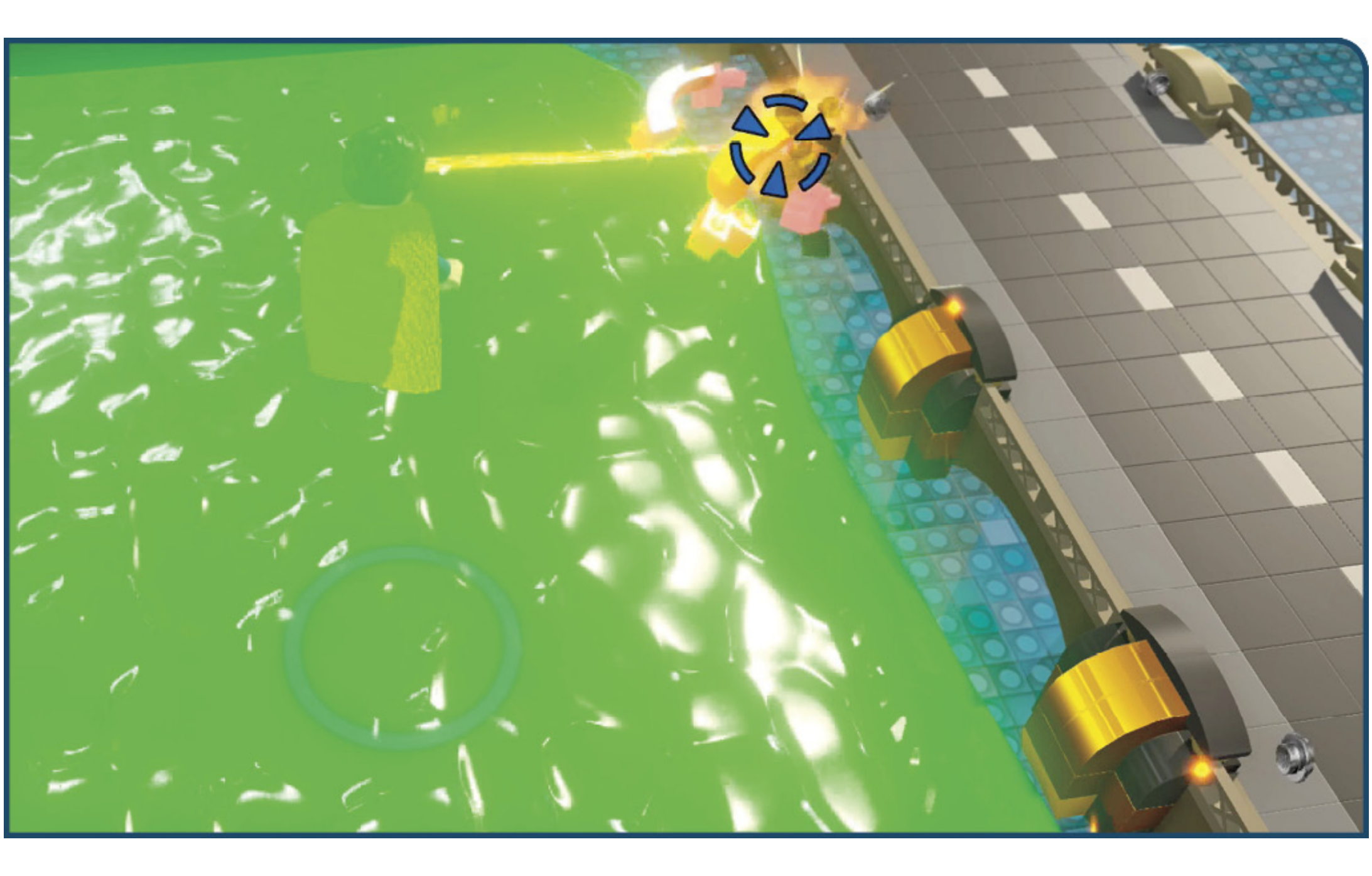


Brainiac's not done yet! When you reach the next plaza, he enlarges a phone booth and drops it right in your way. Shatter the phone booth's glass door with Batman's Sonar Suit, build the electricity panel, then use his Electricity Suit to drain the power. Use his Sensor Suit afterward to detect an orange hook atop the phone booth, then grapple it and pull the booth down. Smash through the phone booth's remains and continue along the street.

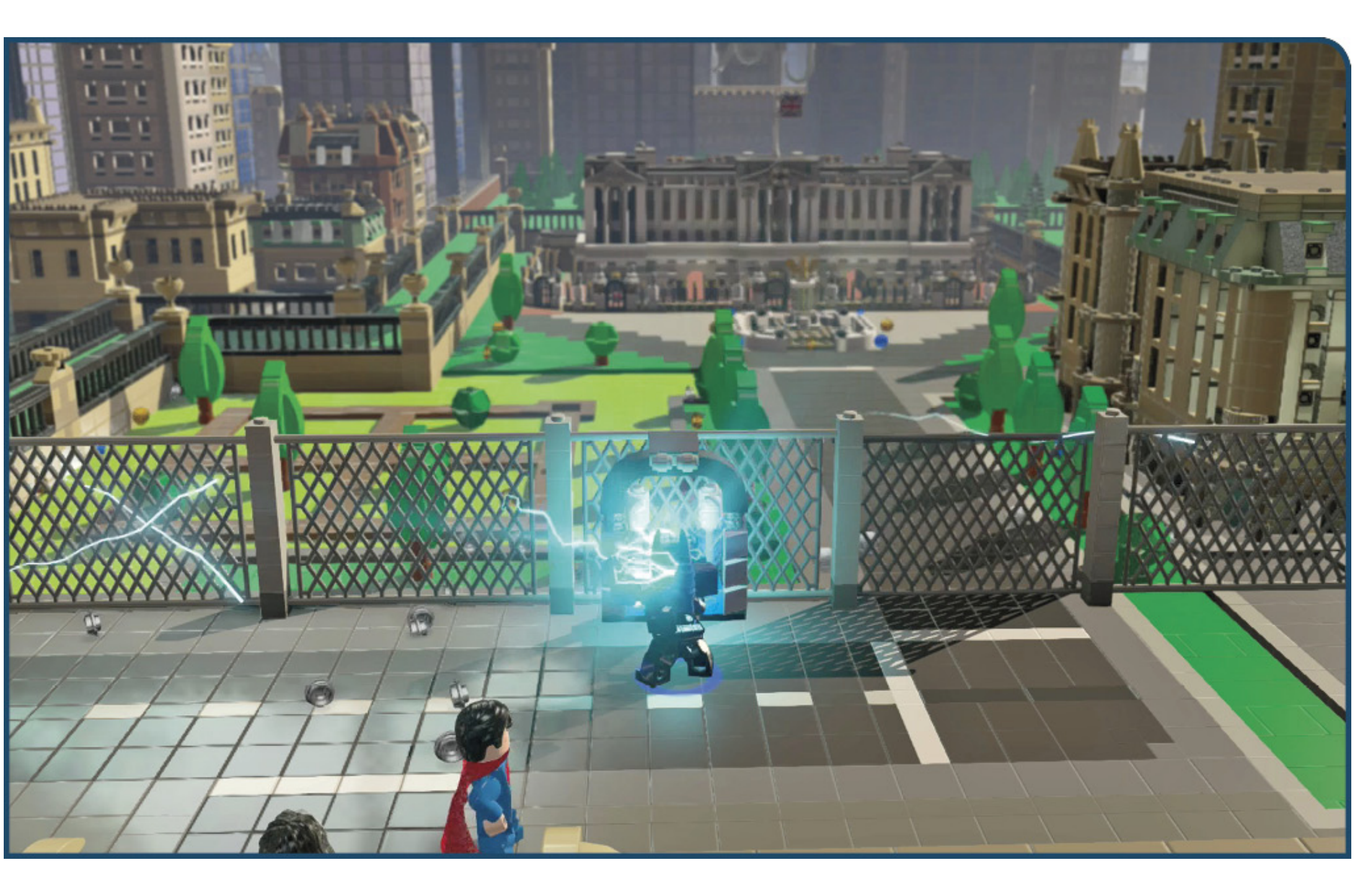


GOLD BRICK DETECTOR

Use a laser or heat vision to destroy the gold section of the building in the background beyond the phone booth. Build the bricks that fall down into a Plastic Man pad, then use the pad to transform Plastic Man into a fire truck. He puts out the flames of the nearby buildings, heroically recovering a Red Brick!



Keep going until Brainiac damages a waste processing plant, spilling toxic goo into the river. Gross! Tag to Superman and fly over the goo. Hold the Attack button to use his laser vision while flying and destroy the three gold supports of the bridge on the right. The bridge breaks up into sections that Batman can use to hop across the goo.

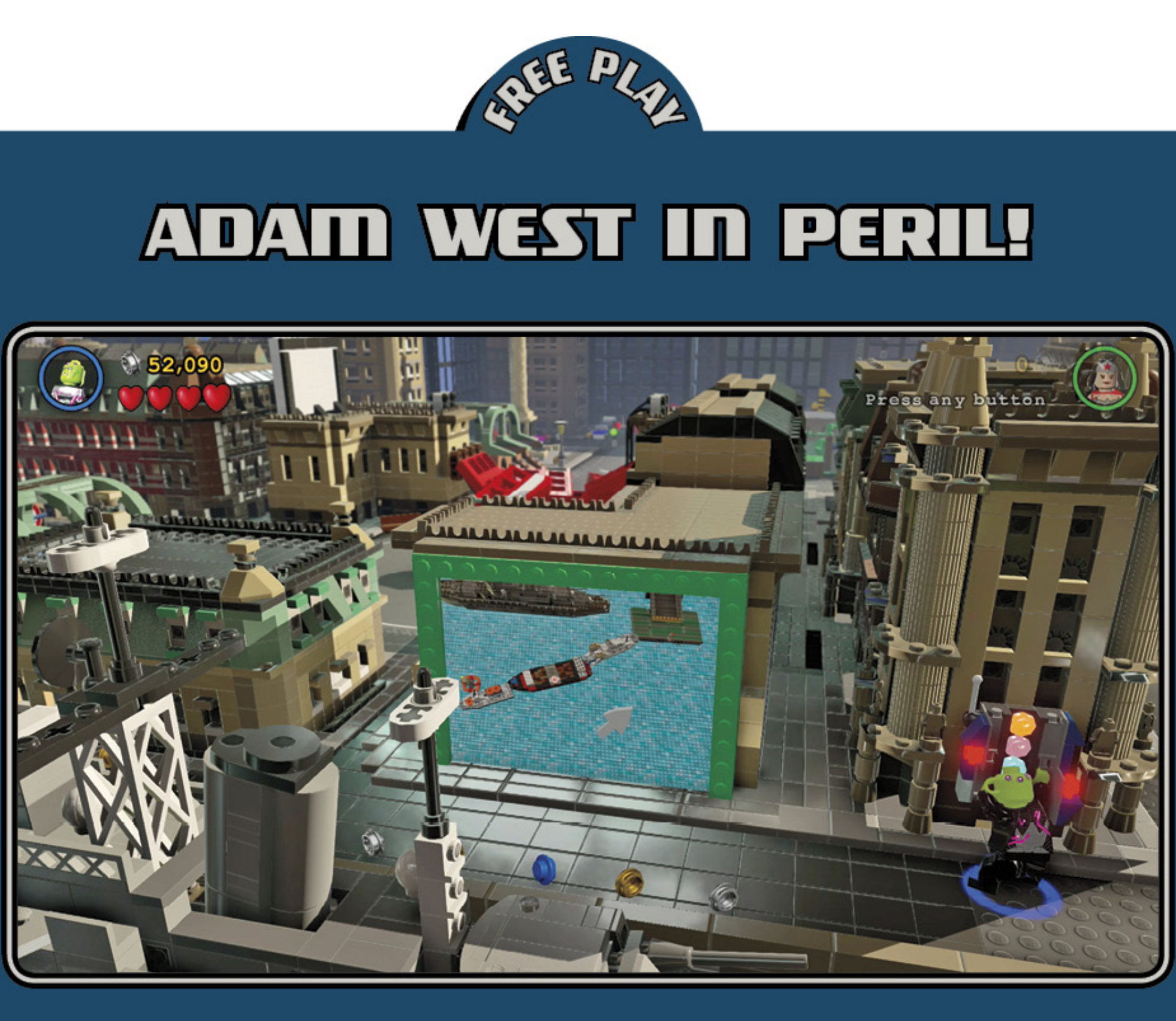


Once Batman's past the goo, put on his Electricity Suit and wipe out all of the goons near the electrified fence. Smash the objects near the fence as well, then build their hopping bricks into an electric panel. Drain the charge from the panel to banish the electricity and open the fence.

Move past the fence and defeat 20 more of Brainiac's minions in the courtyard of Buckingham Palace. Try using jump attacks with Batman's charged-up Electricity Suit to zap them fast! The scene shifts again after all 20 goons have been defeated.

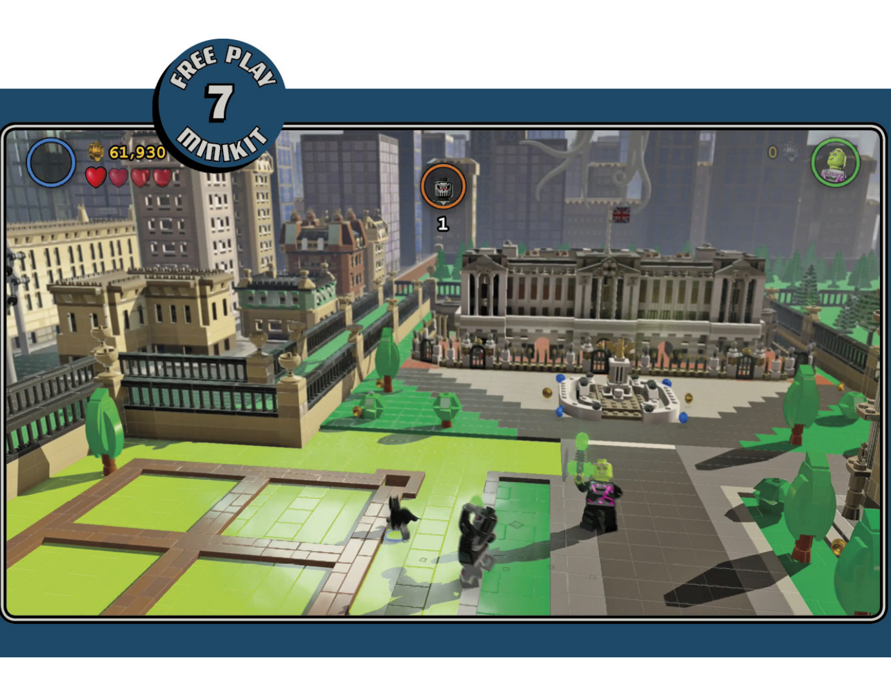
FREE PLAY

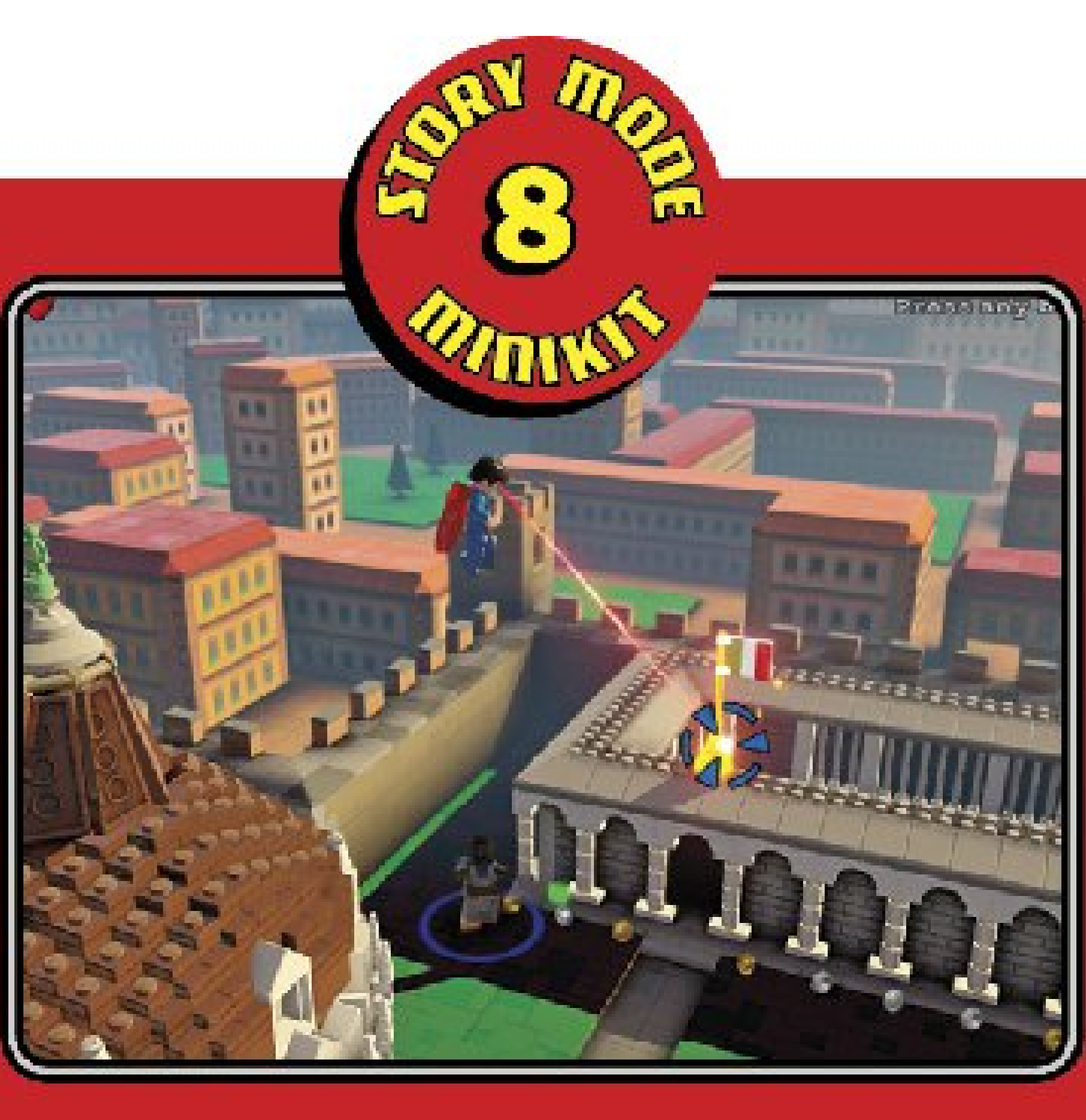
ADAM WEST IN PERIL!



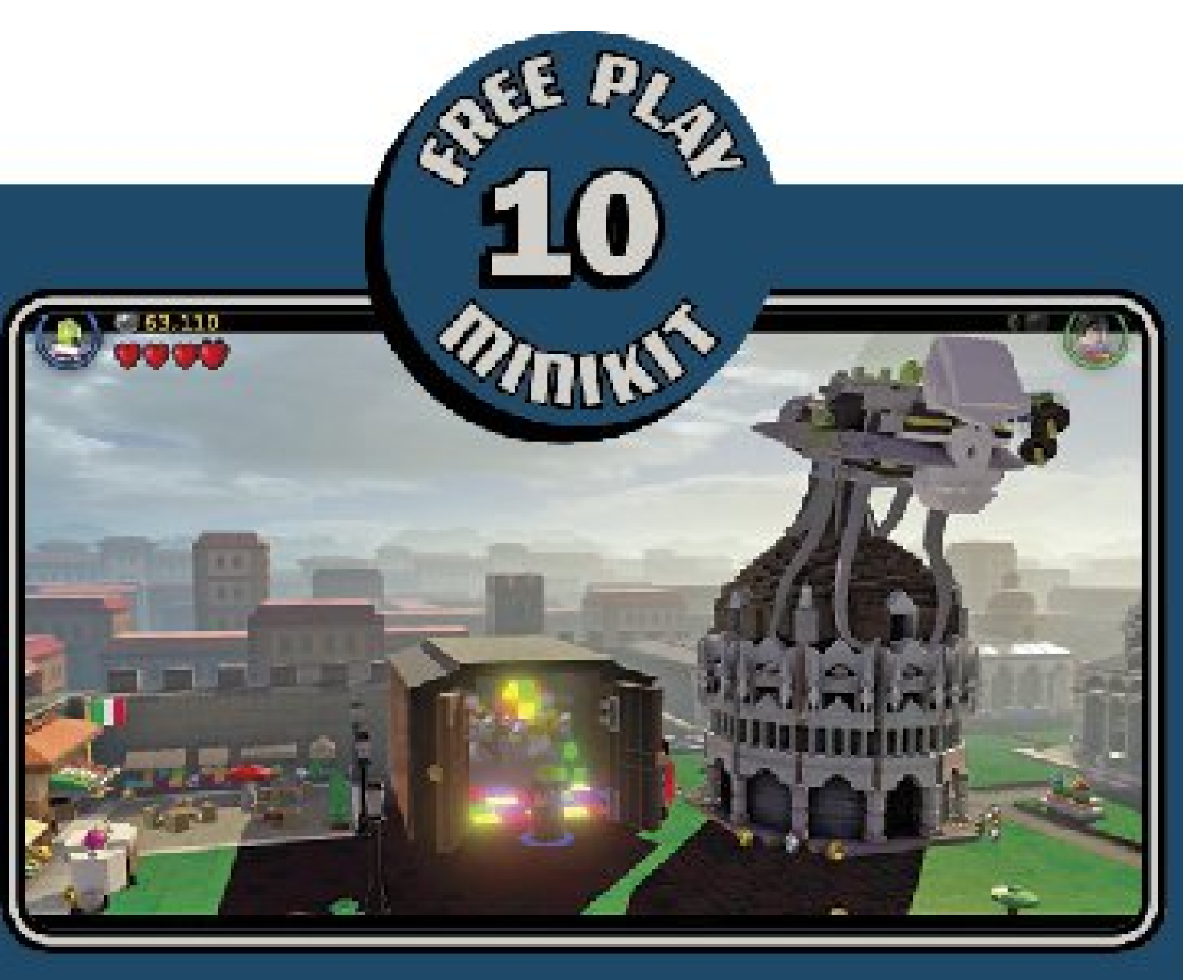
Hang tight, hero—your old pal Adam West needs a hand! Before crossing the goo, hack the techno panel on the left to manipulate the nearby monitor. Use the cursor to "click" on each of the three ships, and they line up in a row. Once all three ships are lined up, TV's Adam West hops across them, finding his way to safety!

Smash up the gardens on the left side of the Buckingham Palace courtyard to discover a small hole in the ground. Use Atom or a Red Brick Mini Character and drop into the hole. Run all around the tiny underground maze to find a hidden Minikit!

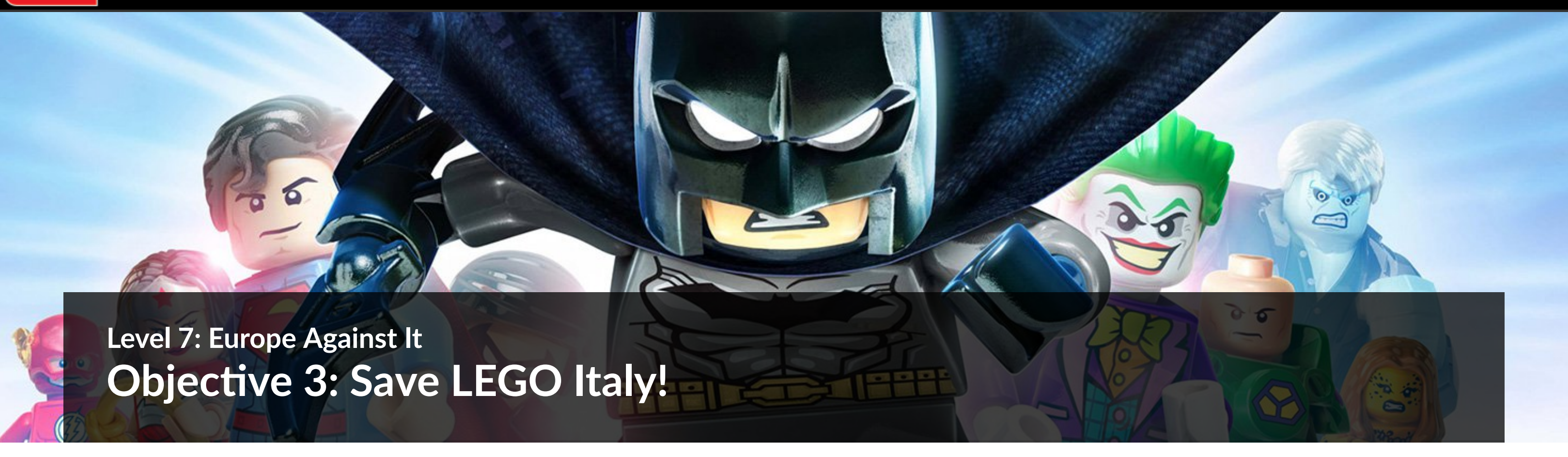




During this intense clash with Brainiac, use Superman's heat vision to destroy five gold flag poles around the area. A Minikit is your reward!

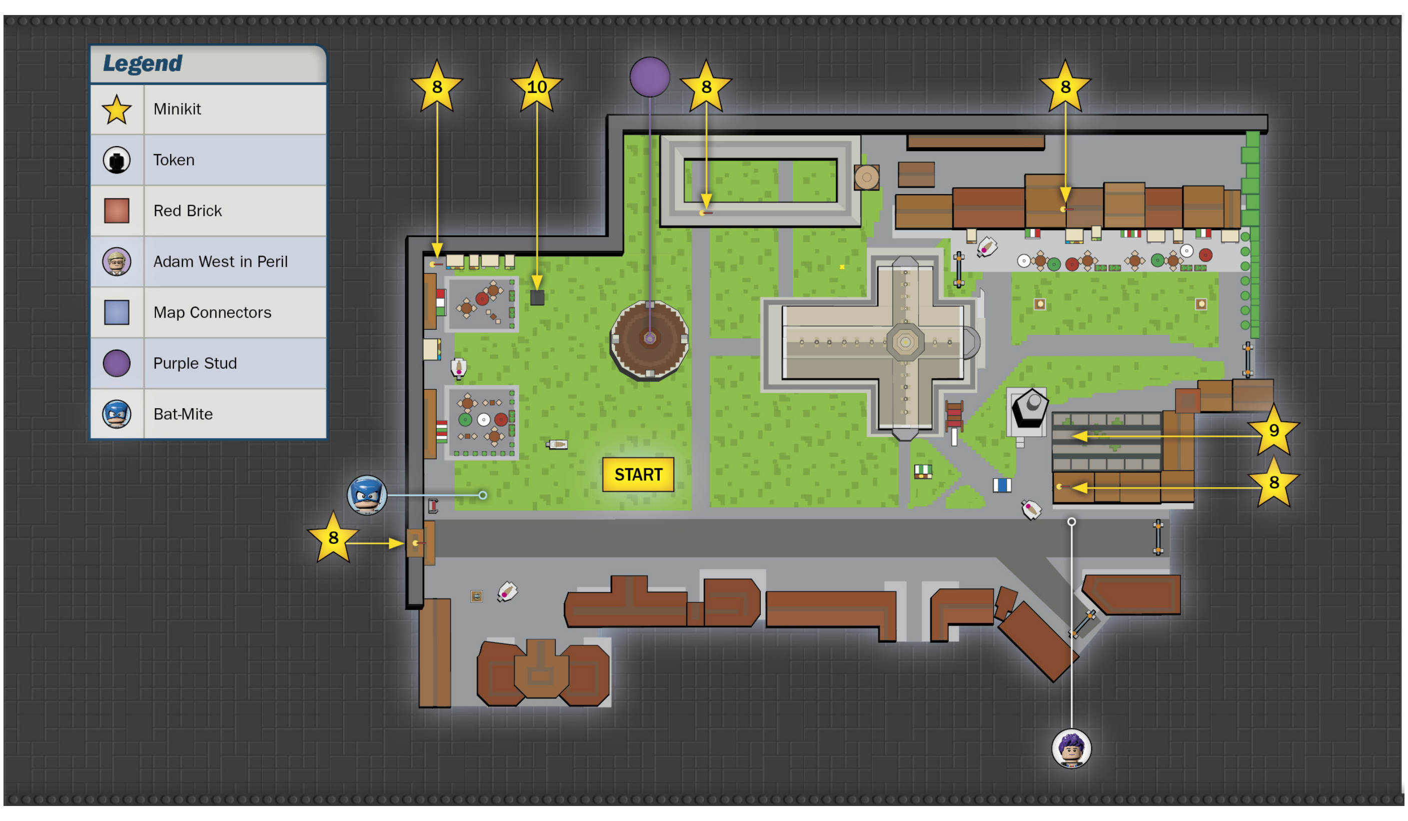


Aim Brainiac's shrink ray at the small black box to the left of the cathedral. It grows into a big mausoleum! Build the bricks inside to make a disco ball that starts the party going. A Minikit is your prize!

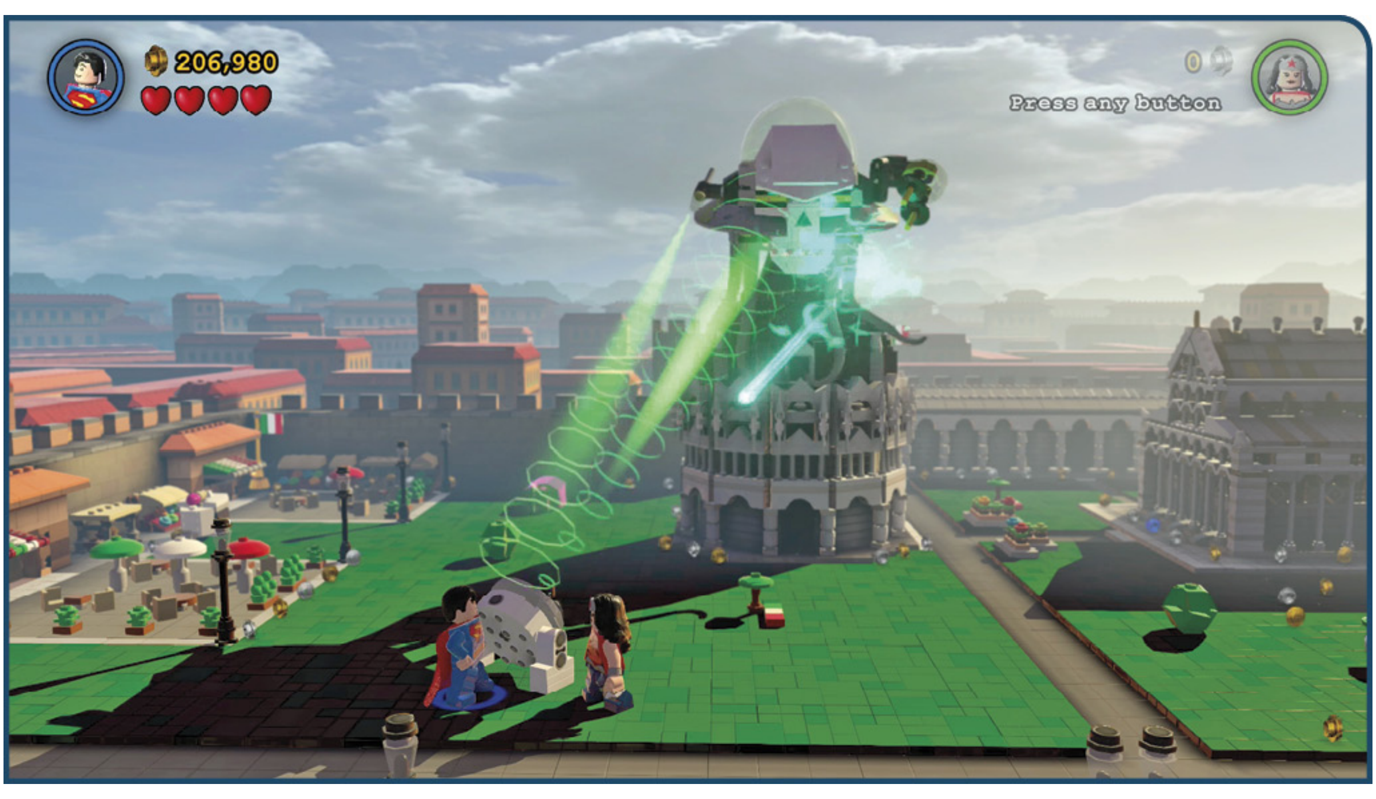


Level 7: Europe Against It

Objective 3: Save LEGO Italy!



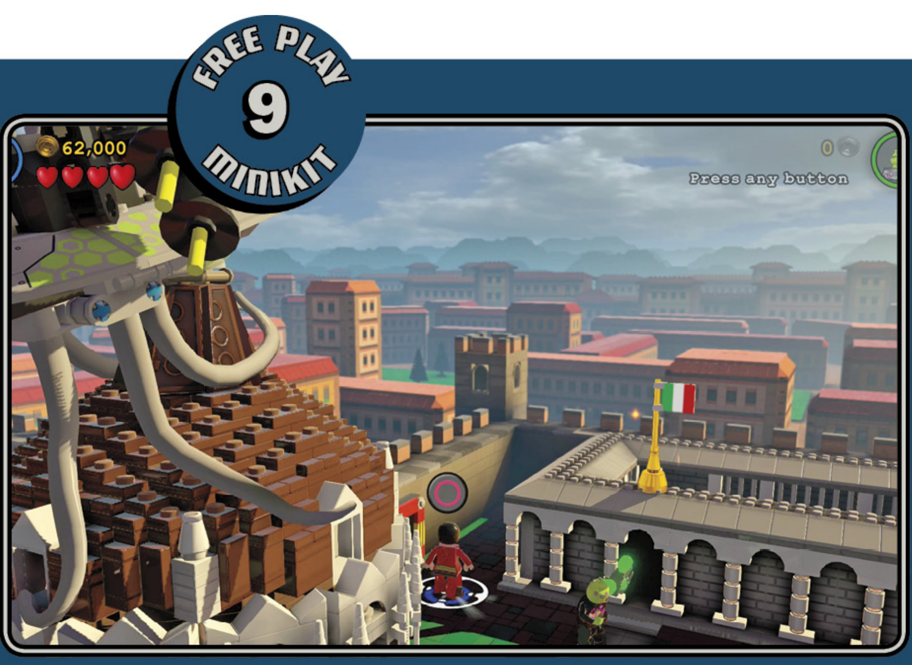
Despite our heroes' heroic efforts, Brainiac succeeds in shrinking England down to another city in a bottle. Again, Superman (with help from an enraged Wonder Woman) manages to ward off the mad android before he can claim his prize. Now Brainiac has moved on to Italy. Will this madness ever end?!



Beat up all of Brainiac's goons, and he tosses an object at you. The object shatters. Build its bricks into a reflector dish, then stand behind the dish and wait for Brainiac to fire his shrink ray at you. The ray bounces back at Brainiac, miniaturizing his ship and making him vulnerable. Attack Brainiac with a ranged attack (Superman's heat vision works well) to at last damage his craft!

Be sure to collect the precious Purple Stud that Brainiac so kindly leaves behind!

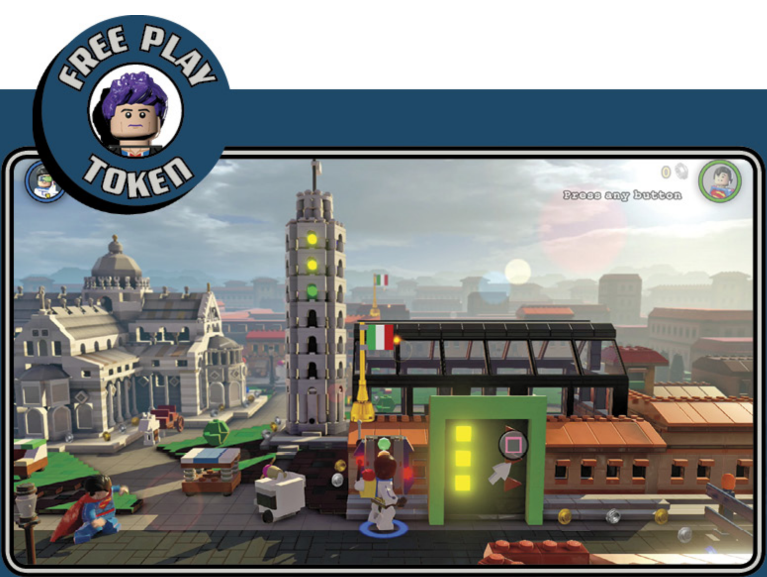
FREE PLAY 9 MINIKIT



Check behind the cathedral to discover a vent access that only appears during Free Play. Send a stretchy character such as Plastic Man through, and you emerge inside of a greenhouse over on the right. Hey, they're growing Minikits in here! One's ripe for the picking; smash through the plant life and claim your prize.

FREE PLAY TOKEN

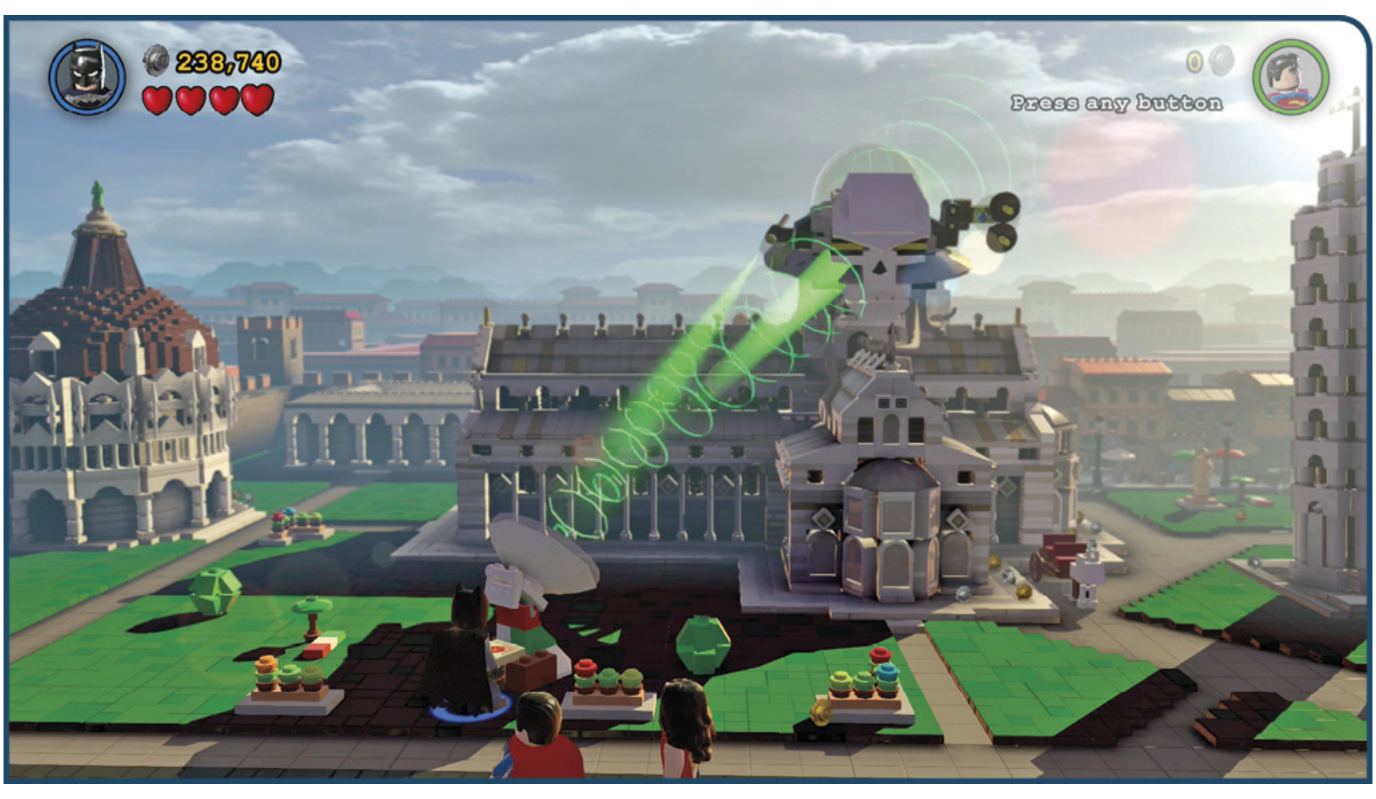
MANCHESTER BLACK

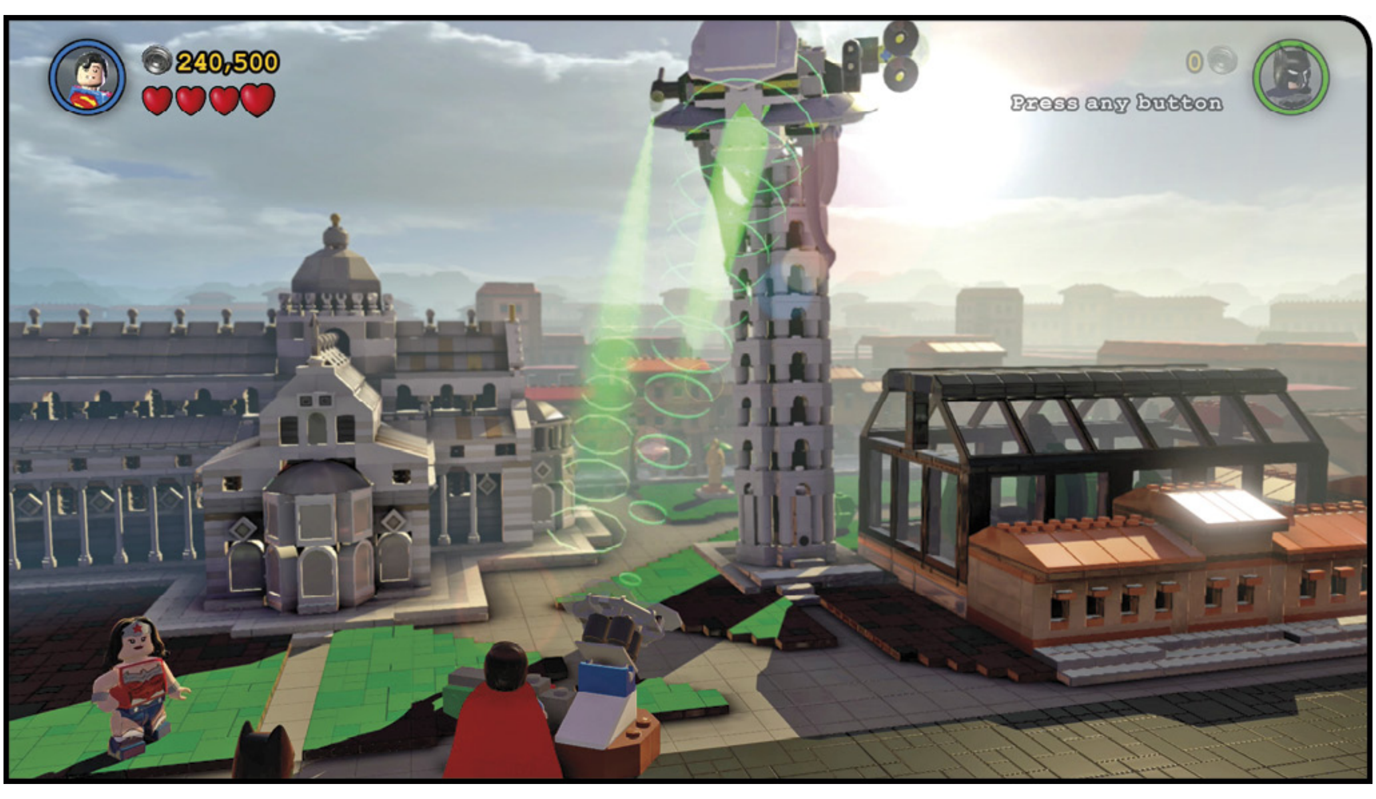


Your little buddy Bat-Mite stands to the left of the cathedral in Free Play mode. Speak to him, then run to the right and hack the techno panel near the Leaning Tower of Pisa. While hacking the panel, notice that the lights on the Leaning Tower of Pisa change as you click the arrow buttons. Turn all of the lights yellow to discover the item that Bat-Mite is after! Hurry back to Bat-Mite and trade the item for your Token reward.

Brainiac flees to a different perch, summoning more goons and leaving behind valuable studs. Again, defeat all of the goons to make Brainiac toss another object at you. Build the bricks into a reflector dish, then use Batman's grapple gun to angle the dish at Brainiac. Trick the evil android into shrinking himself again, then burn Brainiac with another dose of Superman's heat vision.

Good work—Brainiac's nearly had it! Defeat his final mob of minions and then build another reflector dish to use against Brainiac. This one has a spinner handle. Push the handle's green side to spin the dish and then lure Brainiac into shrinking himself once more. Now's your chance! Deal the evil android the final blow.





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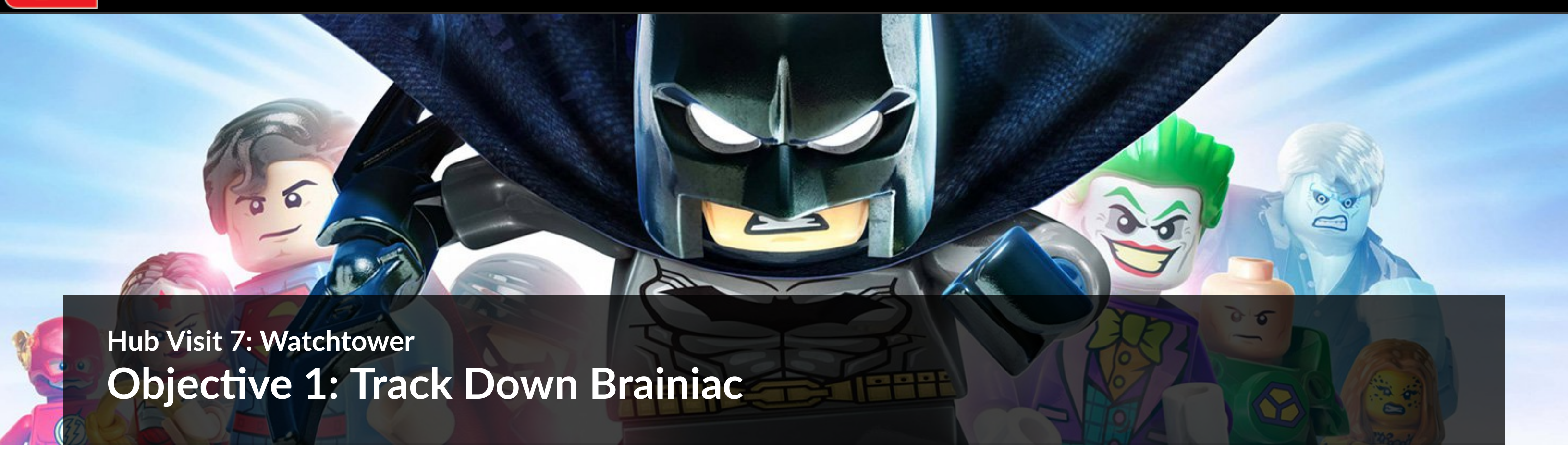


WALKTHROUGH
7
HUB VISIT
Watchtower

The Story Thus Far ...

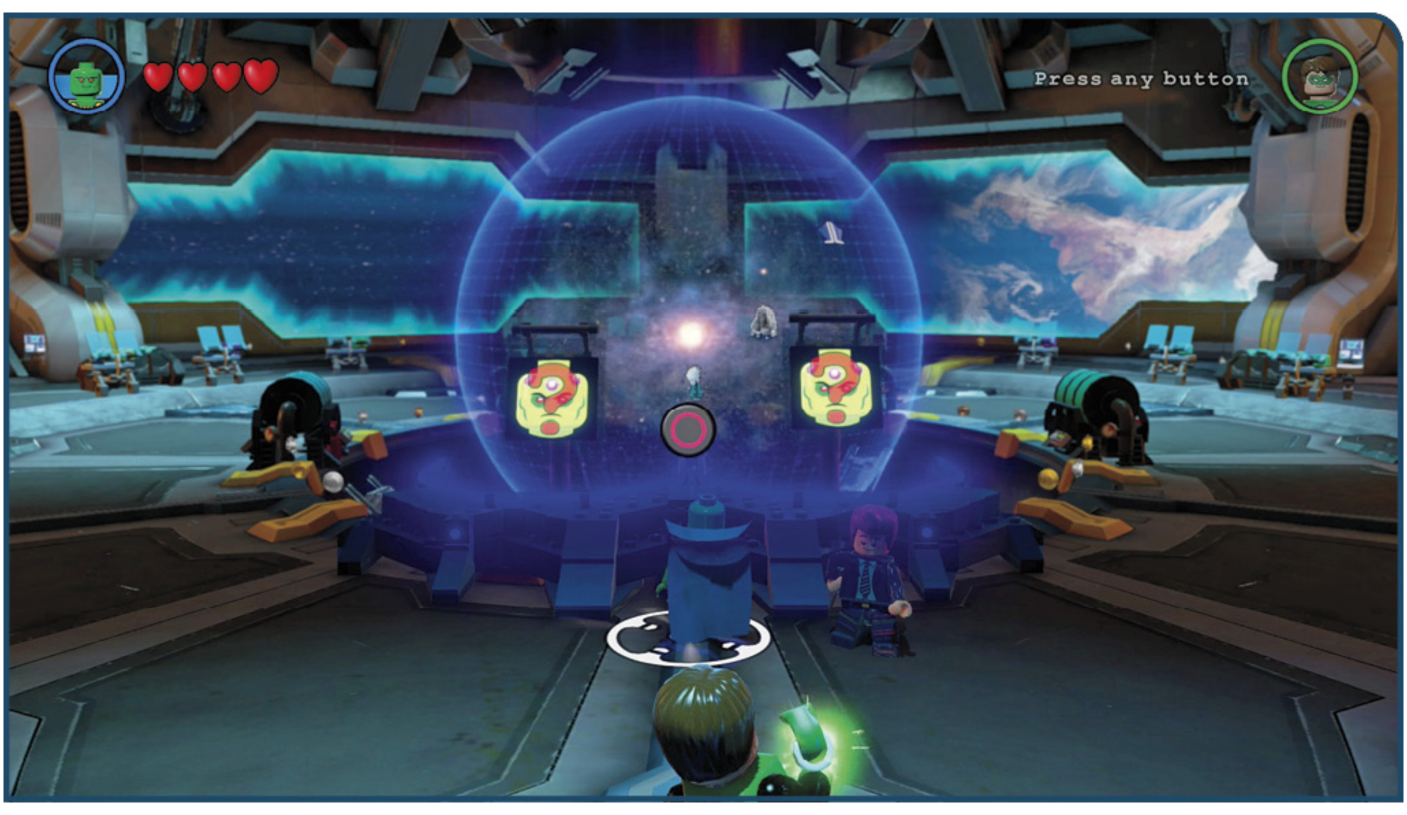
Our heroes have valiantly struggled against Brainiac's attack on Earth, but their quarry has given them the slip. Luckily, Green Lantern has just finished repairing the Watchtower's communications array, and Batman is able to call in for help. It's now up to the Watchtower crew to discern which city Brainiac is targeting next.

Story Characters

Martian Manhunter

Green Lantern

Who knows which city might be next on Brainiac's list? You'd better hurry and find out! Follow the ghost studs to the Watchtower's control room and then use the Justice League Computer to begin a vital VR mission.

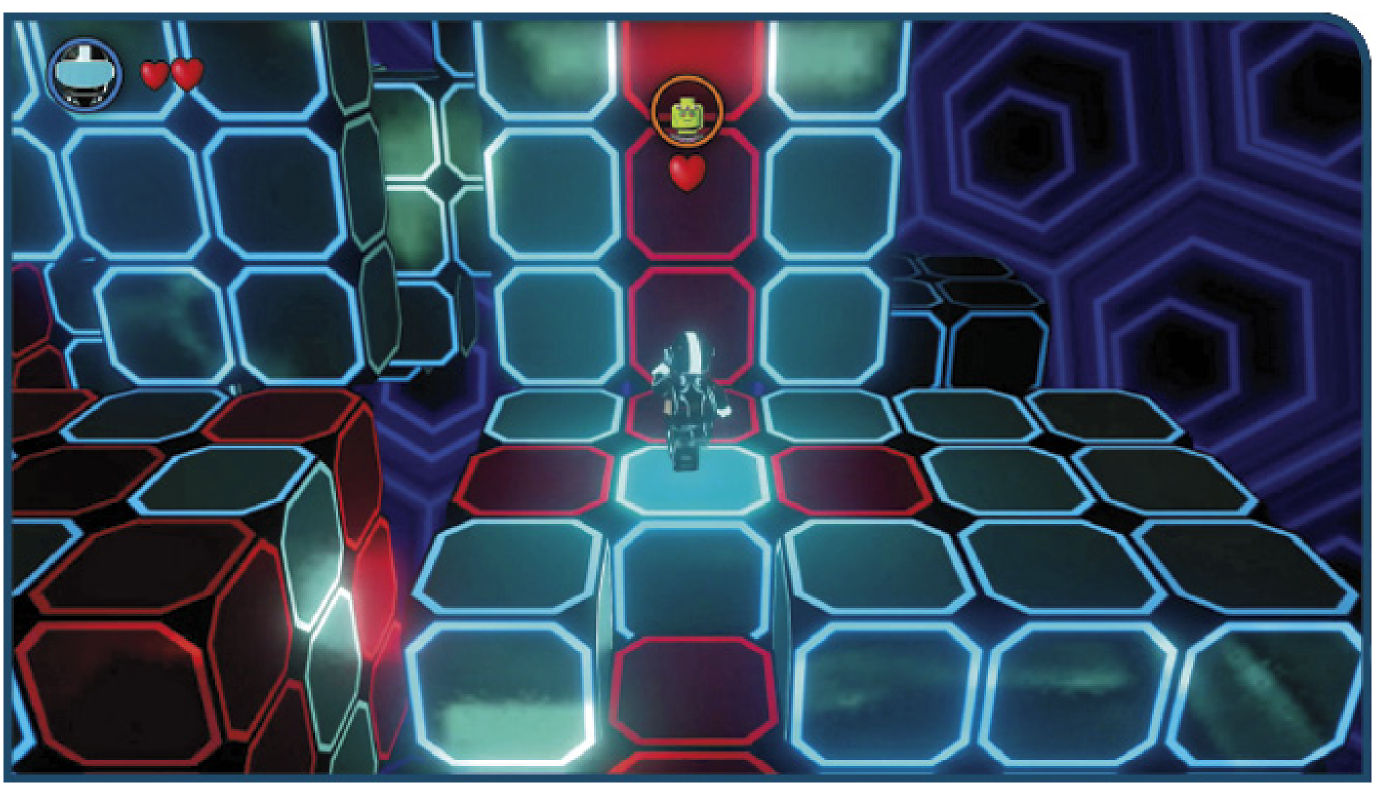


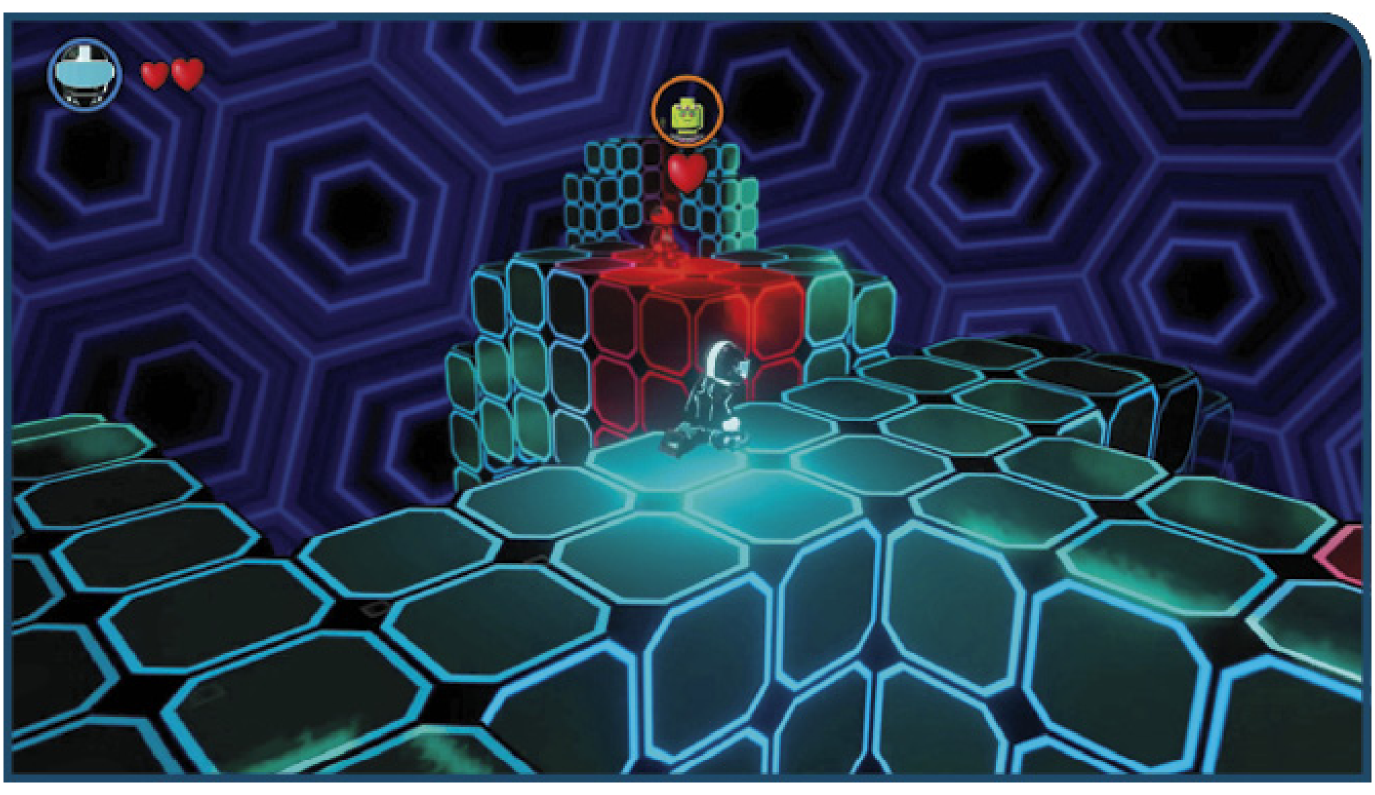
VR MISSION

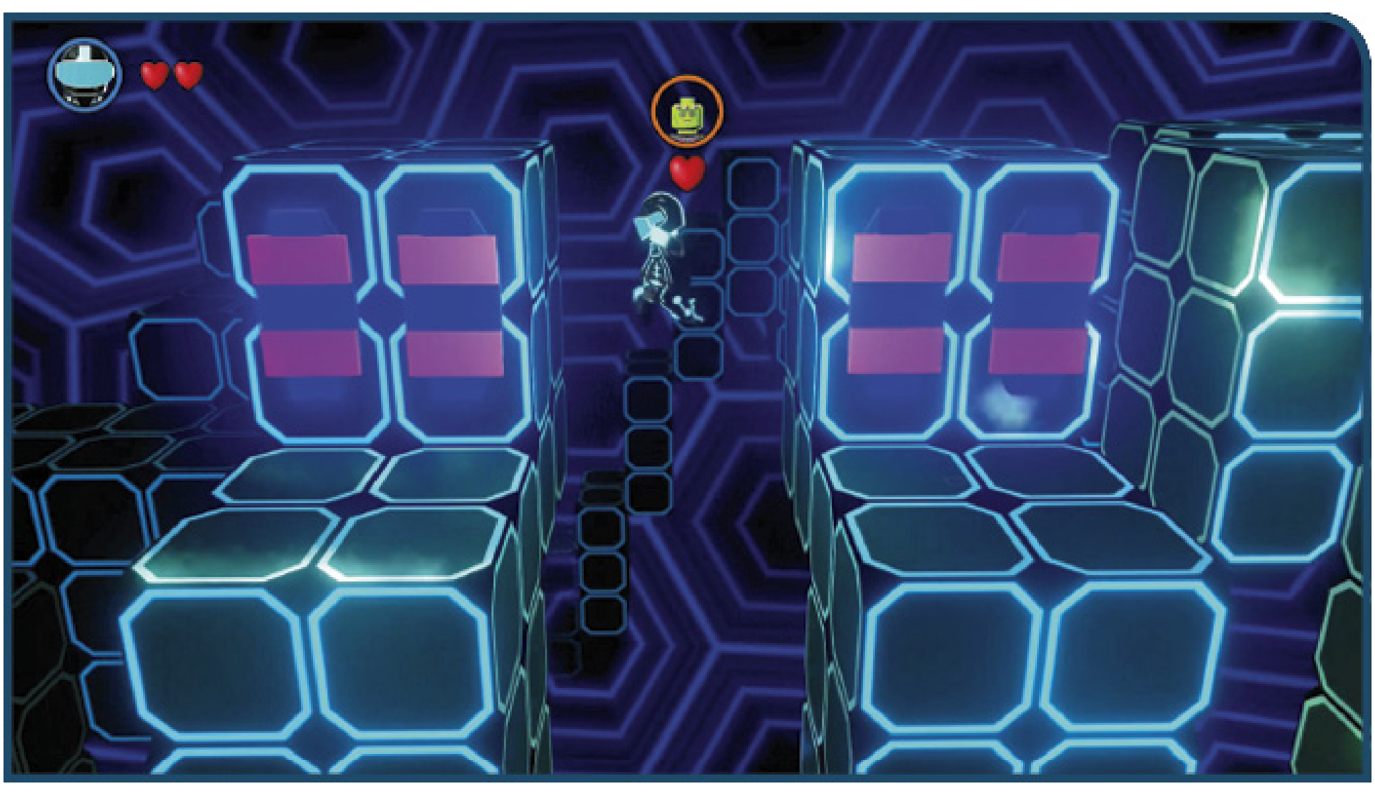
In this VR mission, your avatar must catch up to a virtual Brainiac three times and then defeat him. Be careful not to let the plungers knock you off the first few platforms as you travel to the left. Make a long double jump from the second plunger platform to land safely on the path beyond, then work your way up and around to Brainiac, running along the tops of the undulating blocks as they begin to rise.

The second VR space is filled with falling platforms. Keep an eye out for any tiles that flash red, and do your best to avoid them as you work your way up to Brainiac's perch.

The third and final VR space features several sentries that patrol a vanishing maze. The floor only appears around you, Brainiac, and the sentries, which makes things tricky. The red tiles that you see don't fall from beneath you. Instead, they indicate the attack range of the roaming sentries' lasers. Stay out of the sentries' sight as you work your way through the maze and over to Brainiac. Punch Brainiac when you reach him to bring this intense VR mission to a close!







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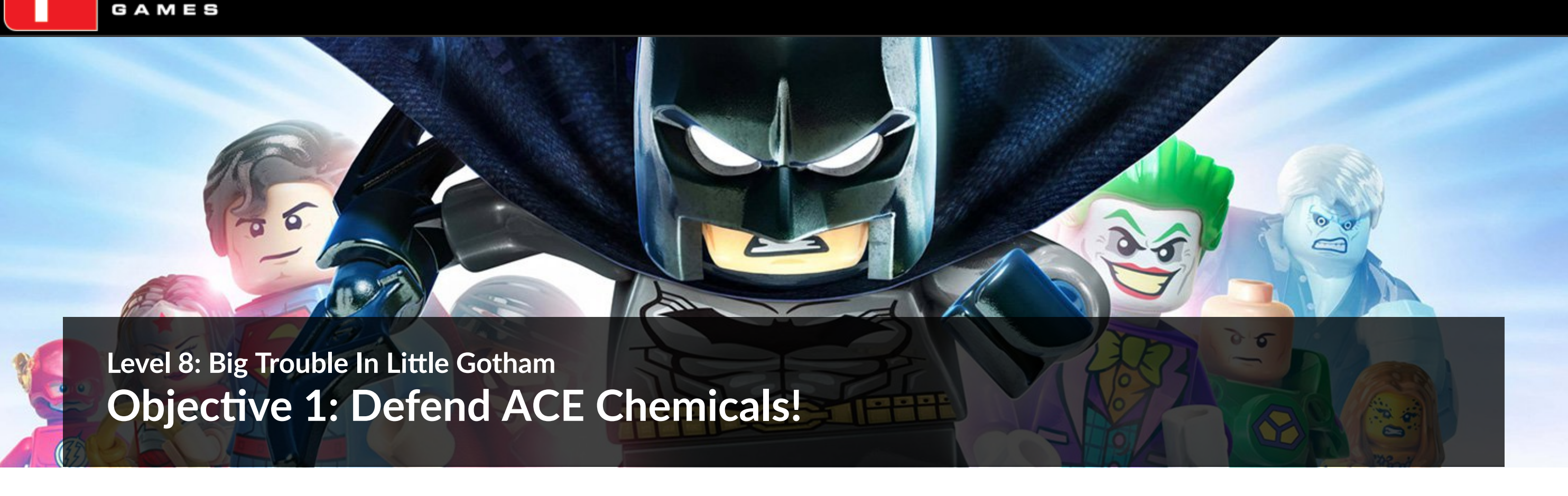


Level 8: Big Trouble In Little Gotham

Objective 1: Defend ACE Chemicals!

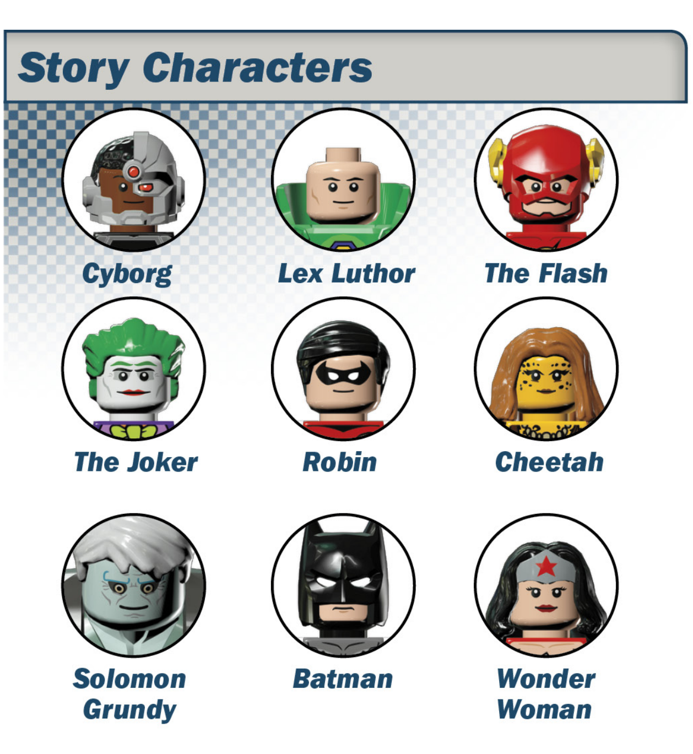
WALKTHROUGH
8
LEVEL

Big Trouble in Little Gotham

The Story Thus Far ...

Brainiac's rampage across Earth continues! With the help of Green Lantern and the Martian Manhunter, our heroes have learned that the evil android has targeted Gotham City as his next destination. This city needs a hero, and Batman isn't about to let Gotham City come to any harm!

Story Characters



True Hero Stud Requirement

170,000

Suits

Icon	Suit	Mode	Notes
	Robin (Dive Suit)	Story	Obtained through Story progression.

Tokens

Icon	Character	Area	Mode	Notes
	Deadshot	1 (Fairground)	Story	Stand on the button atop the water tank and then shoot the target.
	Deathstroke	1 (Fairground)	Story	Grapple five firework spinners and then destroy them.
	Mad Hatter	1 (Gardens)	Free Play	Complete Bat-Mite's fetch quest (only appears in Free Play).

Minikits

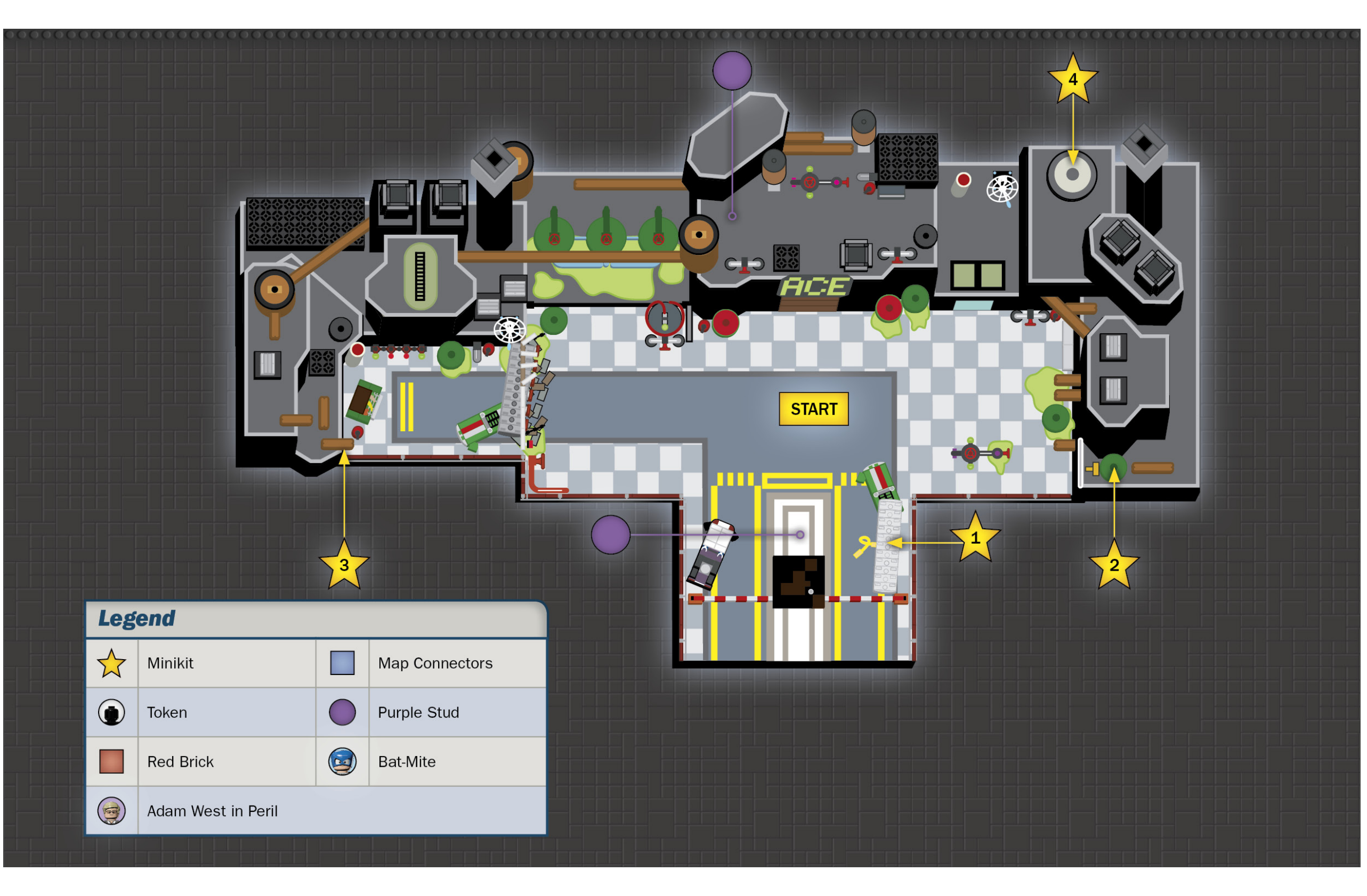
No.	Area	Mode	Notes
1	1 (ACE Chemicals)	Story	Use Cyborg's laser to destroy the fuel truck in the foreground, then use Lex Luthor's Hazard Suit to build the Minikit.
2	1 (ACE Chemicals)	Story	Use Cyborg's Demolition Suit to destroy the silver bars on the building on the right. Grapple the hook and pull.
3	1 (ACE Chemicals)	Free Play	Use super senses over on the left, then destroy the gold part of the pipe.
4	1 (ACE Chemicals)	Free Play	Fly up and land on the right side of the roof. Use super senses, then switch to a giant character and rip open the water drum.
5	1 (Fairground)	Free Play	Destroy the big gold spotlight atop the stage, then build the strength test machine and stand on the button.
6	1 (Fairground)	Free Play	Destroy the objects near the bumper car stall, then build and activate the techno panel.
7	1 (Gardens)	Story	Chop down three purple plants around the gardens
8	1 (Gardens)	Free Play	Shatter the glass greenhouse on the left, then build its bricks into a fountain and jump on the button.
9	1 (Gardens)	Free Play	Send Poison Ivy through the plant portal on the central structure's right side.
10	2	Free Play	Put out the fires beneath Brainiac's ship and then destroy the debris.

Red Brick

No.	Effect	Area	Mode	Notes
8	Minikit Detector	2	Free Play	Dig in the dirt on the right, then build and use the Plastic Man pad.

Adam West in Peril!

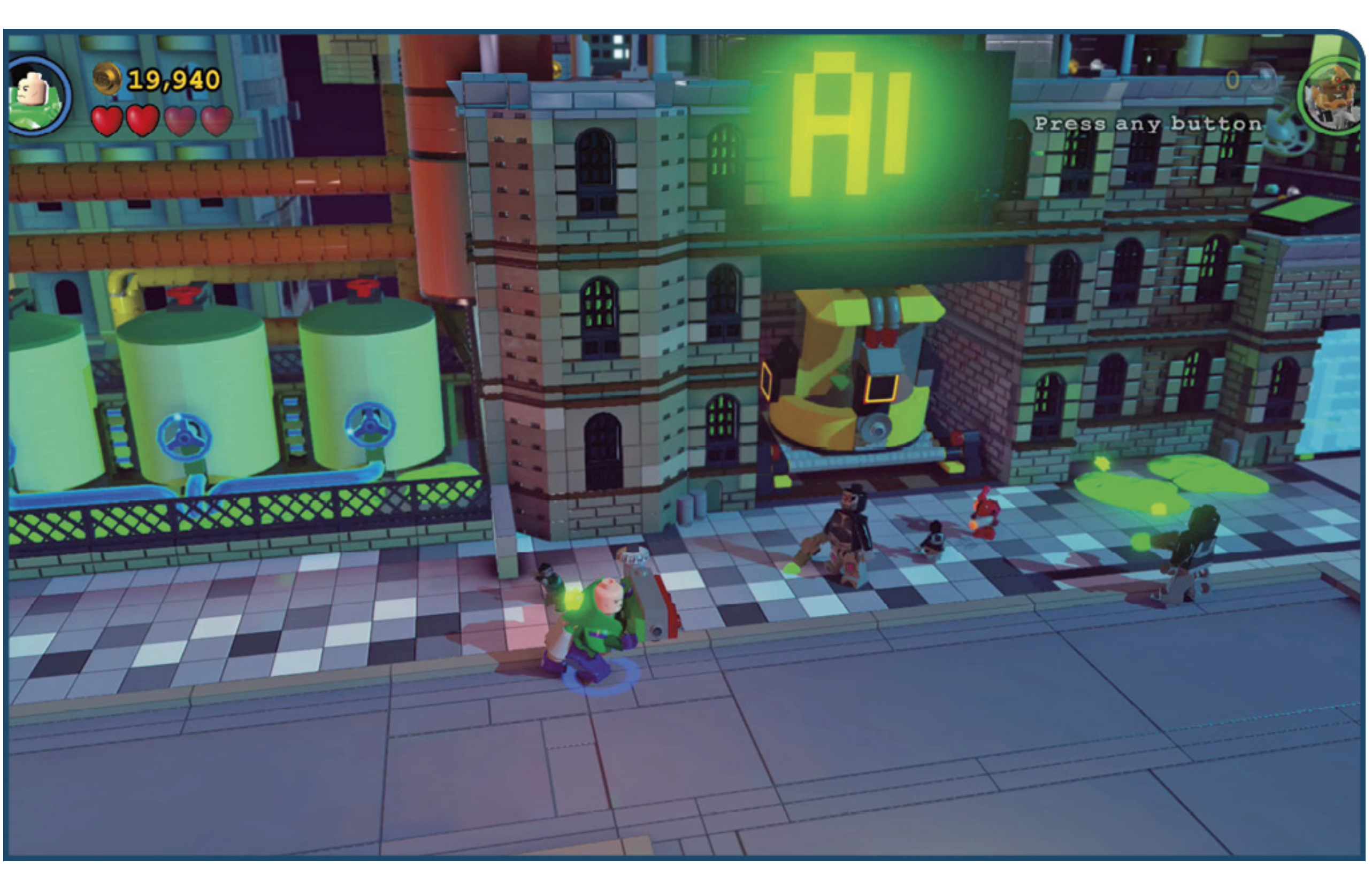
Area	Mode	Notes
1 (Gardens)	Free Play	Destroy the silver statue on the right, then build and use the Lantern pad.



Legend

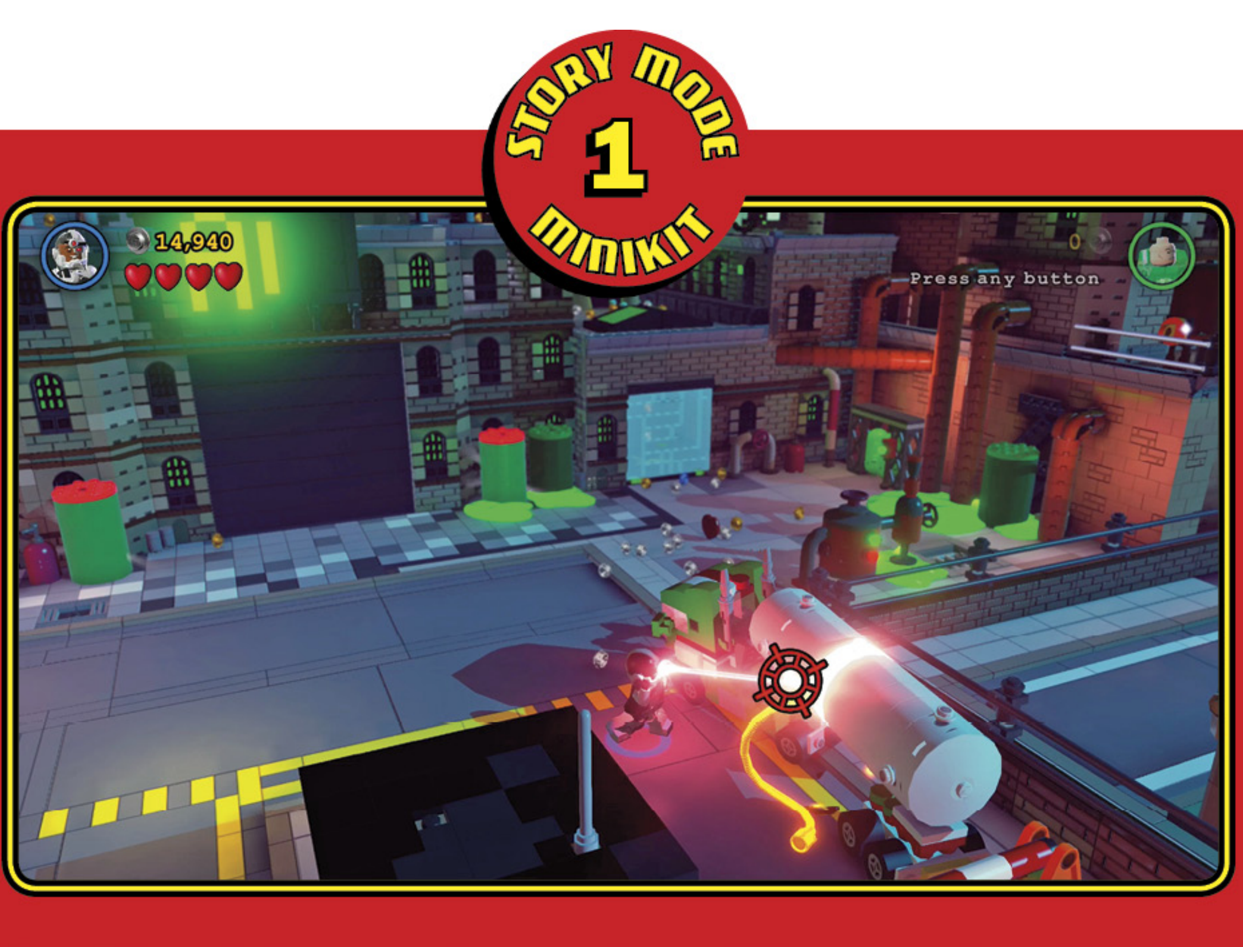
★	Minikit	▨	Map Connectors
●	Token	●	Purple Stud
■	Red Brick	●	Bat-Mite
●	Adam West in Peril		

ACE Chemicals is under siege. You must defend the factory from Brainiac's attack! Fight through the endless minions he summons as you work at smashing the glowing fuel drums near the factory. Build their bricks into a spinner afterward, then push the green side of the handle to make a Hazard Suit contraption pop out of the building.



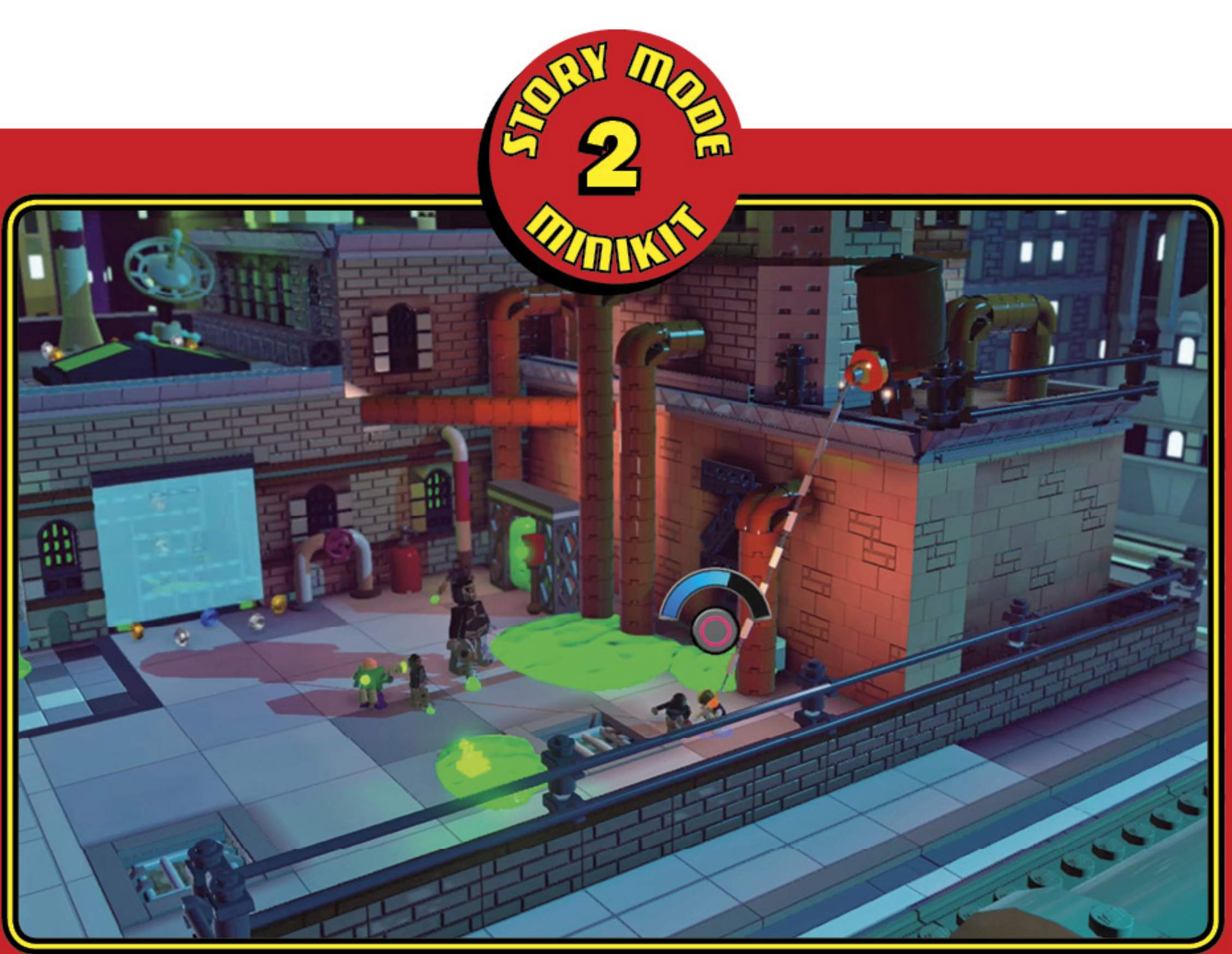
Search behind the foreground guard booth to claim a hidden Purple Stud! There's another one hidden atop the ACE Chemicals building, but you can only reach it by flying up there during Free Play.

Story Mode 1 Minikit



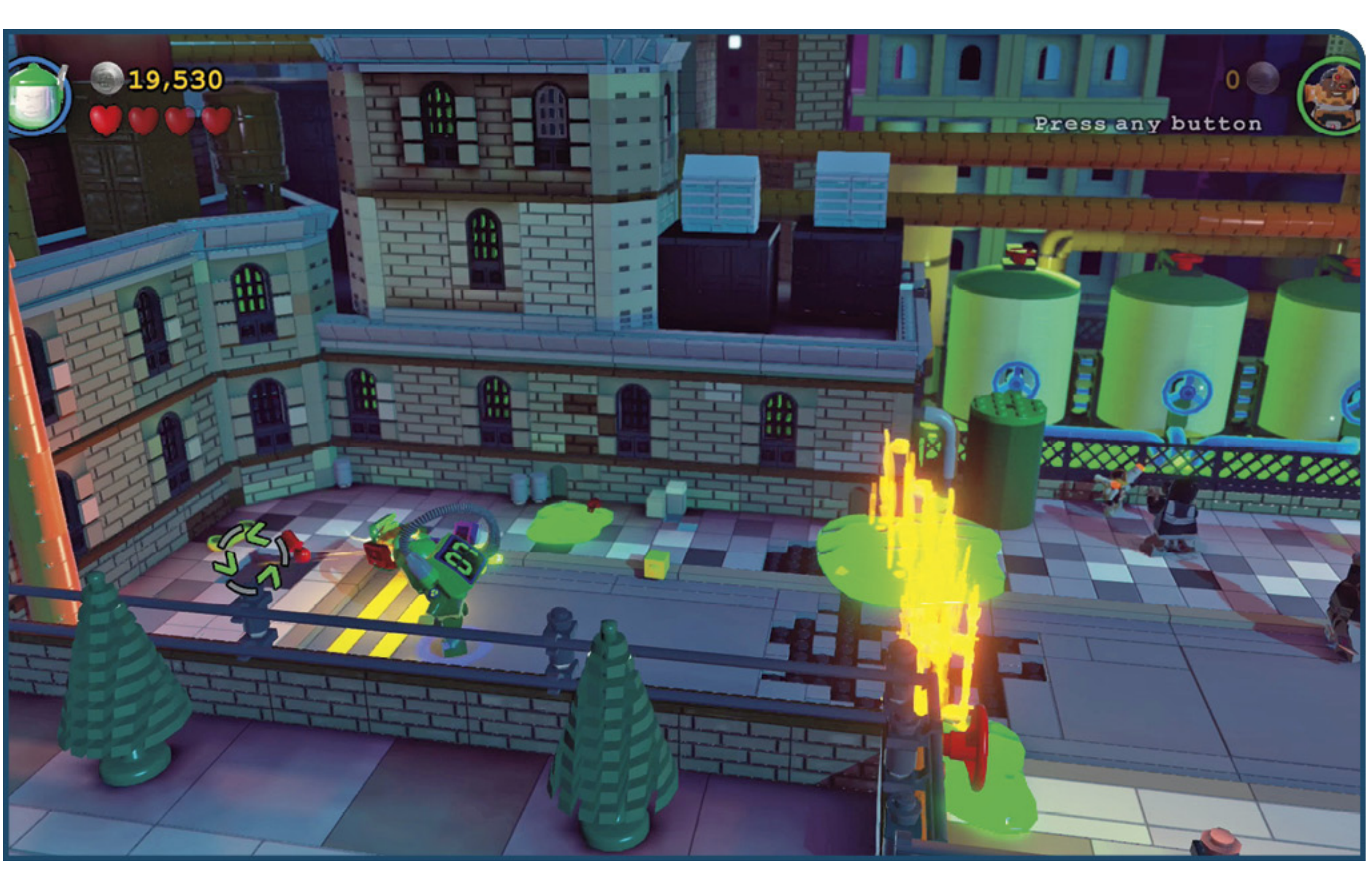
Use Cyborg's laser to destroy the gold hose on the side of the fuel truck in the foreground. Keep lasering the truck until it is completely destroyed, then tag to Lex Luthor and use his Hazard Suit to safely step in the leftover goo. Build the bricks that lie in the goo into a high-octane Minikit!

Story Mode 2 Minikit



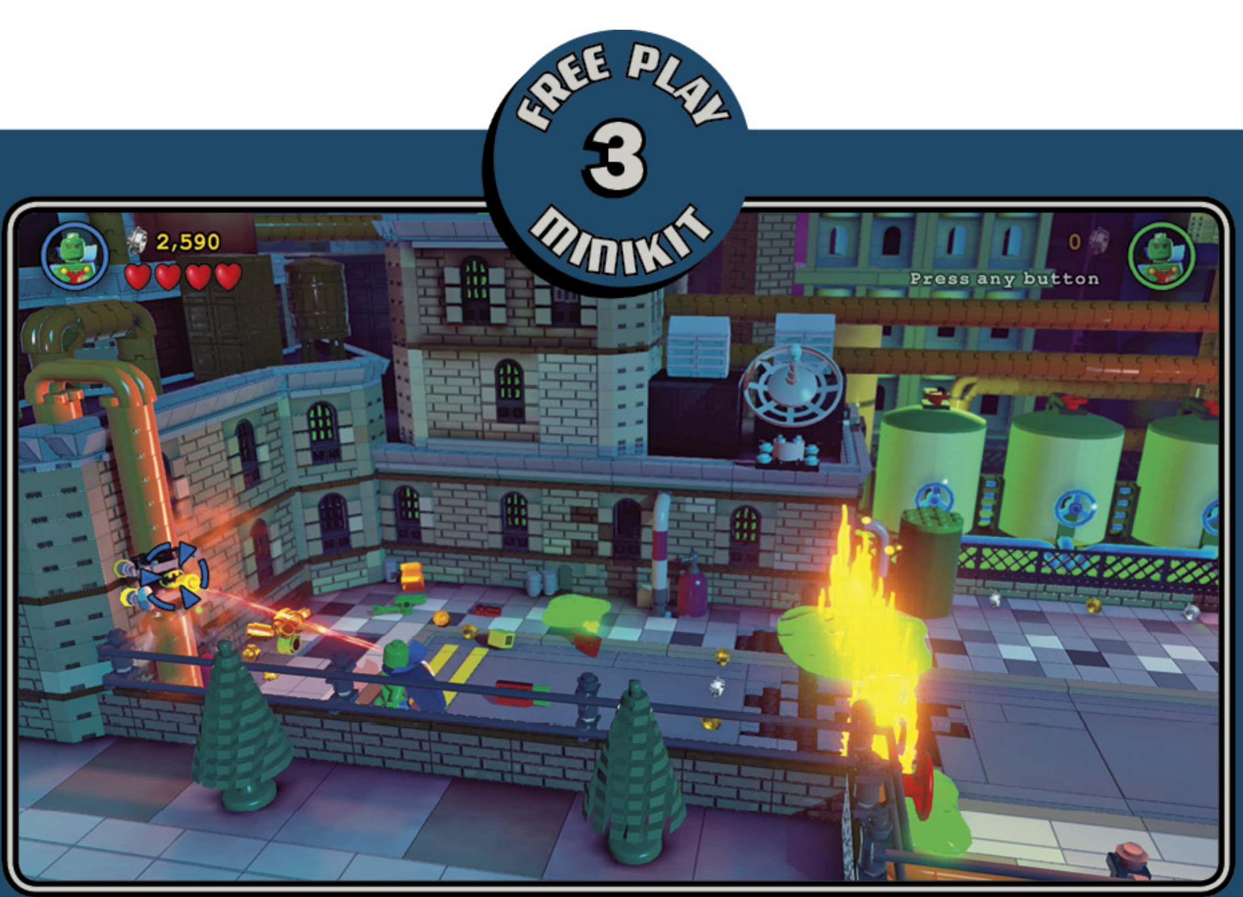
Take aim with Cyborg's Demolition Suit and fire missiles at the silver bars atop the building on the right. This exposes a water drum with an orange hook. Grapple the hook and pull down the drum to discover another Minikit!

LEGO BRICK HUNT



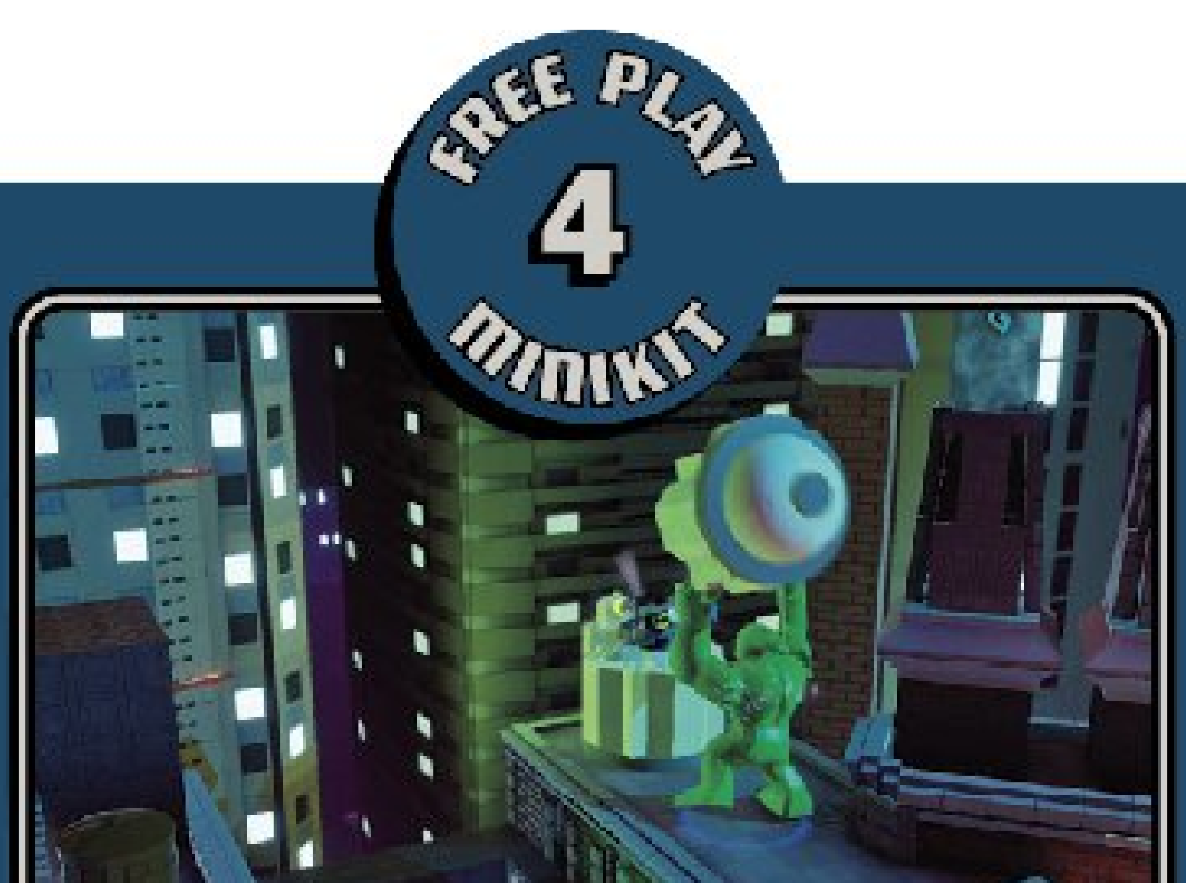
Lex Luthor has a Hazard Suit; you just need to fill it with 25 LEGO bricks. Begin your search by using Cyborg's Demolition Suit to blast the silver fuel tank on the left. Use Lex Luthor's Shield Suit afterward to walk through the LEGO fire that's left behind, then smash every object beyond the fire to find some bricks that can be vacuumed up into Lex's Hazard Suit.

Free Play 3 Minikit



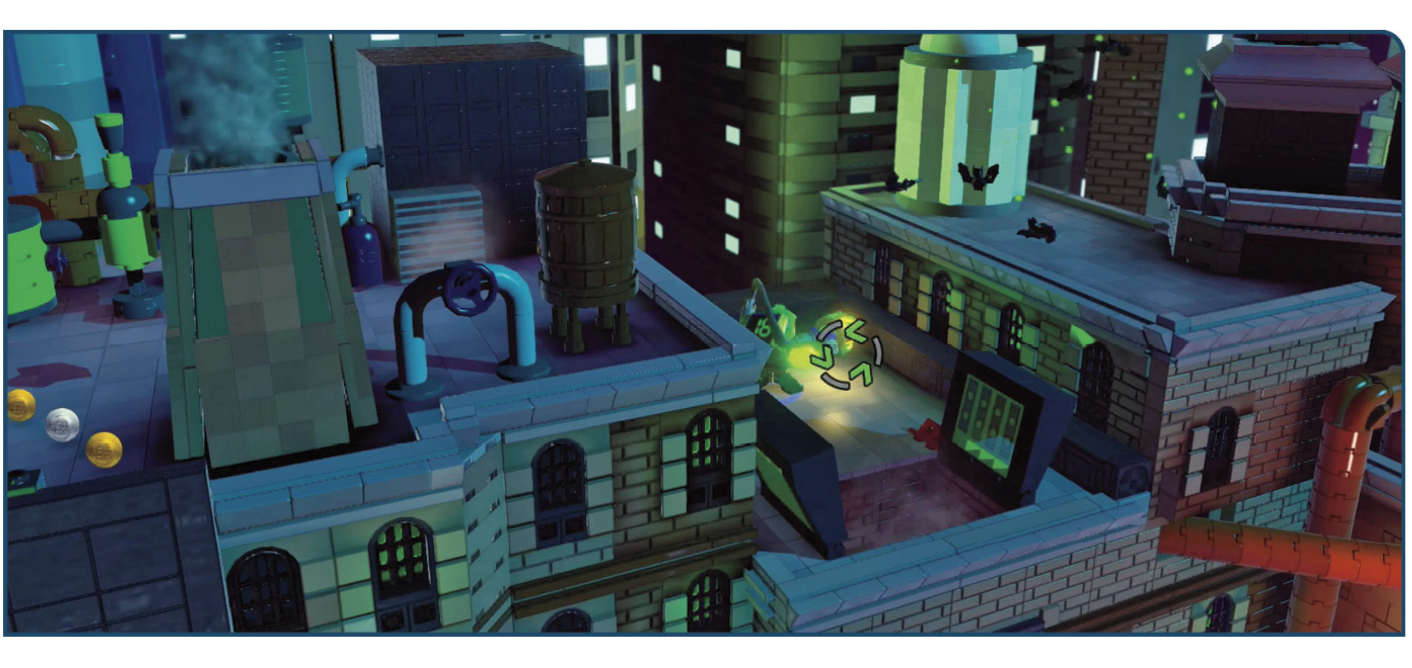
In Free Play mode, you can use super senses to detect a patch of gold on the big pipe beyond the silver fuel tank and LEGO fire on the left. Fire a laser or use heat vision to destroy the gold part of the pipe and expose a hidden Minikit!

Free Play 4 Minikit



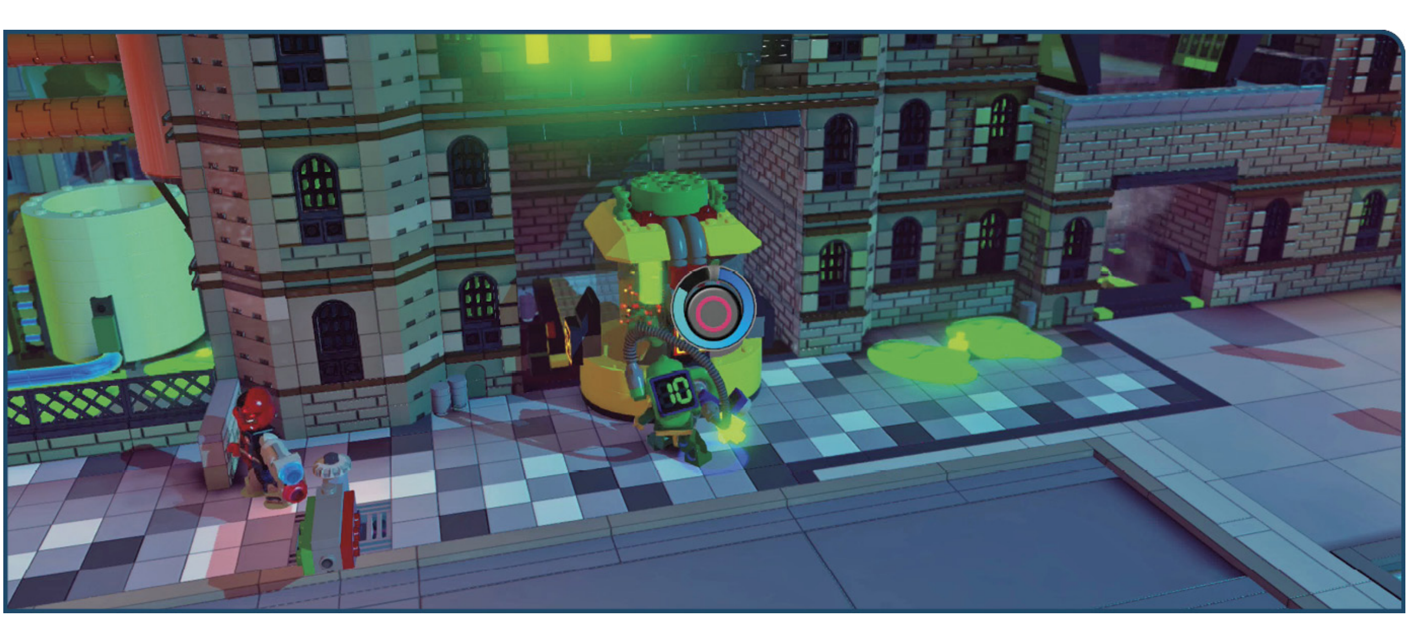
Fly a Free Play character up to the top of the ACE Chemicals building and land on the right side of its roof. Use super senses up there to detect a pair of green handles on the nearby water drum. Switch to a giant character and rip open the water drum to discover another hidden Minikit!

Cross back through the fire and tag to Cyborg. Go to the right and use his Sonar Suit to shatter the glass wall in the background. This exposes an updraft. Tag to Lex Luthor and float up to the top of the building. Smash the few objects within your reach to discover a few more LEGO Bricks for Lex's Hazard Suit. Drop from the rooftop and tag to Cyborg. Run back over to the left and use his Magnet Suit to spin three magnetic valve wheels attached to drums in the background. Canisters pop out of each drum; smash them to find the final bricks you need.



SMASHING BRAINIAC

Pump 25 LEGO bricks into the Hazard Suit contraption to make it churn out a giant container of toxic goo. Use Lex Luthor's or Cyborg's Giant Suit to lift up the container, then aim and throw it at Brainiac's ship. The impact forces Brainiac to seek out easier prey!



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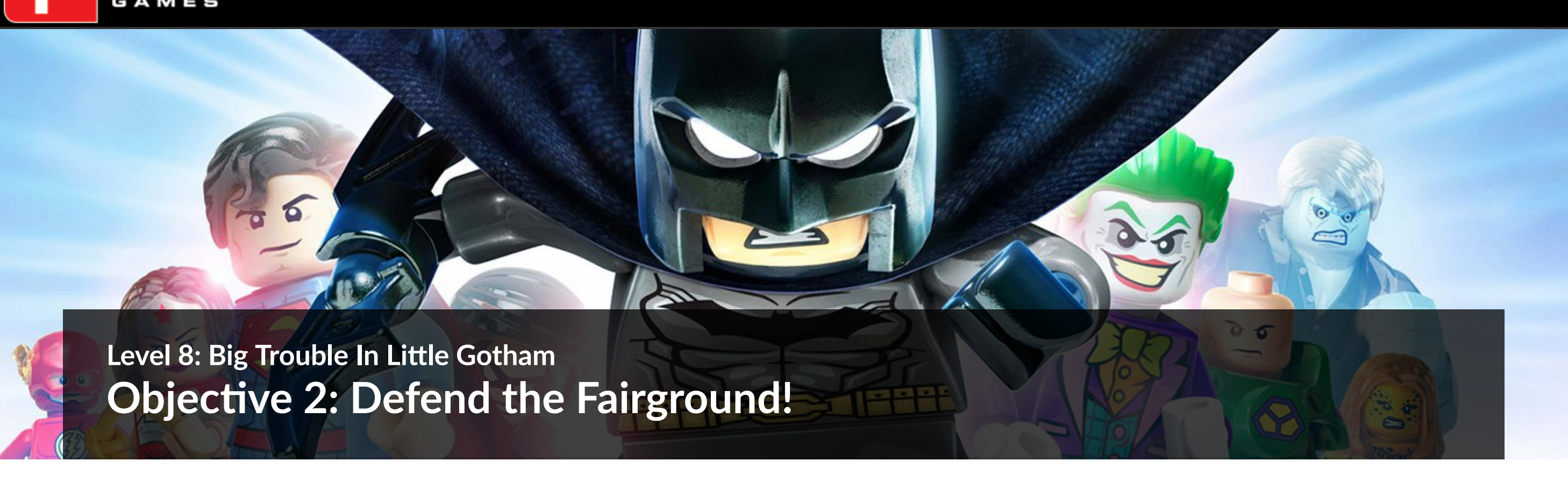
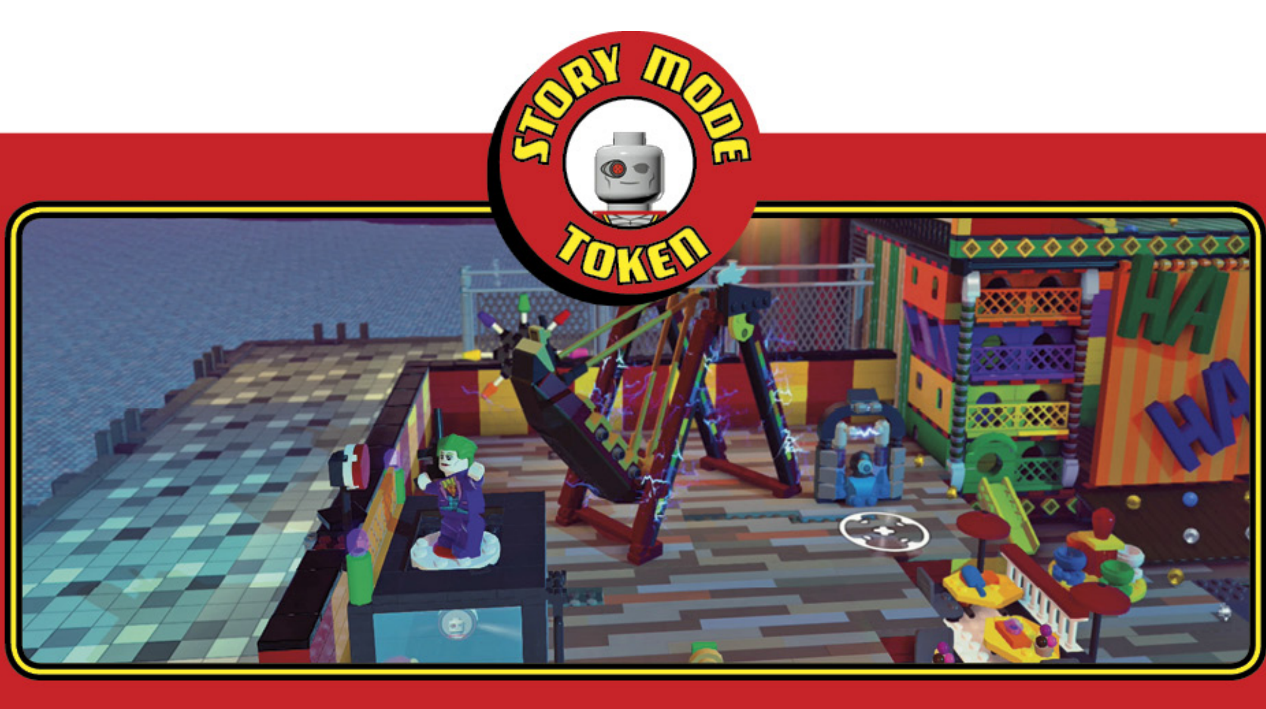


Level 8: Big Trouble In Little Gotham

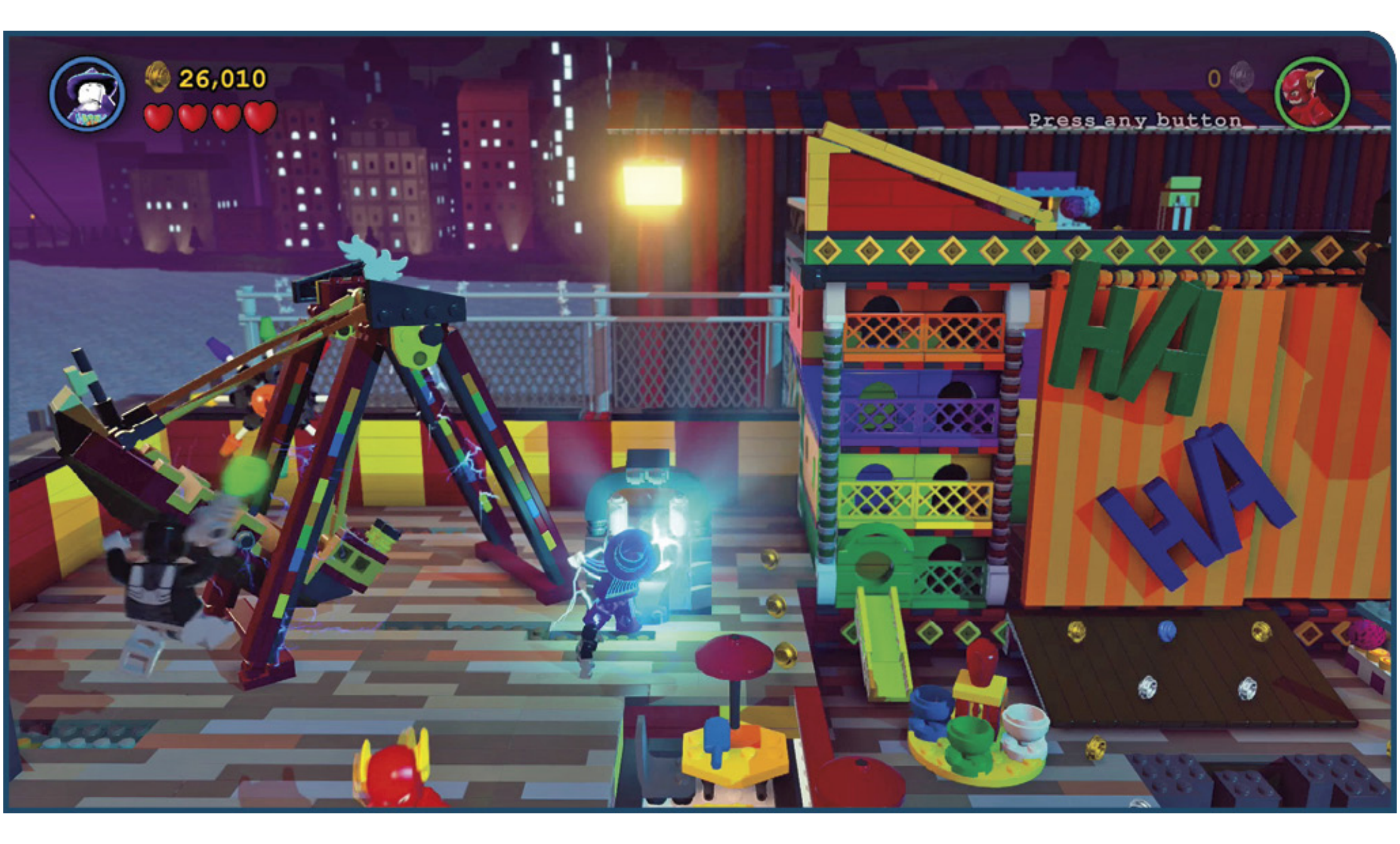
Objective 2: Defend the Fairground!

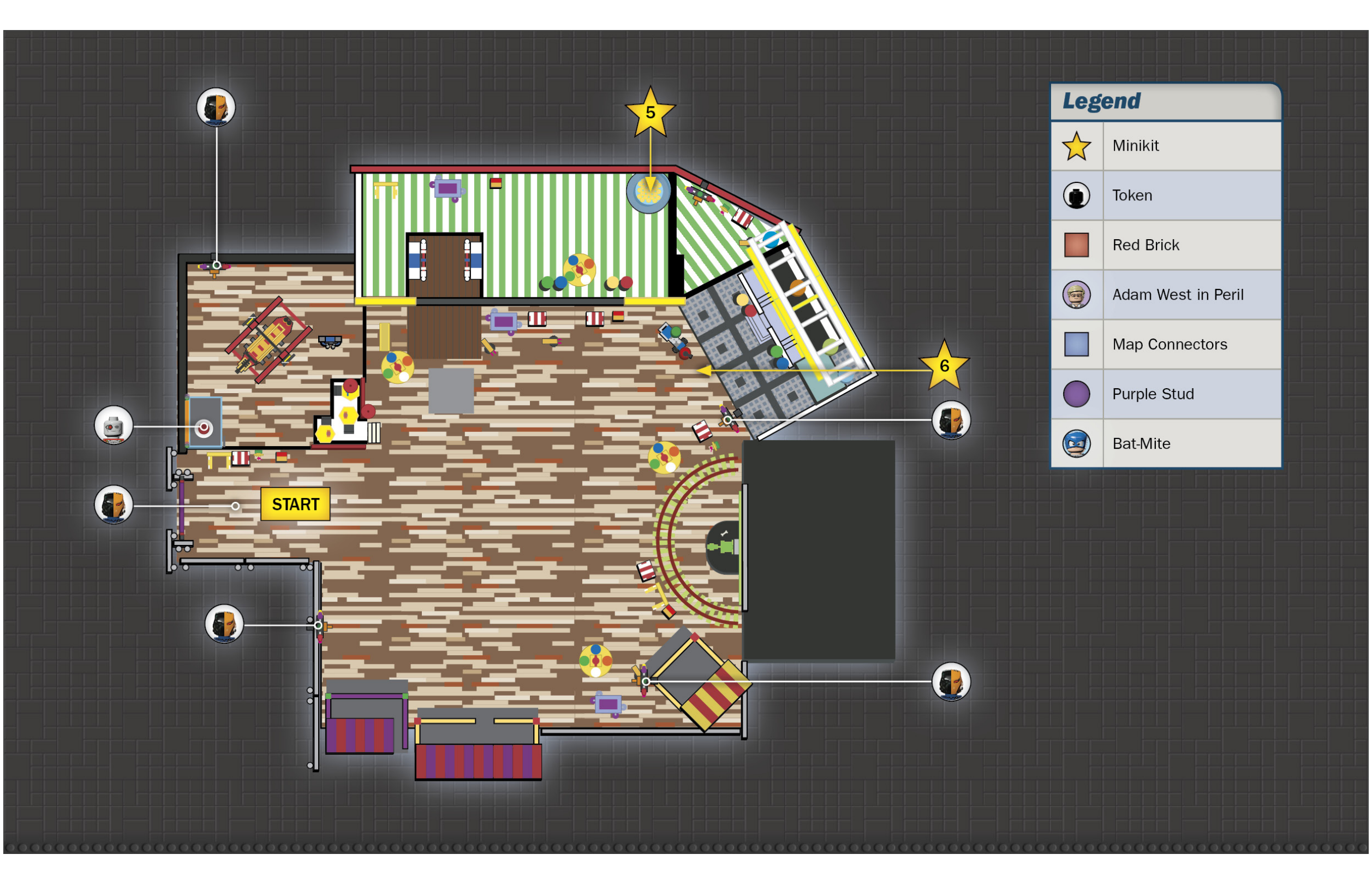


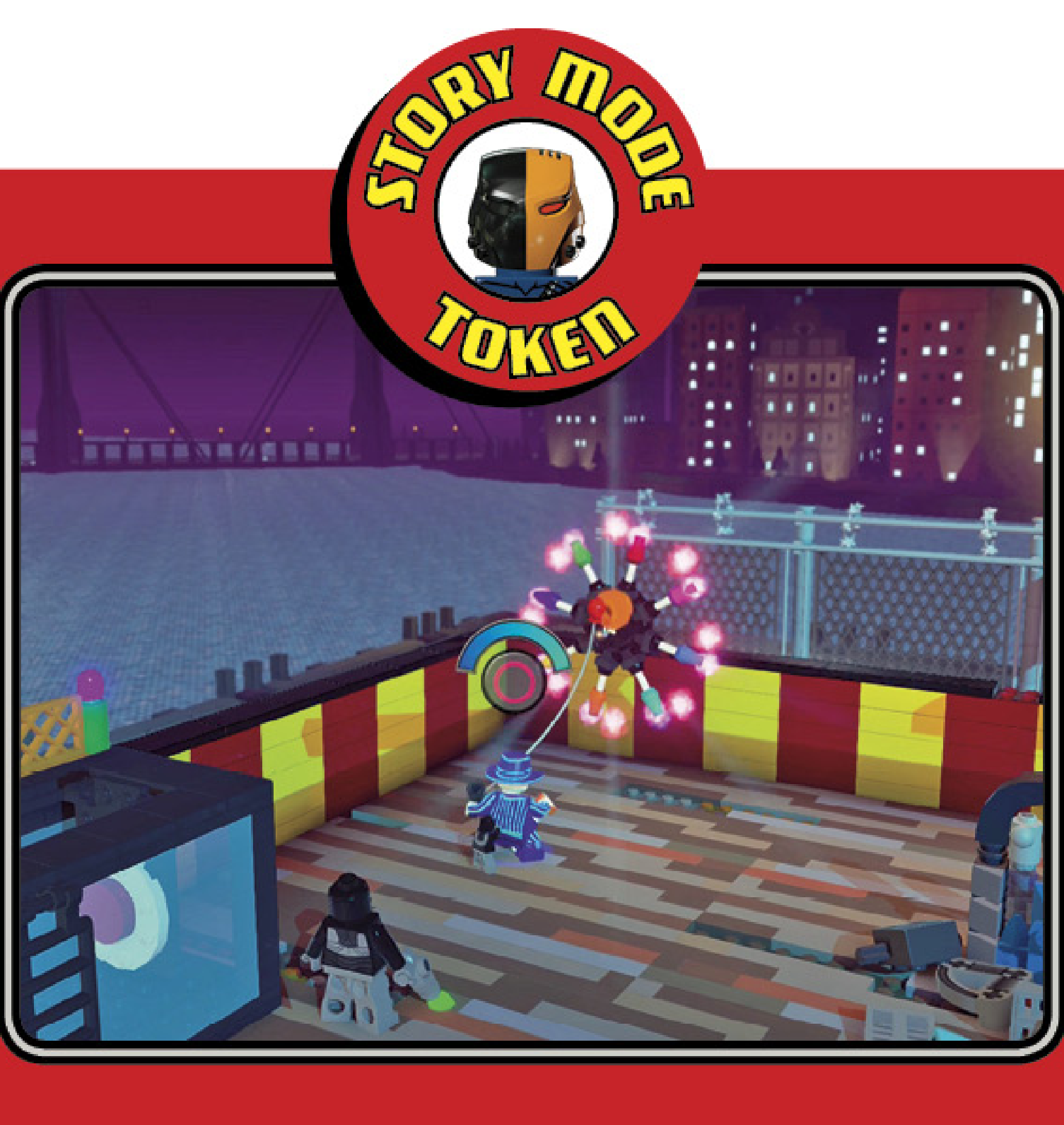
DEADSHOT

This Token floats inside a water tank on the fairground's left side. You can't shatter the glass, so hop on top of the water tank and stand on the button instead. A target pops up on your left. Shoot it and you are dunked into the water tank, right next to your prize!

Having met his match at ACE Chemicals, Brainiac decides to cause chaos around Gotham City's glitzy fairground. Fear not, amusement seekers! The Flash and The Joker have teamed up to stop him. Start by using The Joker's Electricity Suit to drain the power from the electric panel on the left.

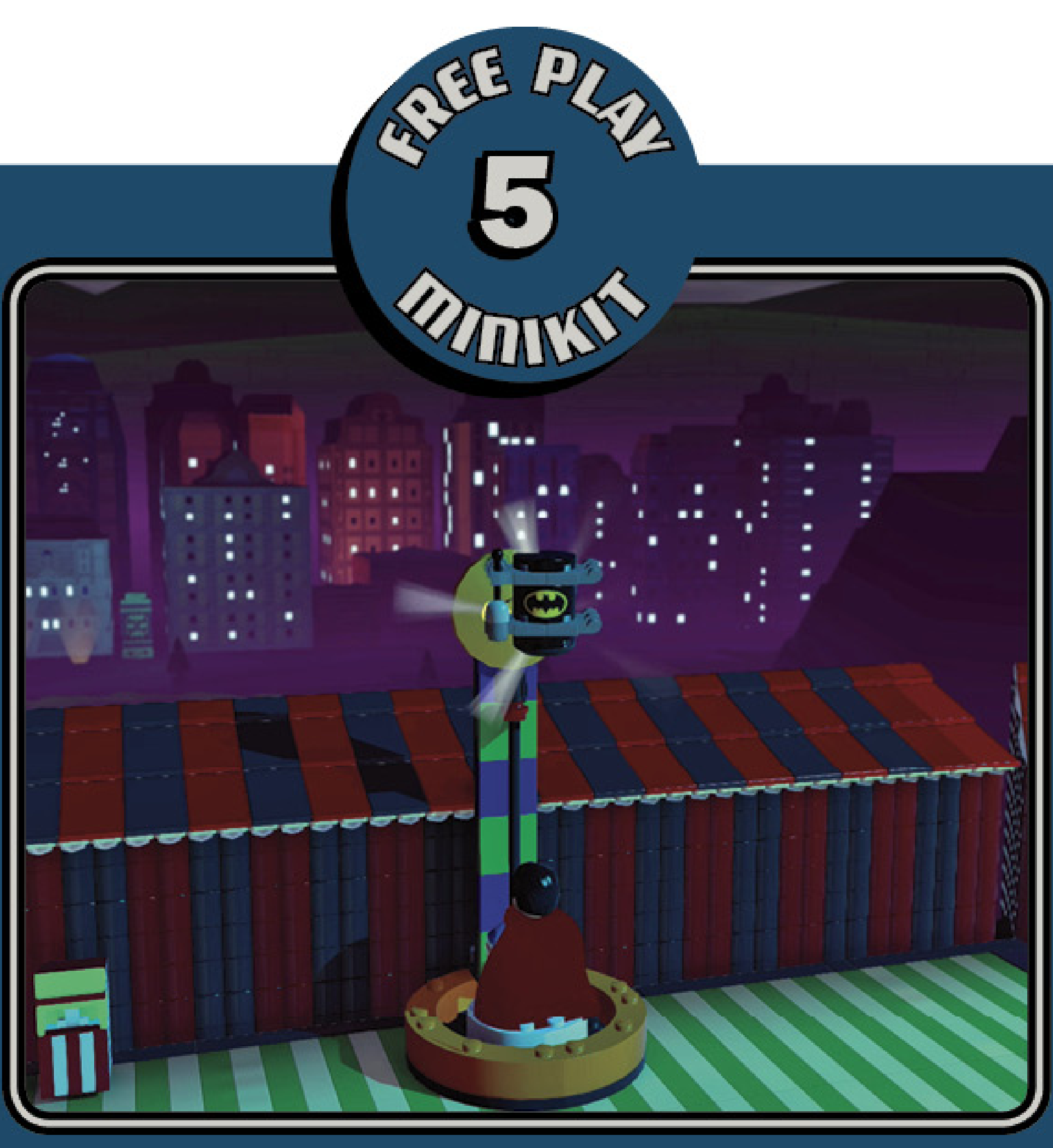




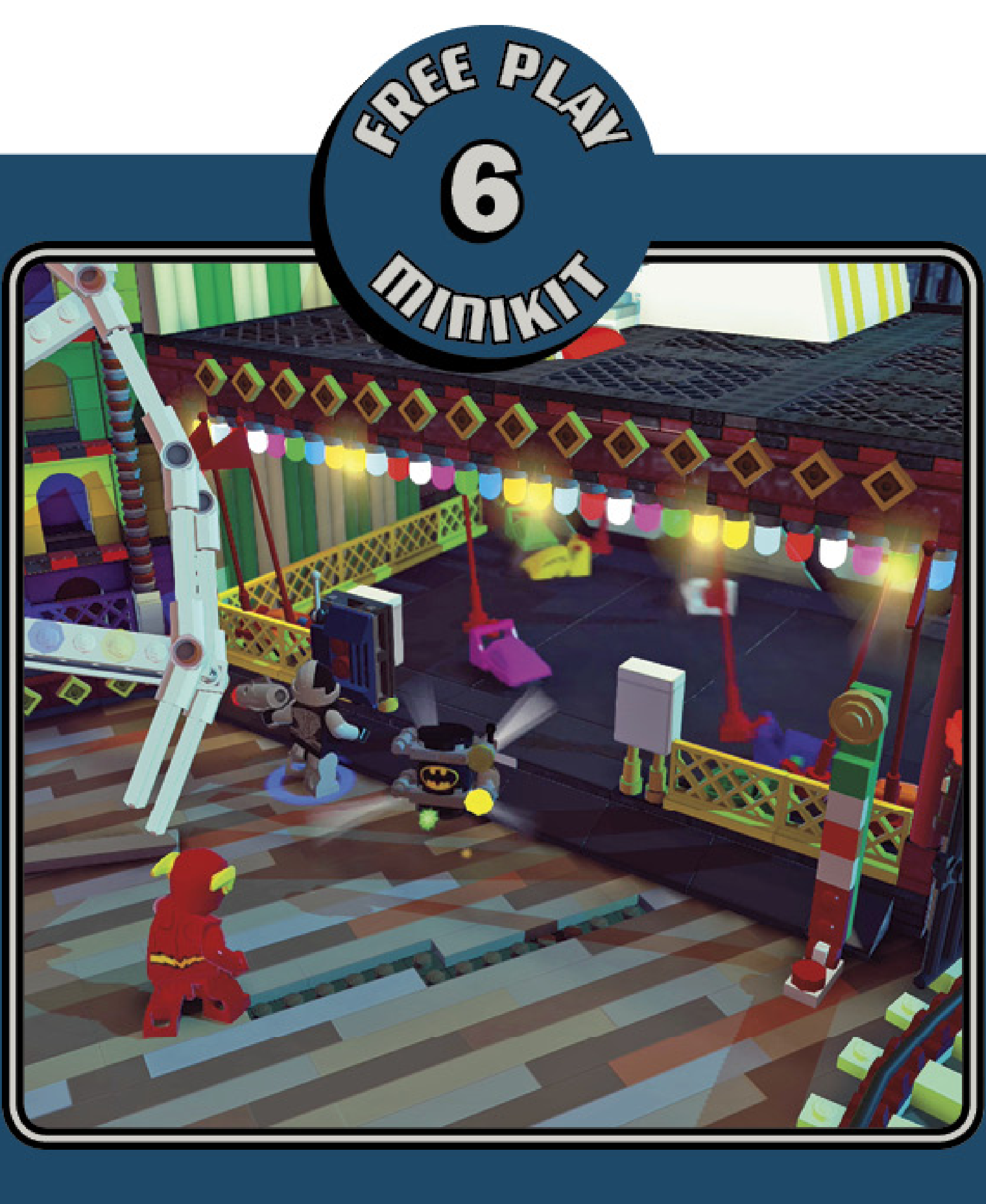


DEATHSTROKE

Grapple five firework spinners around the fairground to make them light up and start spinning. Blast them afterward to send their fireworks flying! Grapple and smash all five firework spinners to earn a Character Token as your prize.



In Free Play, fly up to the top of the background stage and use a laser or heat vision to destroy a big gold spotlight. Build the spotlight's bricks into a strength testing machine, then stand on the machine's button to ring the bell and make a burly Minikit appear!

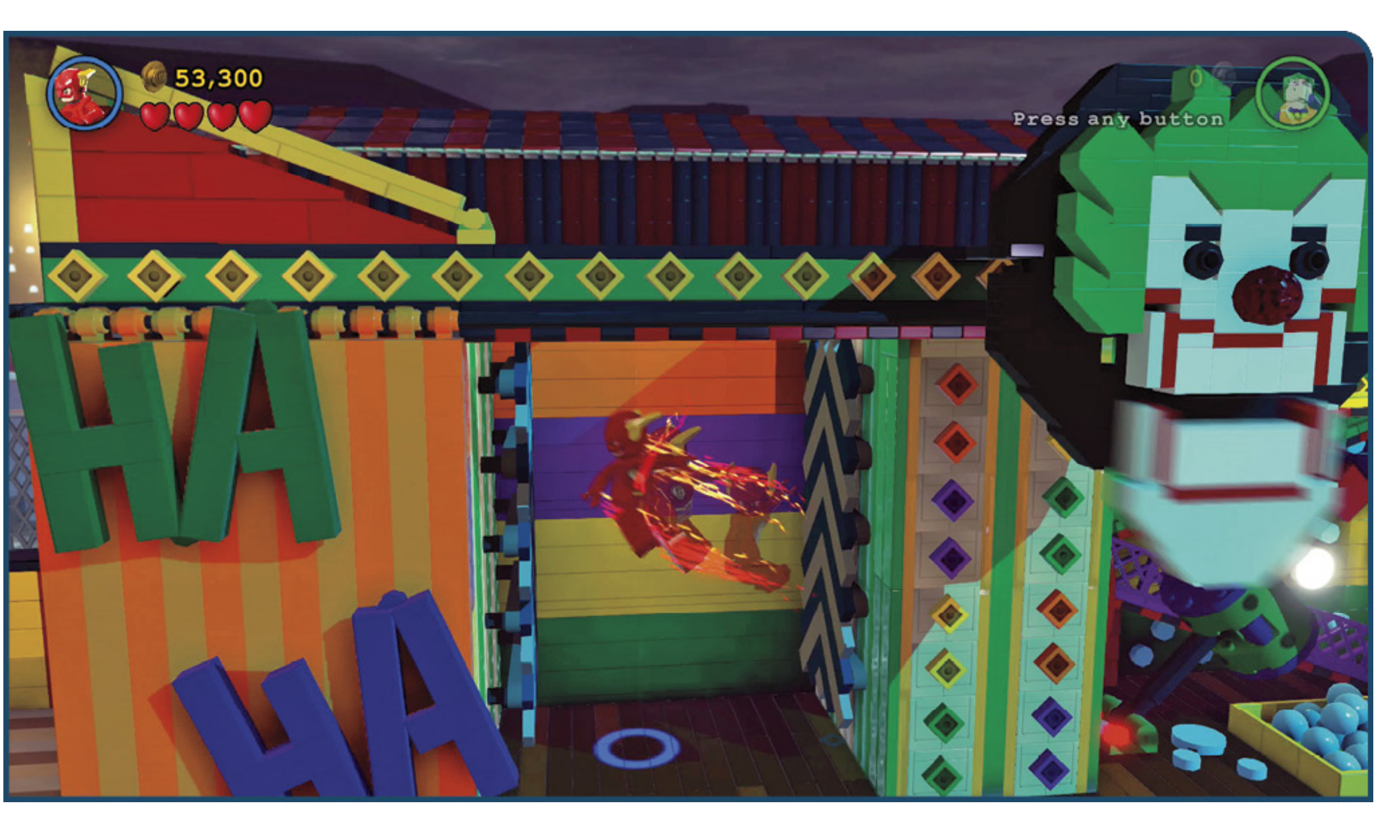


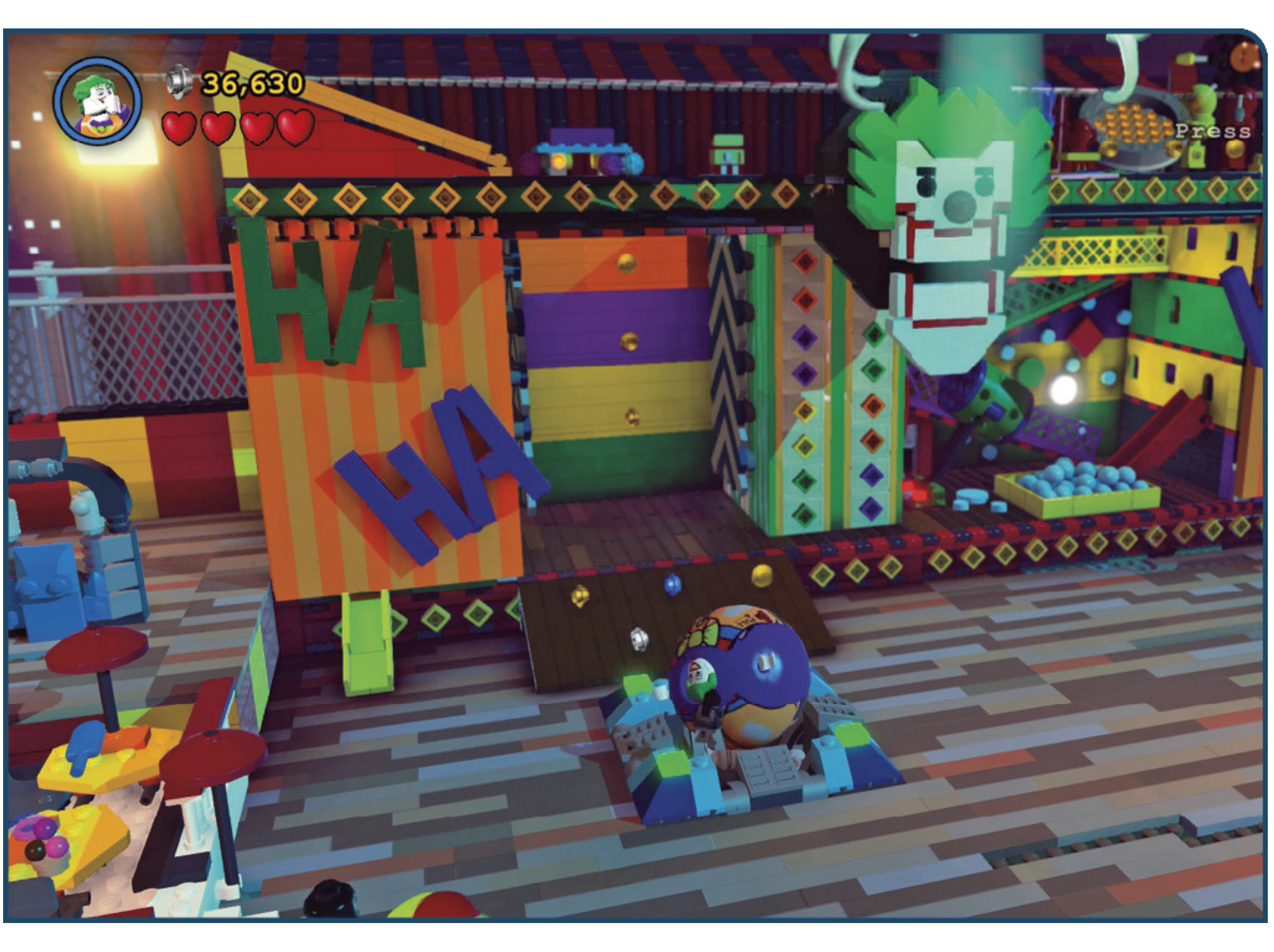
Destroy all of the objects near the bumper car stall on the fairground's right side, then build their bricks into a techno panel. Hack the panel to start the bumper cars whizzing about. All of this excitement causes a Minikit to materialize nearby!

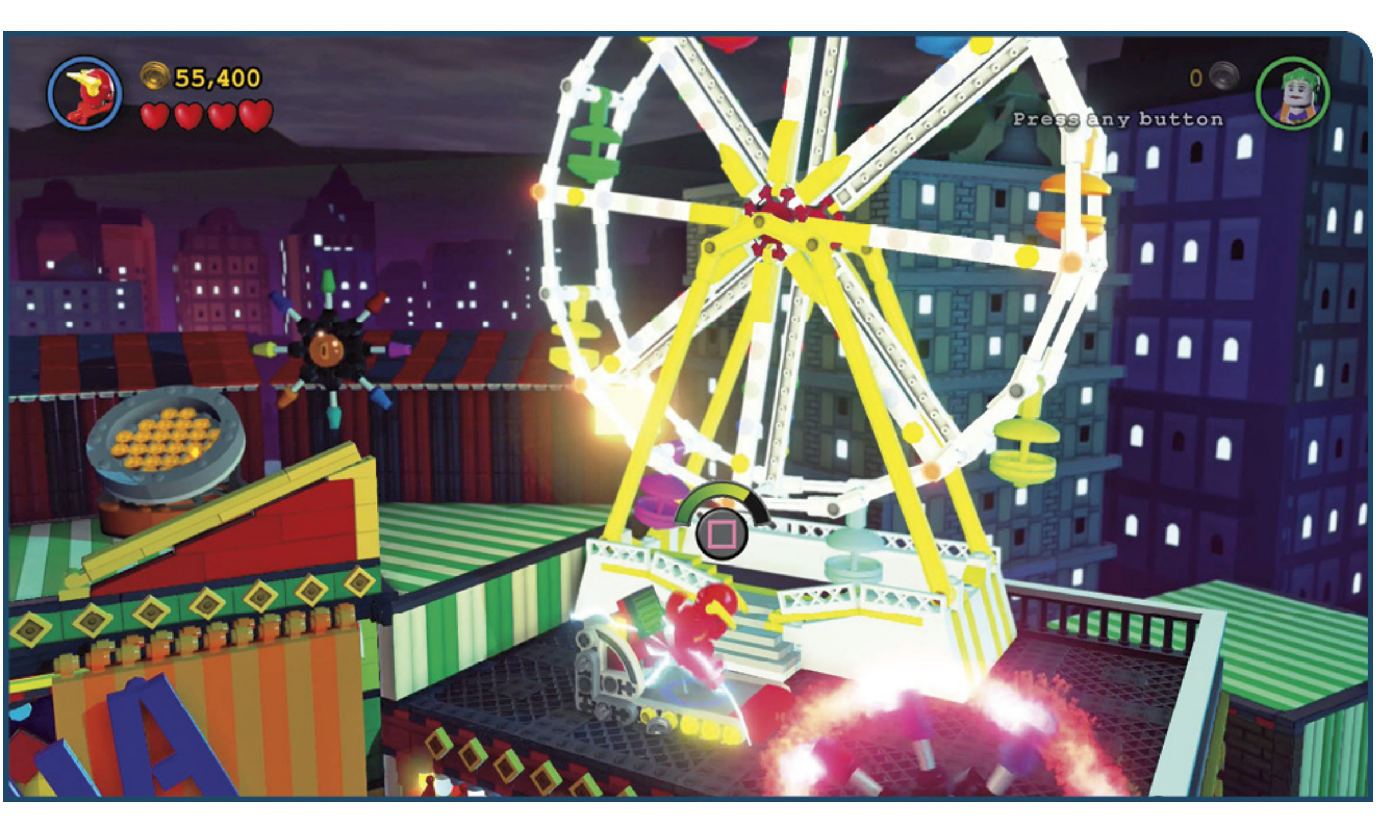
Draining the electric panel causes the nearby pirate ship ride to collapse. Build its bricks into a sphere slot, then use The Joker's Sphere Suit to activate the slot. Roll forward in The Joker's Sphere Suit until the background stage opens up.

Tag to The Flash and approach the open stage. Watch the plungers on the left side of the stage carefully. When the time is right and the plungers have retracted, send The Flash jumping between the walls to quickly reach the stage's roof. Only super-speedy or acrobatic characters like The Flash or Robin can leap between walls like this!

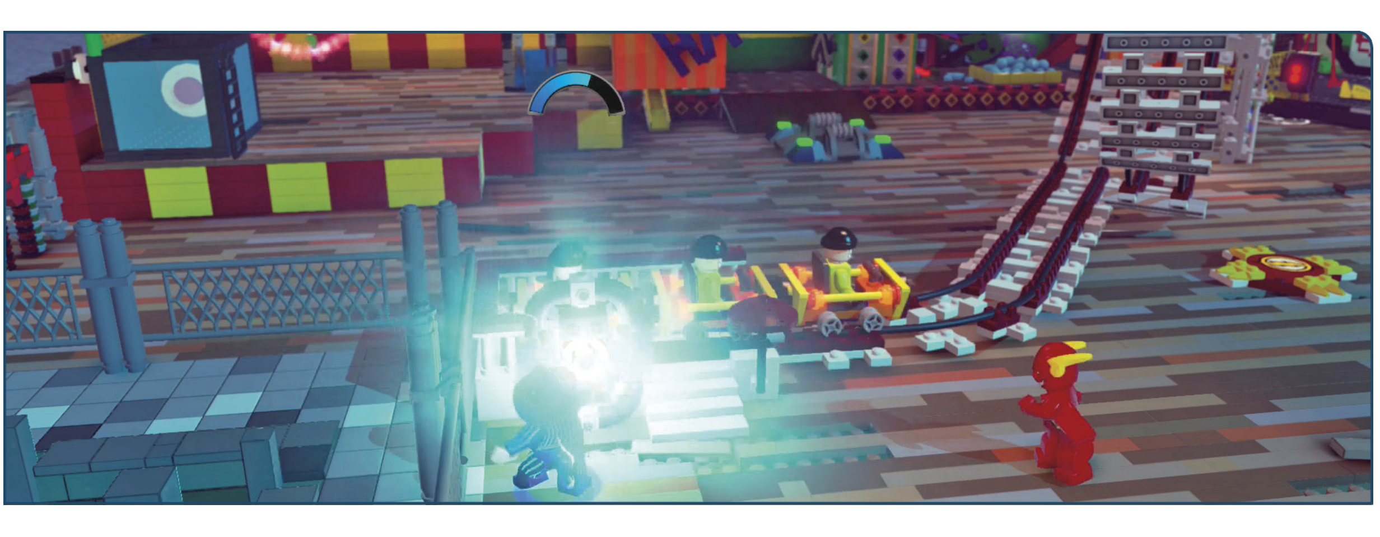
Run to the right and smash all of the objects near the Ferris wheel. Build the bricks into a treadmill, then hop on and sprint at top speed. Keep going until you cause an overload that sends the Ferris wheel crashing down!

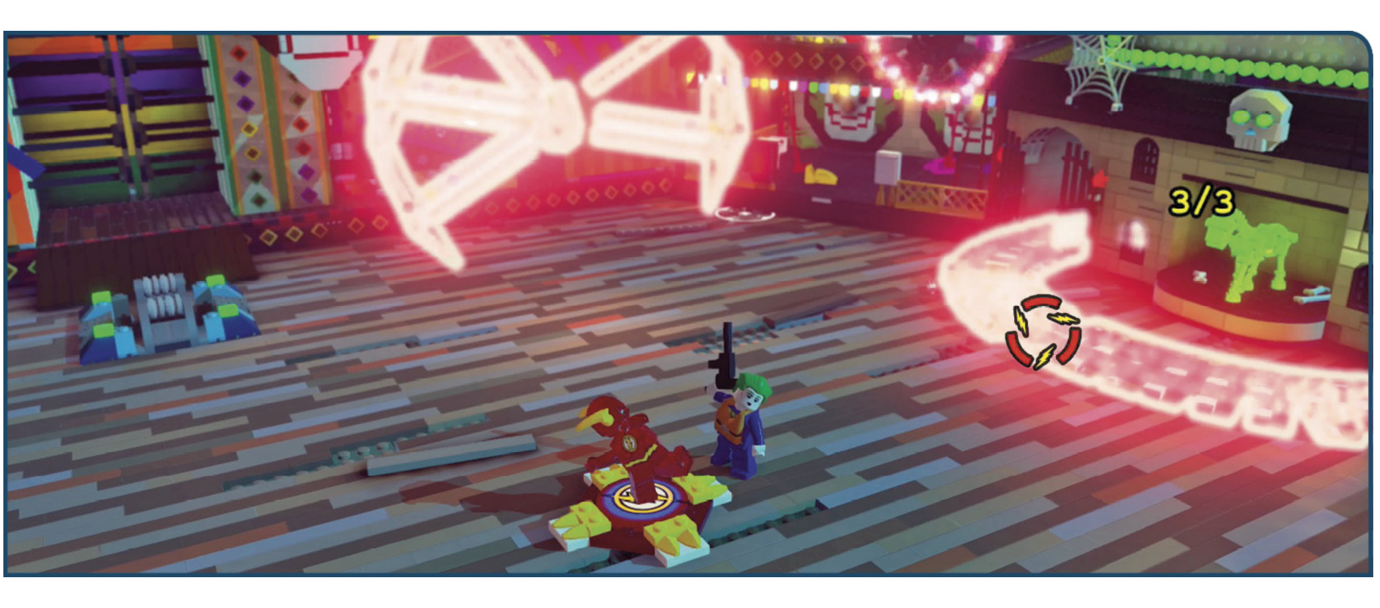






WORLD'S FASTEST ROLLER COASTER





Drop from the rooftops and notice that some hopping bricks have fallen near the foreground. Build these into a Flash-Build pad, then use the pad to target three glowing objects in the area.

The Flash quickly constructs a giant roller coaster out of the objects. Tag to The Joker and use the electricity he's still carrying to power up the coaster's electric panel. This sends three cars full of The Joker's mime goons crashing into Brainiac's ship!

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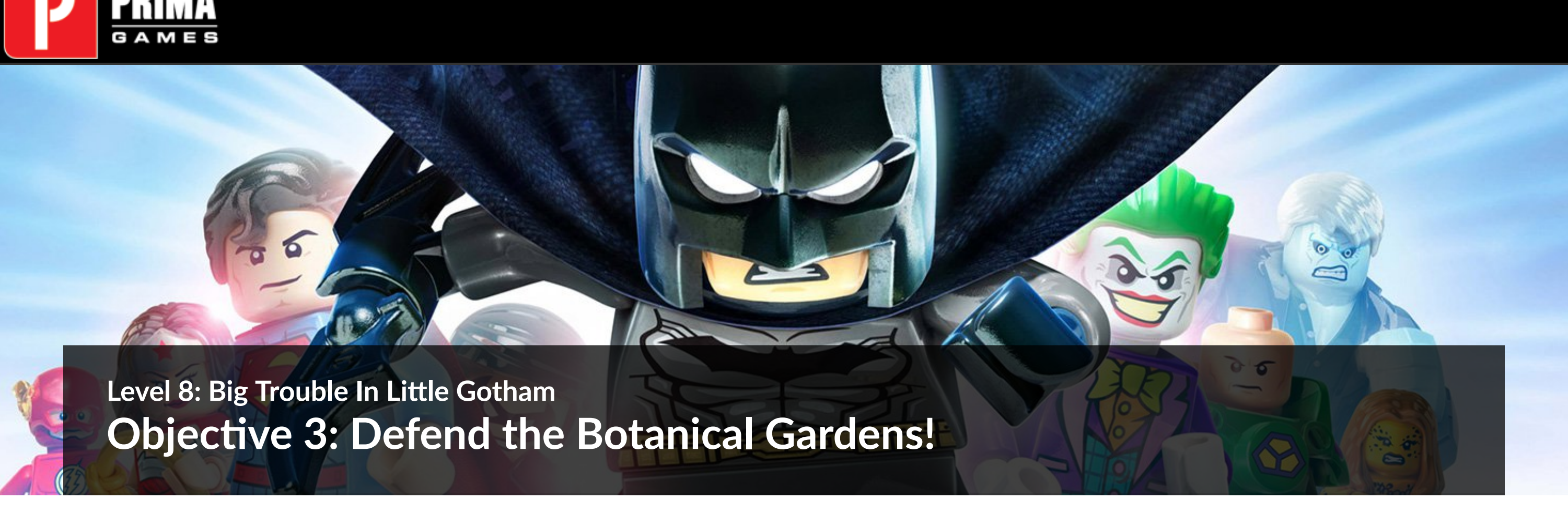
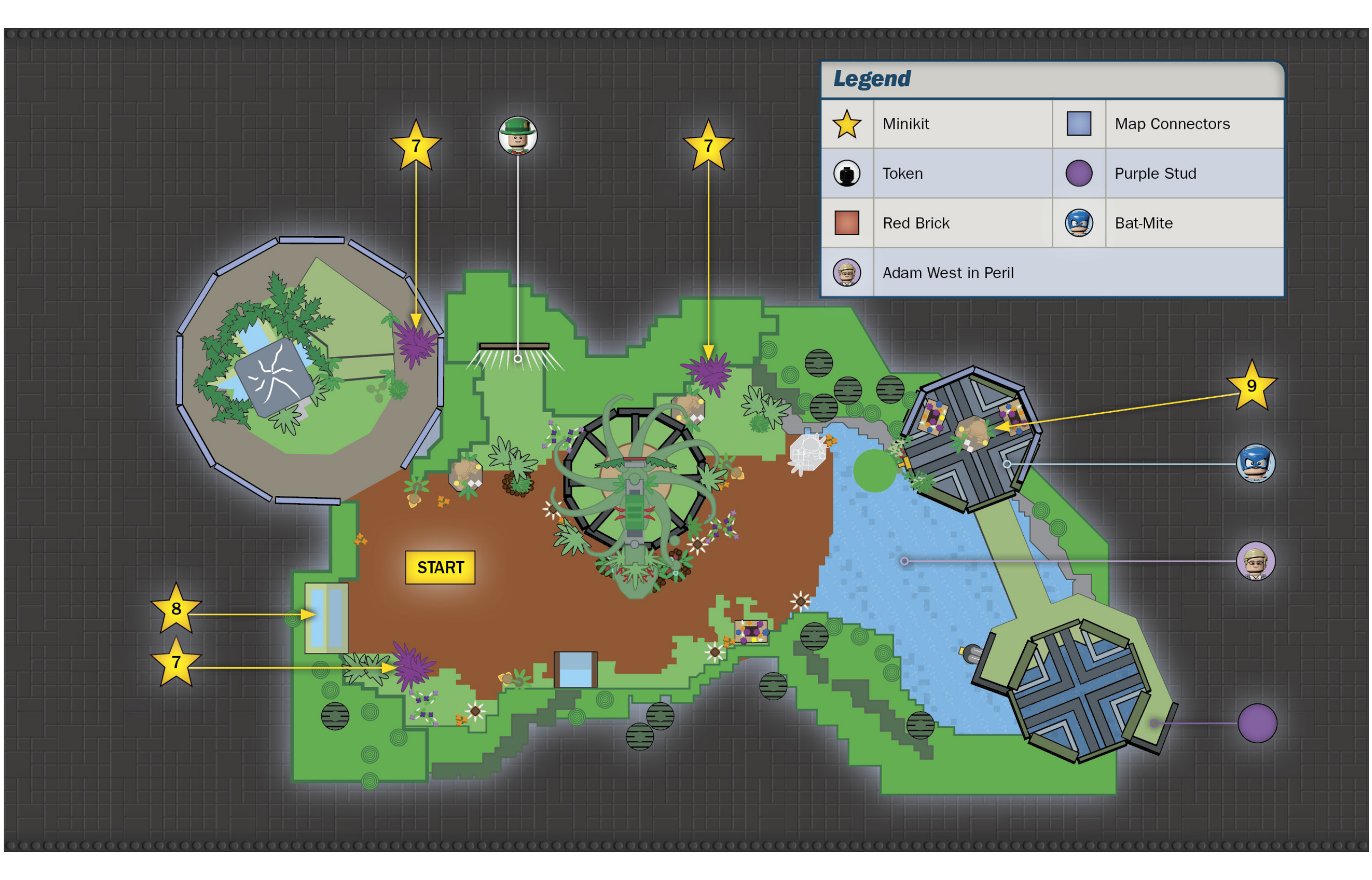


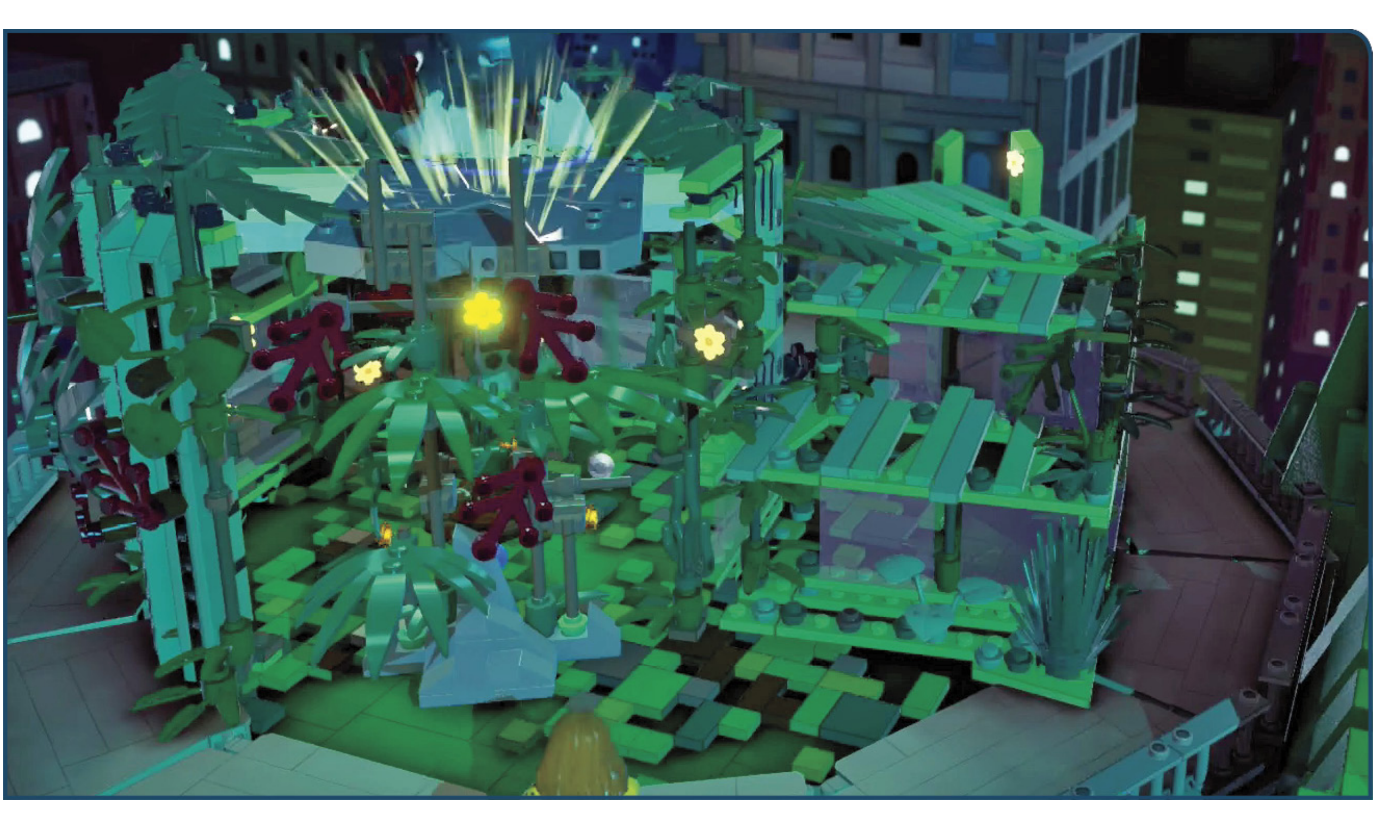
Level 8: Big Trouble In Little Gotham

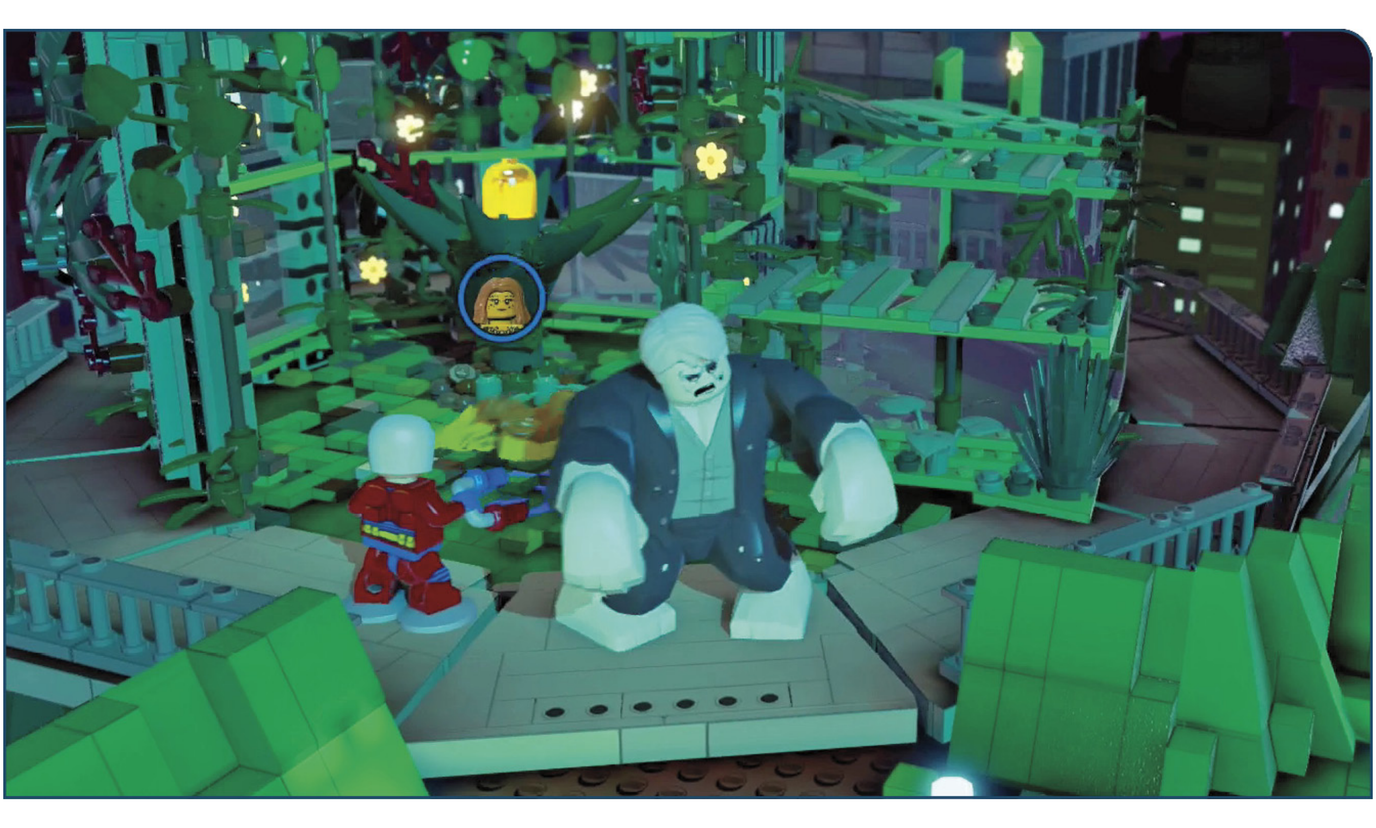
Objective 3: Defend the Botanical Gardens!



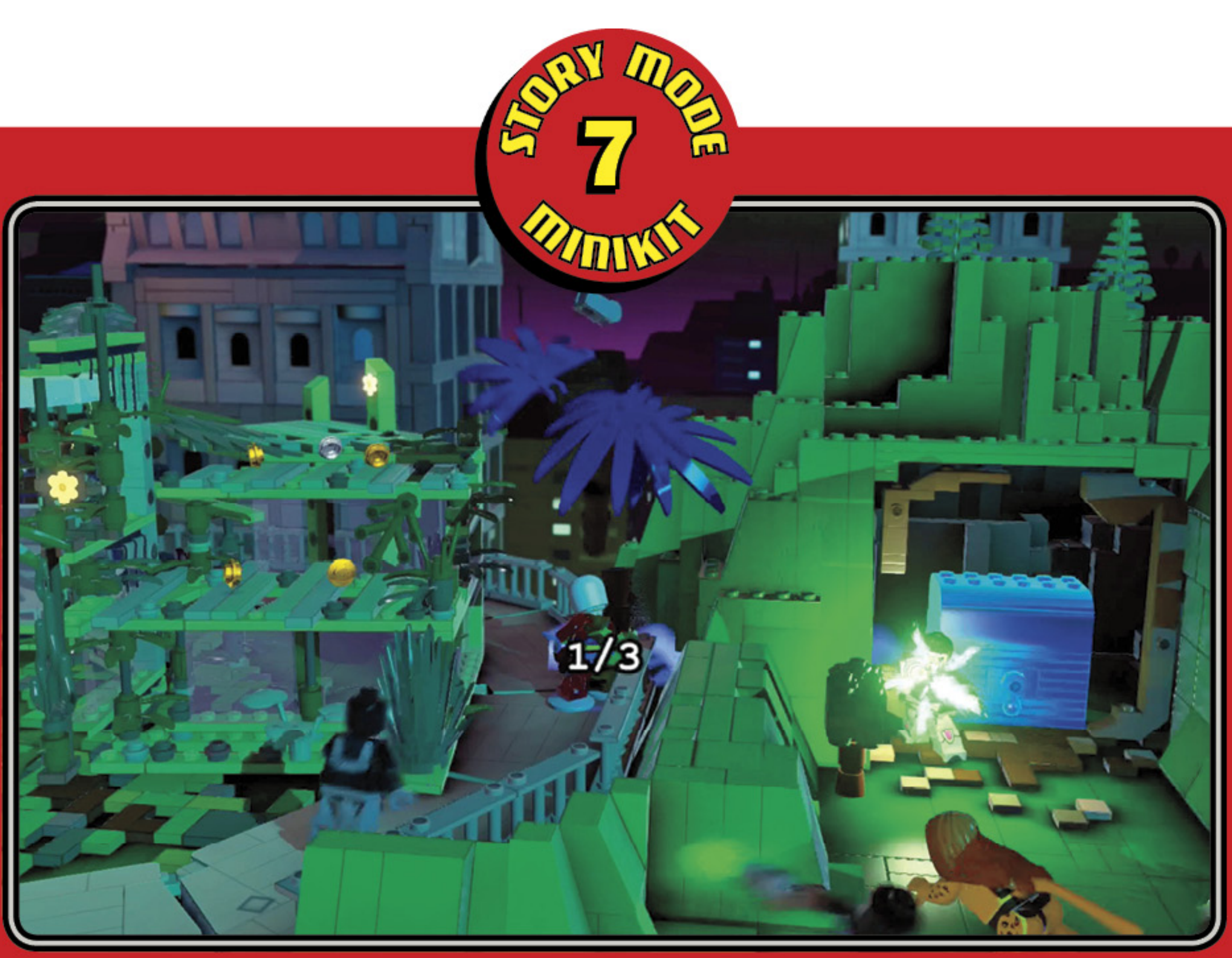
Our heroes have dealt Brainiac two crushing blows, but the evil android isn't finished yet! His next target is Gotham City's fragrant botanical gardens, where Robin, Cheetah, and Solomon Grundy have joined to battle against him. Tag to Solomon Grundy first and leap onto the structure on the left. Smash through the roof to land inside the structure, right near a mound of dirt.

Switch to Cheetah and dig in the dirt until a big plant sprouts up. It has a gold bulb on top, but you can't do anything with it just yet. You need to find some way of destroying that bulb!



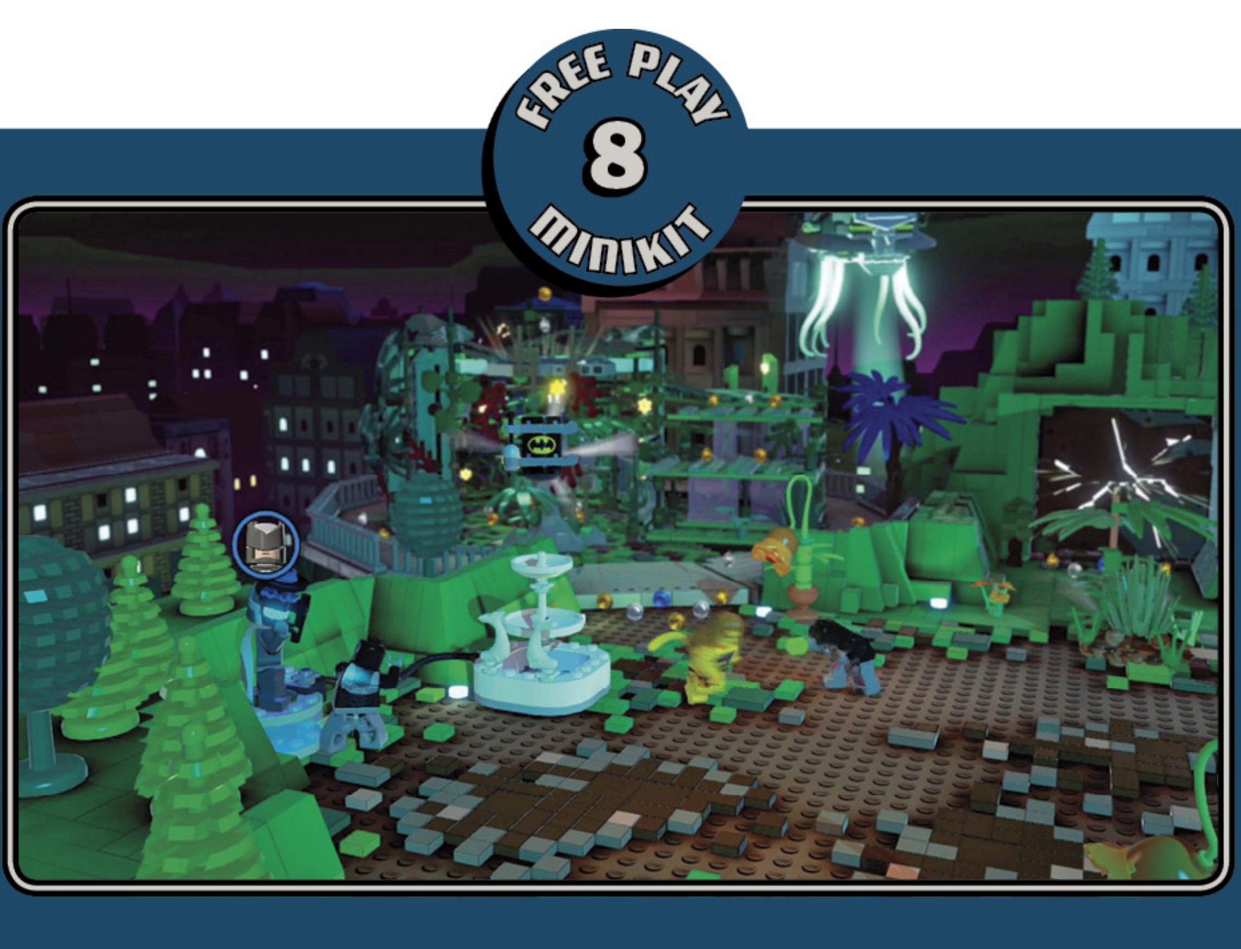


STORY MODE
7
MINIKIT



Chop down three purple plants around the botanical gardens to cultivate a Minikit. Check the map to see where the three purple plants are growing!

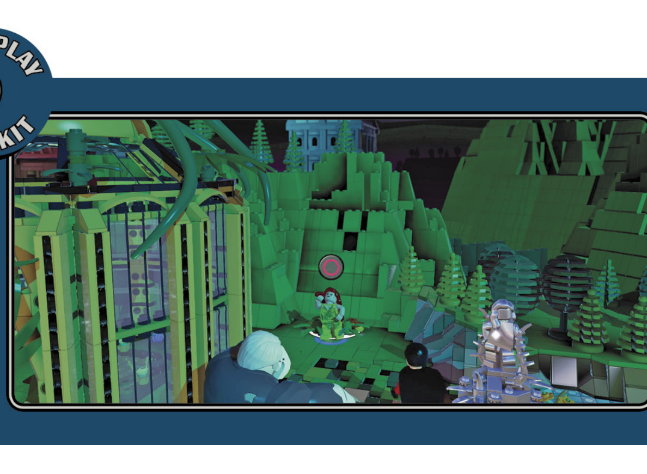
FREE PLAY
8
MINIKIT



In Free Play, use a Sonar Suit to shatter the glass greenhouse on the left. Build its bricks into a fountain afterward, then jump onto the attached button to make a Minikit froth up!

FREE PLAY
9
MINIKIT

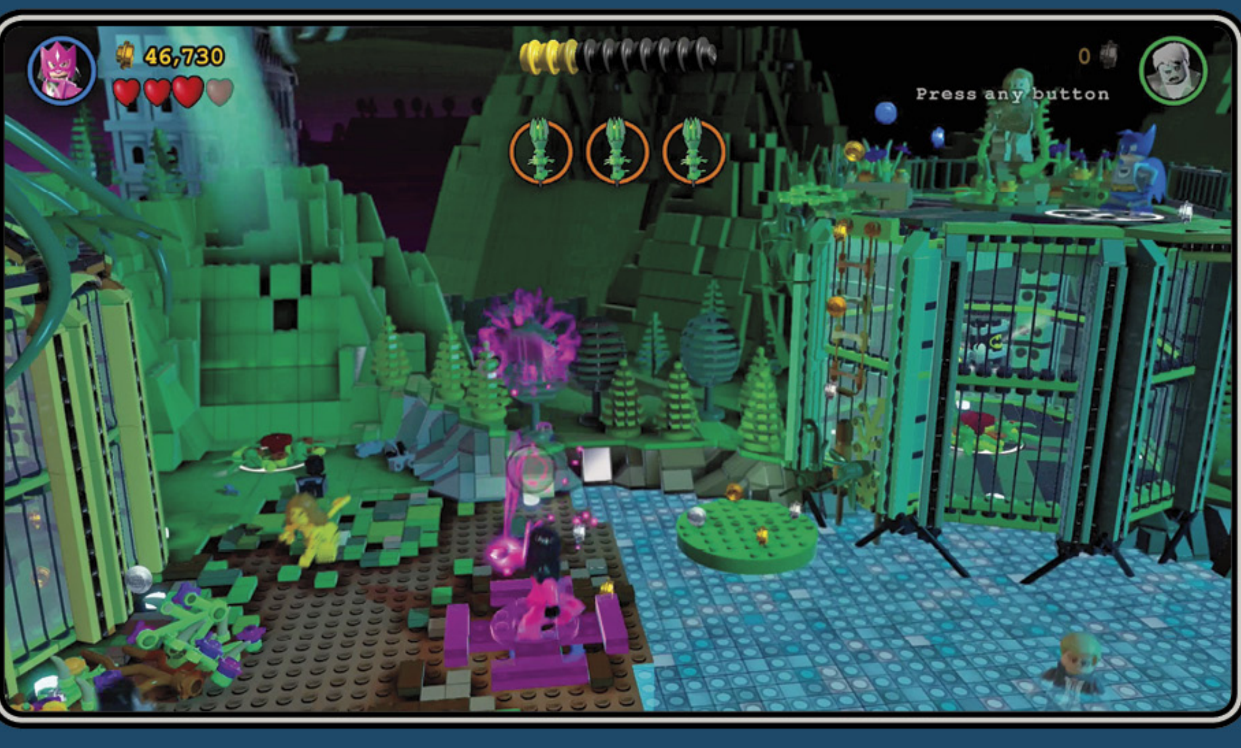
Search the right side of the gardens' central structure to discover an unusual portal that's covered in plants. Only Poison Ivy can travel through plant portals like this! Send Poison Ivy through the portal, and she emerges within reach of a Minikit that's kept in a tank on the right.



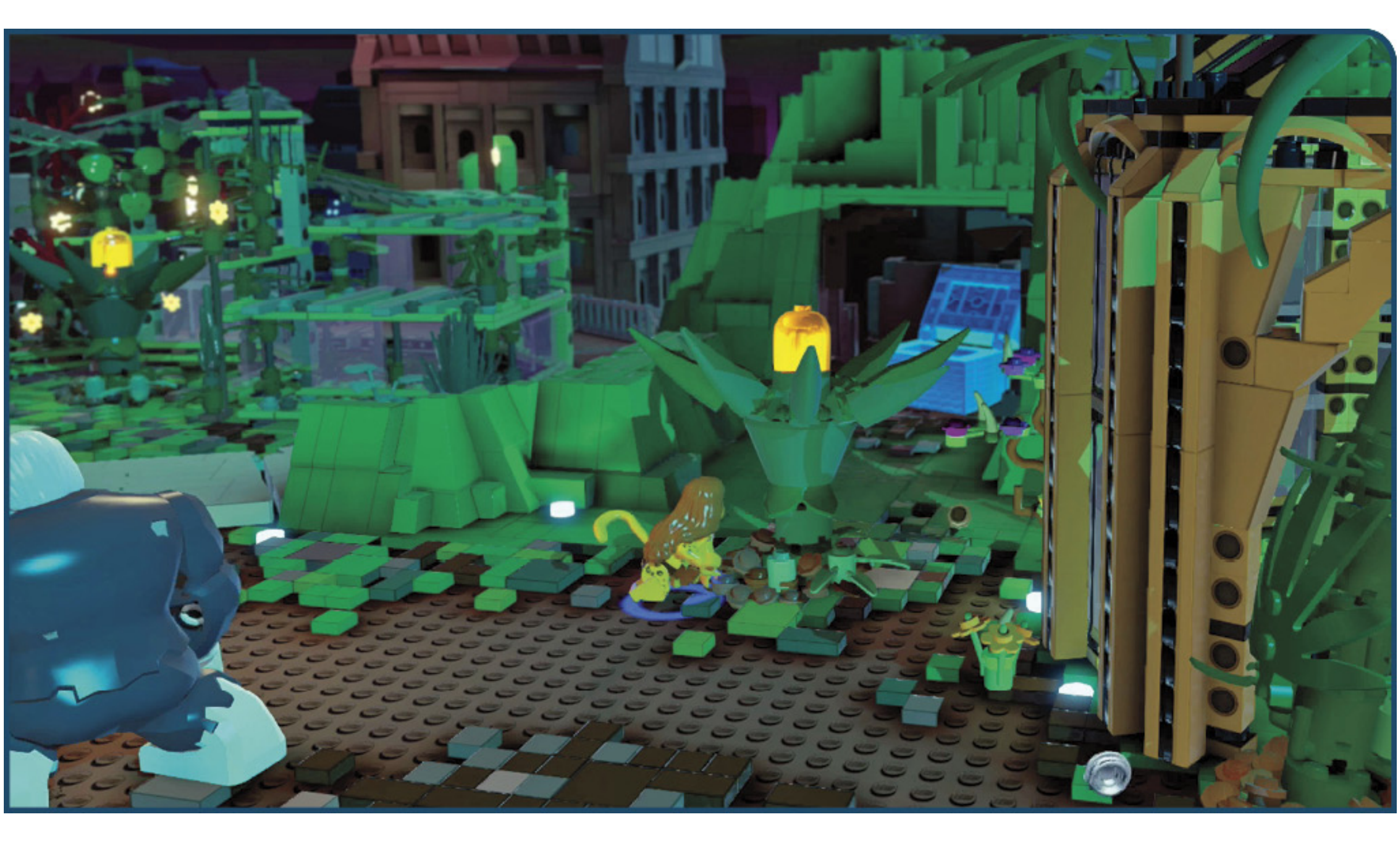
You've uncovered one gold-bulbed plant; now you need to find two more. Destroy the plant life and objects on the left side of the gardens' central structure to uncover another mount of dirt. Dig there with Cheetah again to make the second plant sprout up. One more to go!

FREE PLAY

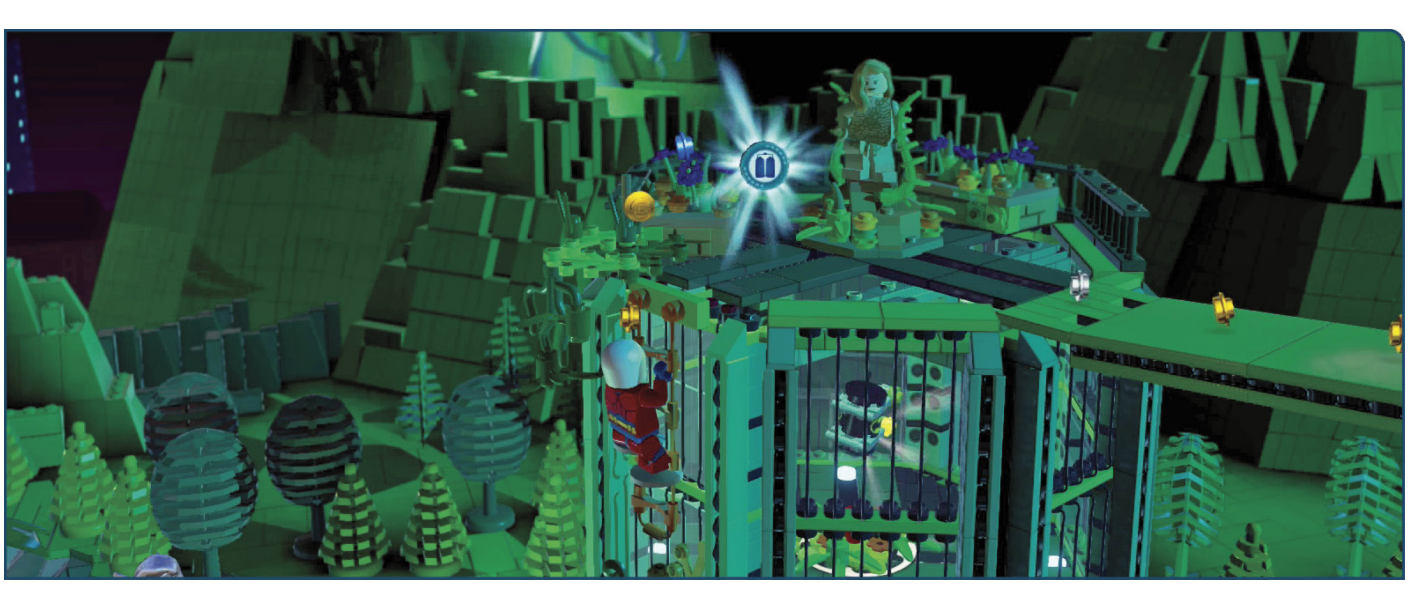
ADAM WEST IN PERIL!



Use a character with explosive attacks to destroy the silver statue of Poison Ivy on the gardens' right side. Build the statue's bricks into a Lantern pad afterward, then use any Lantern to construct a rescue boat that saves a soggy Adam West!



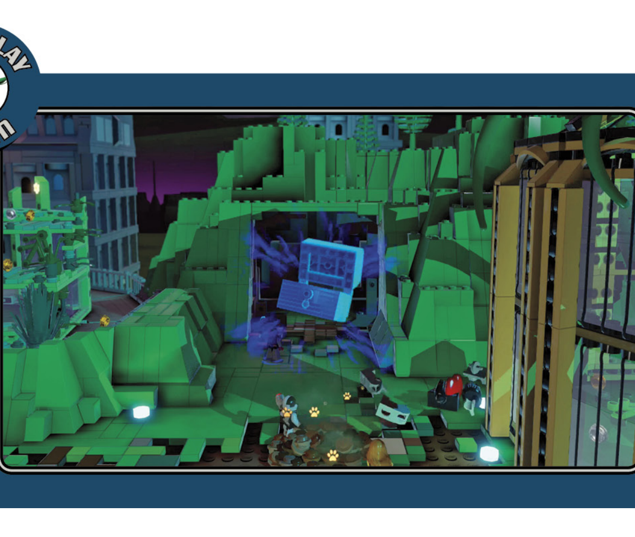
Tag to Robin and run to the right. Jump onto the lilypad on the lake and grapple the overhead orange hook. Pull down a ladder and then climb up and claim the Suit Token above. Nice work, you've found Robin's Dive Suit!



FREE PLAY
TOKEN

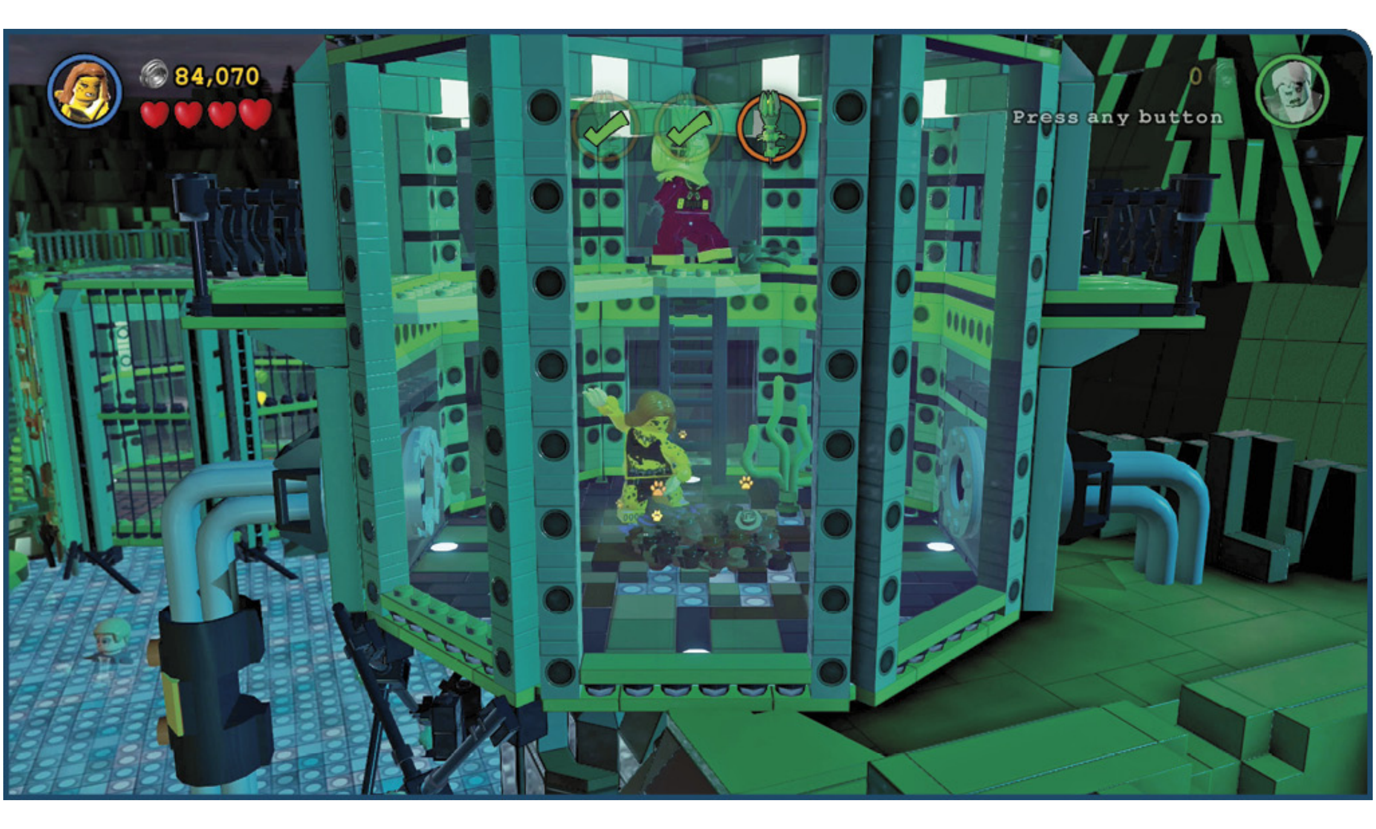
MAD HATTER

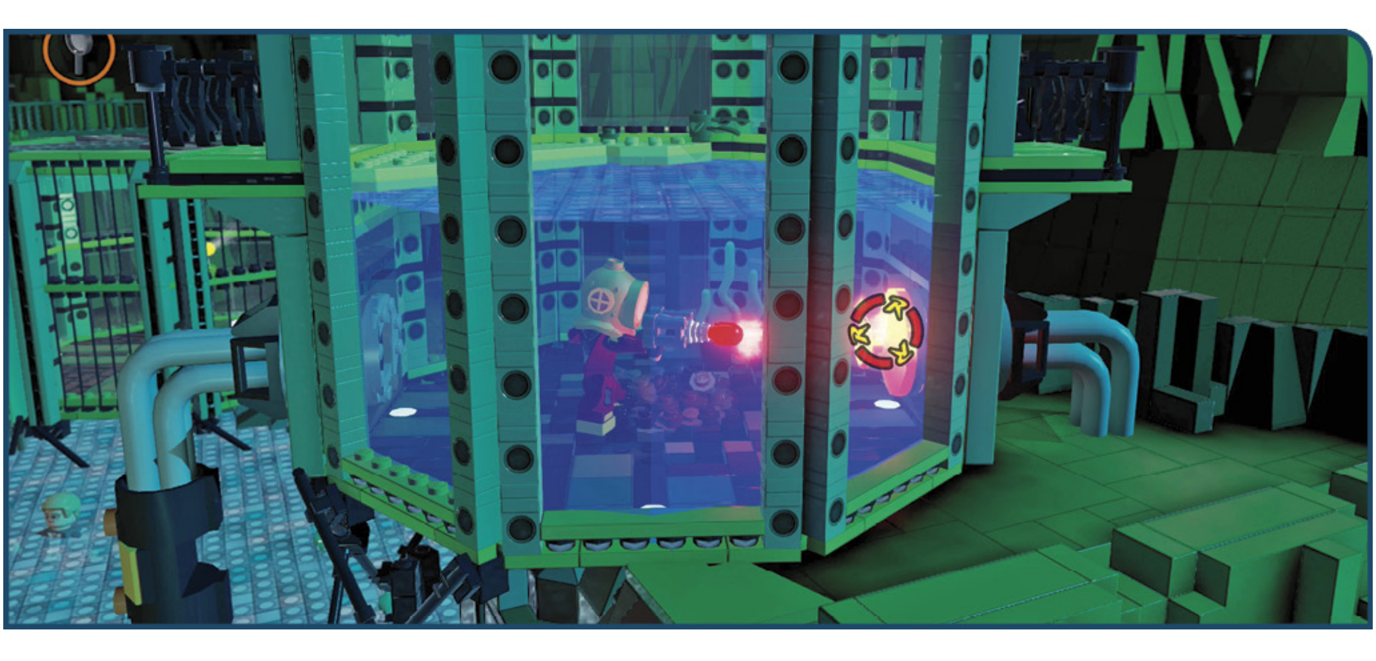
In Free Play, Bat-Mite stands atop the container where Robin's Dive Suit Token is found. Talk to the little fellow, then use a giant character to smash through the cracked wall on the gardens' left side. Use magnetic power afterward to open the blue crate beyond the wall and discover the item that Bat-Mite is after! Return the item to Bat-Mite to exchange the item for a Character Token.

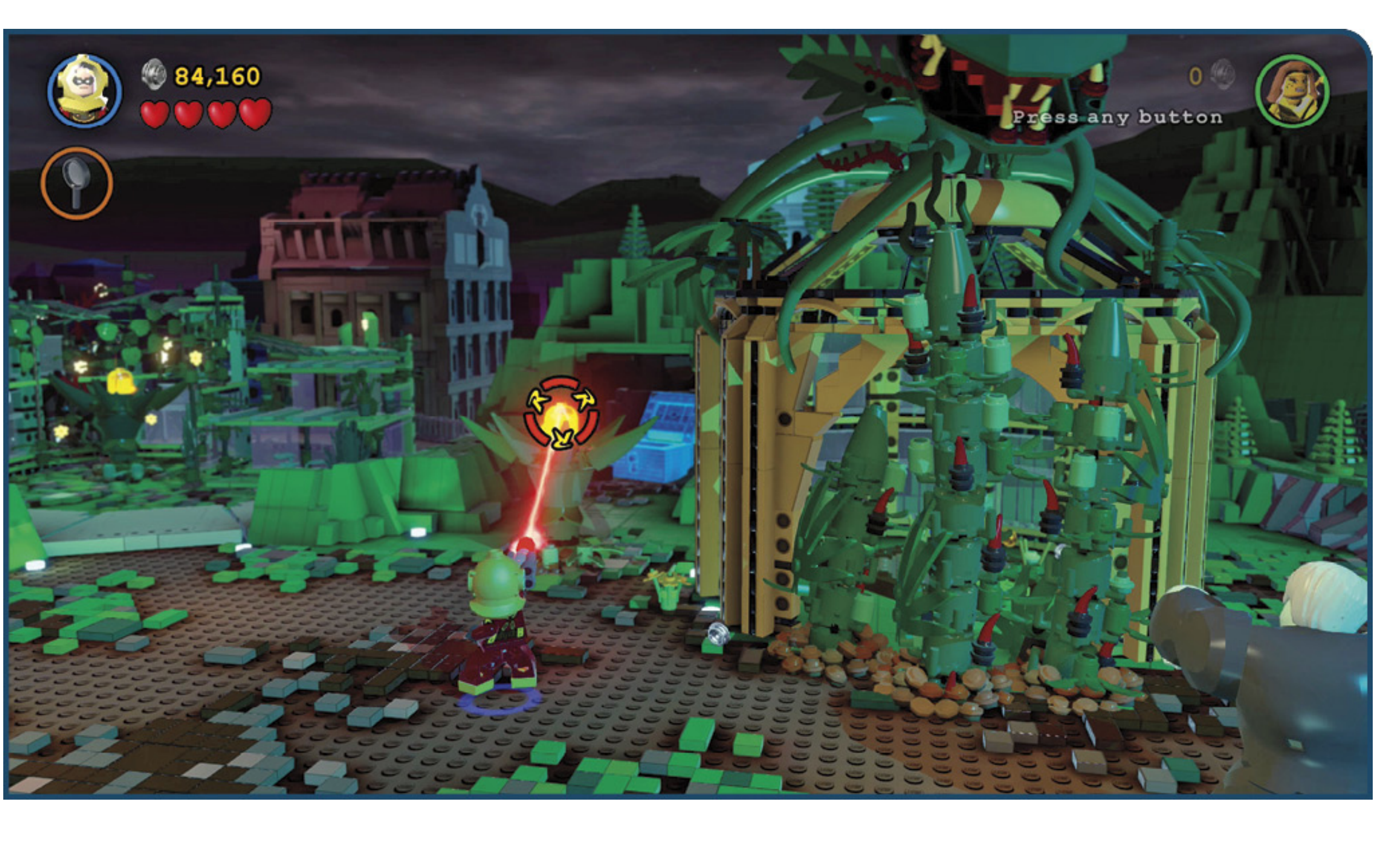


DIVE SUIT DEEDS

Unlike Batman's Dive Suit, Robin's comes equipped with a laser. You're now able to laser those plants' gold bulbs, but you still need to find the third plant. Run to the right and enter a water-filled tank. Drop into the water then use the Dive Suit's laser to destroy two gold valves.





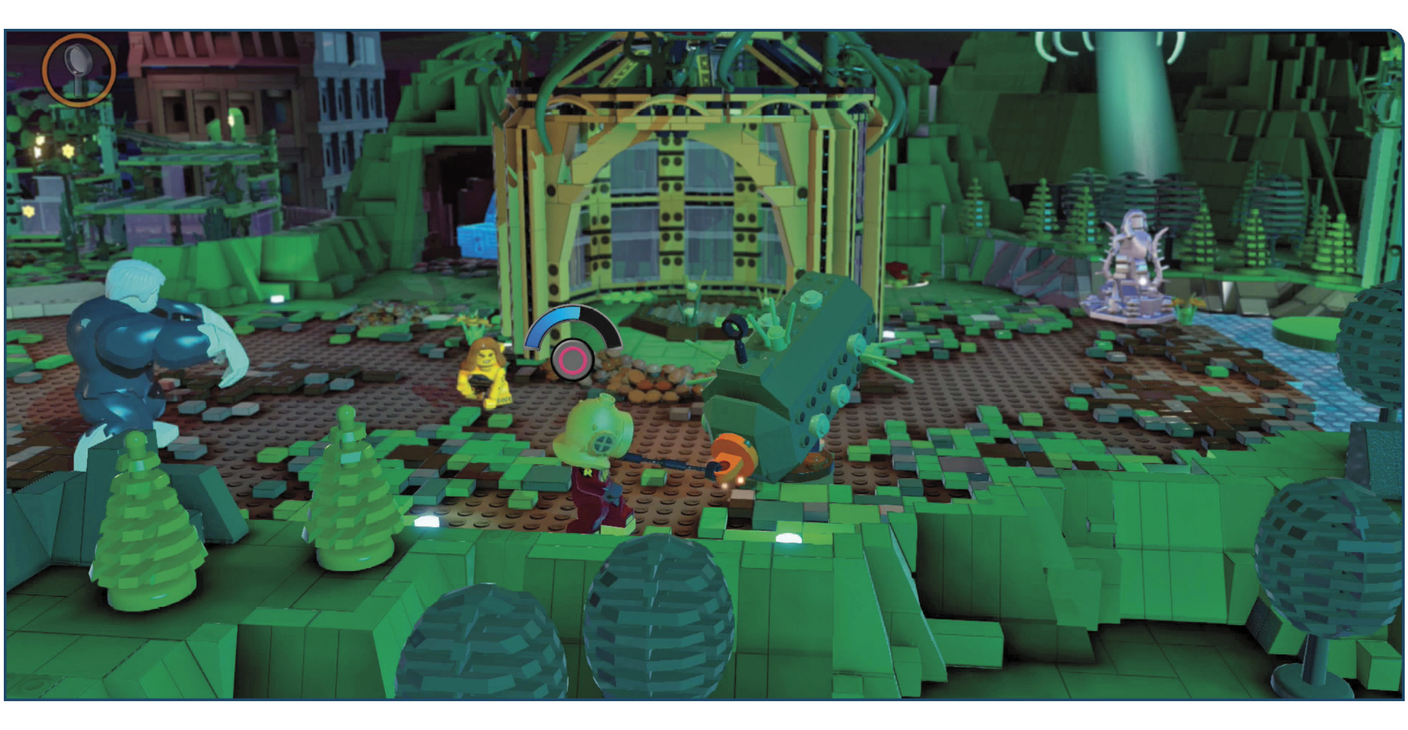


> TIP
>
> **Search behind the top of the water-filled tank to snag a hidden Purple Stud!**

Lasering the gold valves drains the water from the tank, exposing a mound of dirt at the bottom. Tag to Cheetah and climb the ladder that Robin grappled down, then enter the tank and dig in the dirt to make the final plant emerge!

With all three plants uncovered, you're ready to destroy their gold bulbs. Use the Dive Suit's laser again to blast all three bulbs until they're destroyed. This removes the three big vines from the central structure, granting you access to a swampy spot!

Tag to Solomon Grundy and move onto the swampy spot. Burrow down, and he comes up with a big missile launcher! Use Robin to grapple the launcher's hook and pull to blast Brainiac from the sky.



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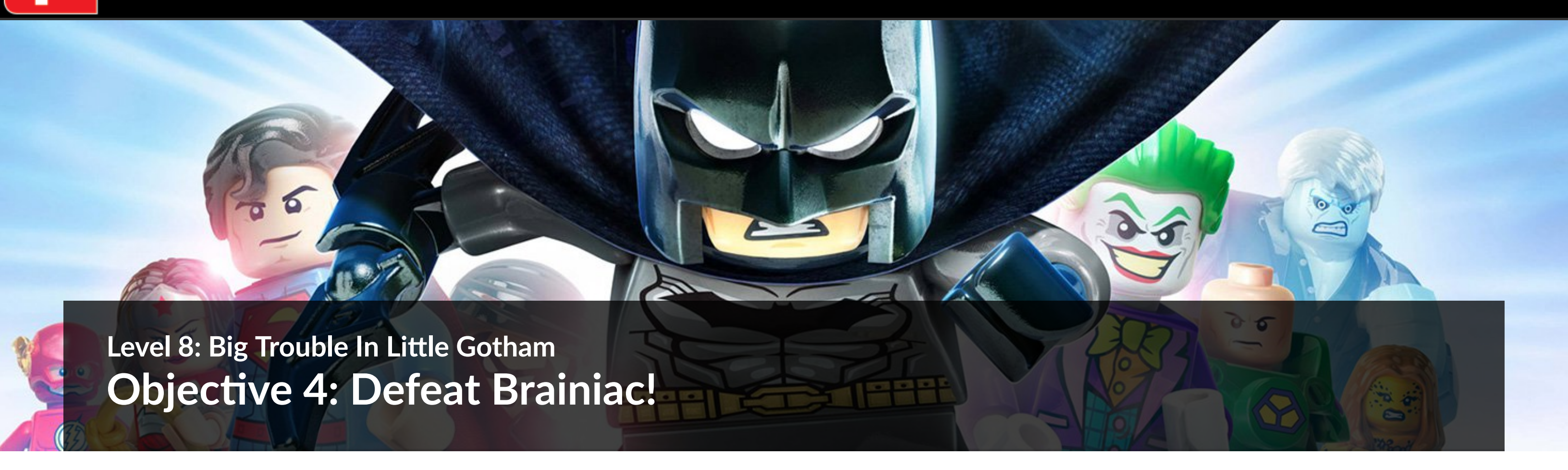
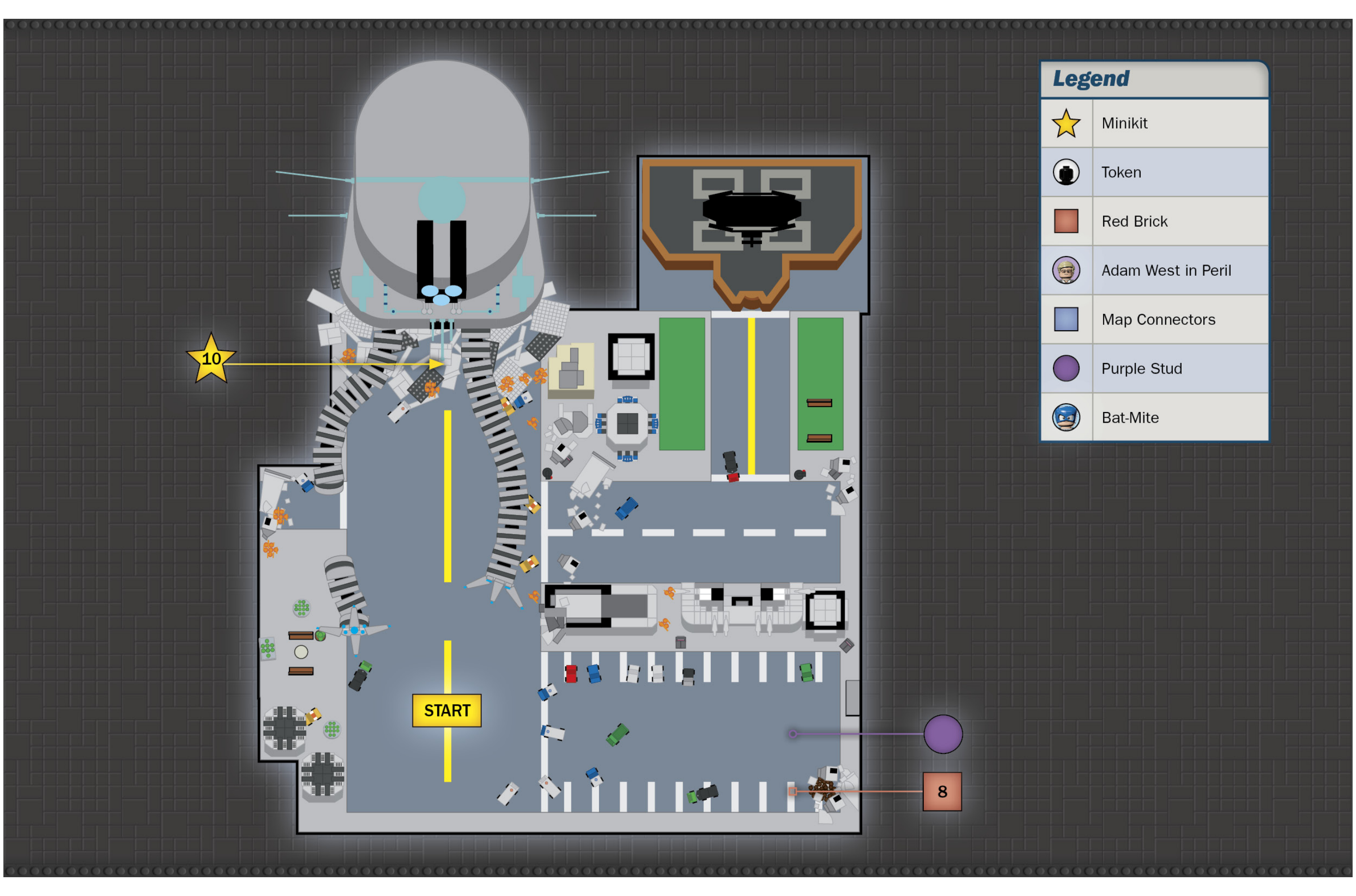
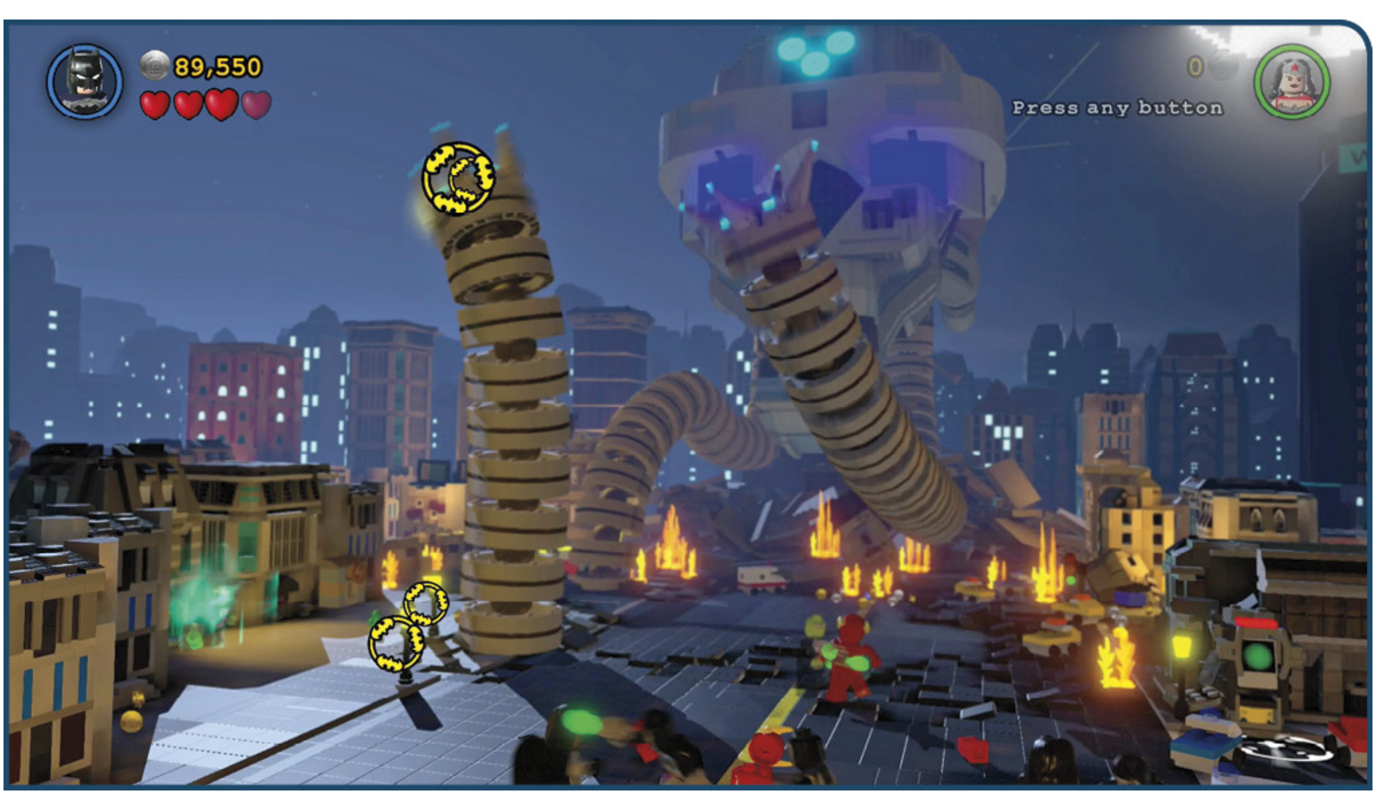


Level 8: Big Trouble In Little Gotham

Objective 4: Defeat Brainiac!

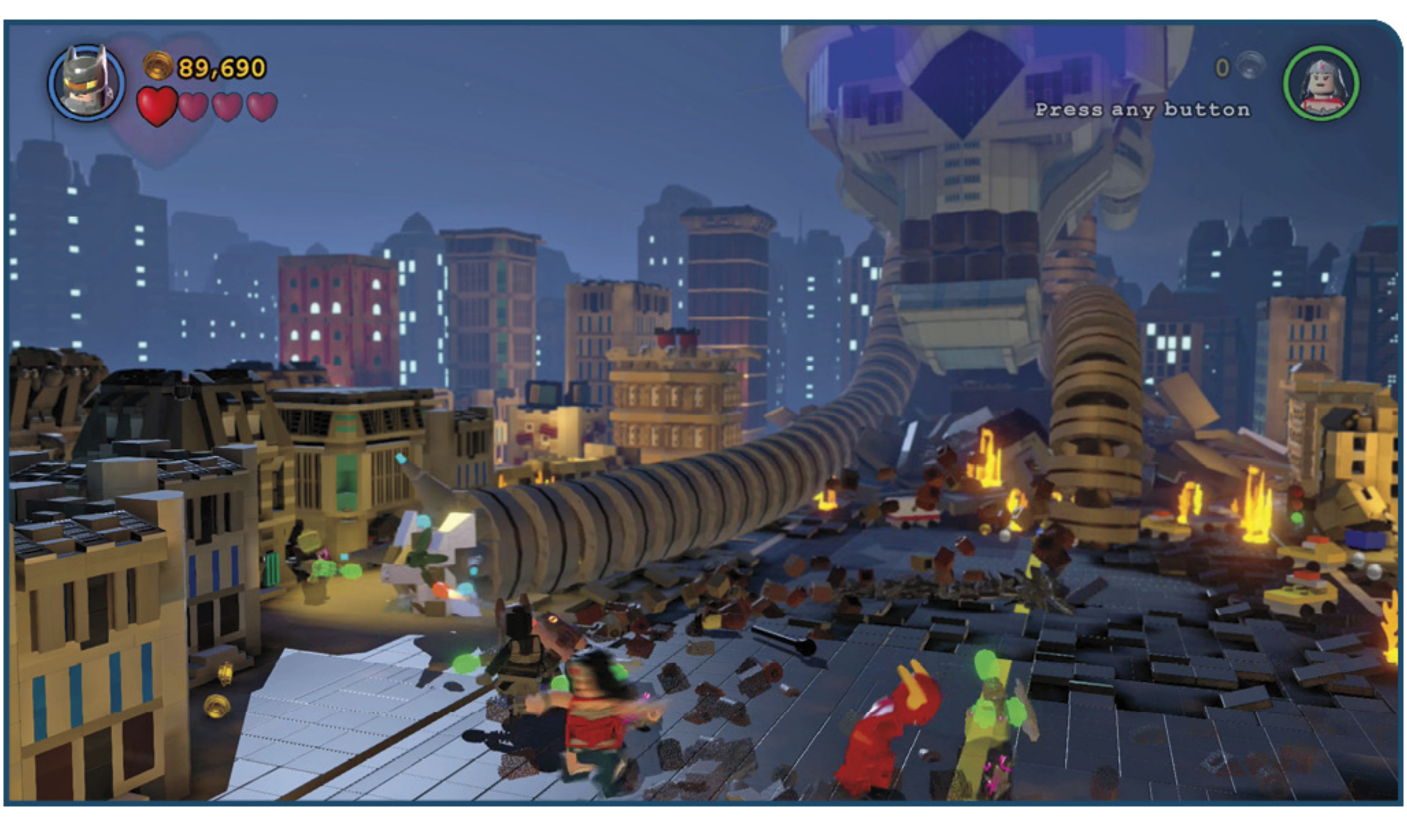


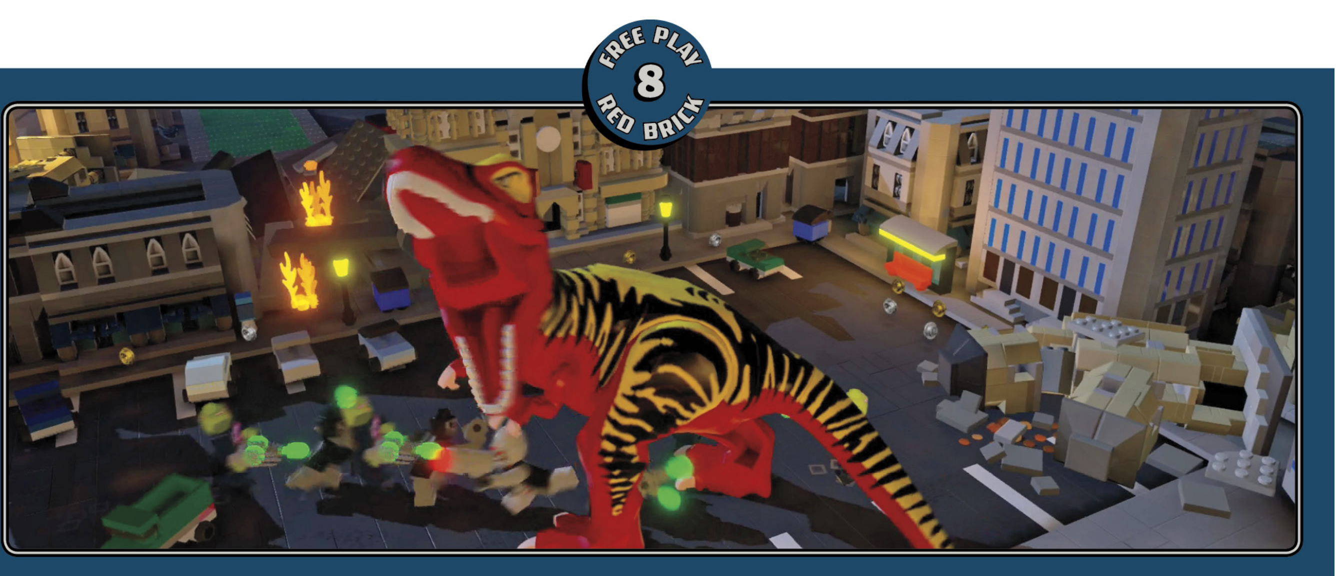
It's been fun chasing Brainiac all over Gotham City, but the time has come to end this android's antics. Unfortunately, Brainiac has crashed right near his downed space ship, and has managed to seize control of his ship once more! It won't be easy defeating the vile android now, but Earth's fate hinges on your success.



Battle Brainiac's minions as you dodge his ship's massive tentacles. Take aim and try to stun the tentacles with a Batarang (or any other ranged attack). A good time to stun the tentacles is after they've burrowed underground and emerged.

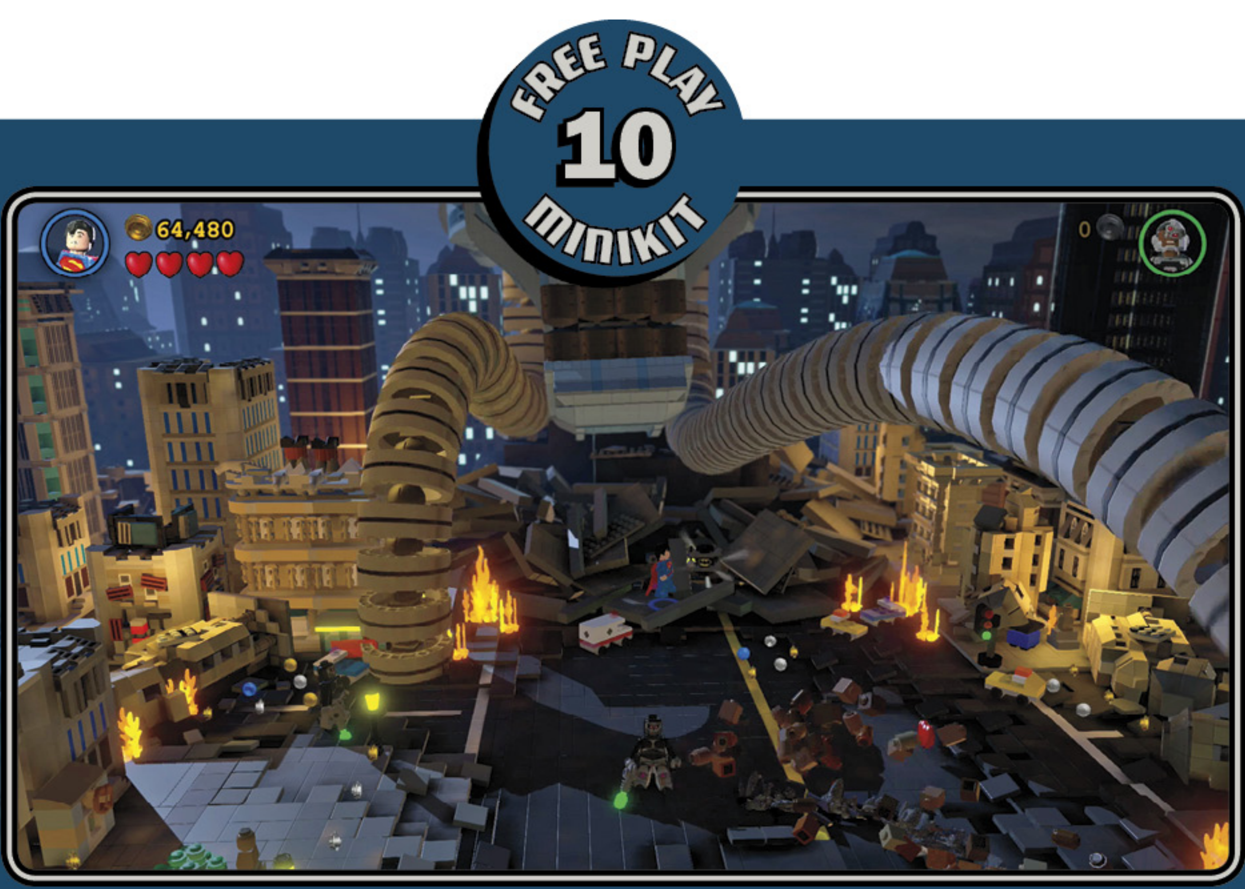
When you see a tentacle lying on the ground, nearly motionless, you know that it's stunned. Fire a missile from Batman's Power Suit to blow off the tentacle's silver claw and neutralize it, then do the same to the other tentacle. Remember: you must stun the tentacle first with a ranged attack before you can destroy its silver claw!





MINIKIT DETECTOR

Go to the right to find a mound of dirt that's partially buried under debris. Dig in the dirt to uncover some bricks, then build the bricks into a Plastic Man pad. Activate the pad to turn Plastic Man into his most fearsome form yet—a giant dinosaur that reveals a Red Brick during its rampage!

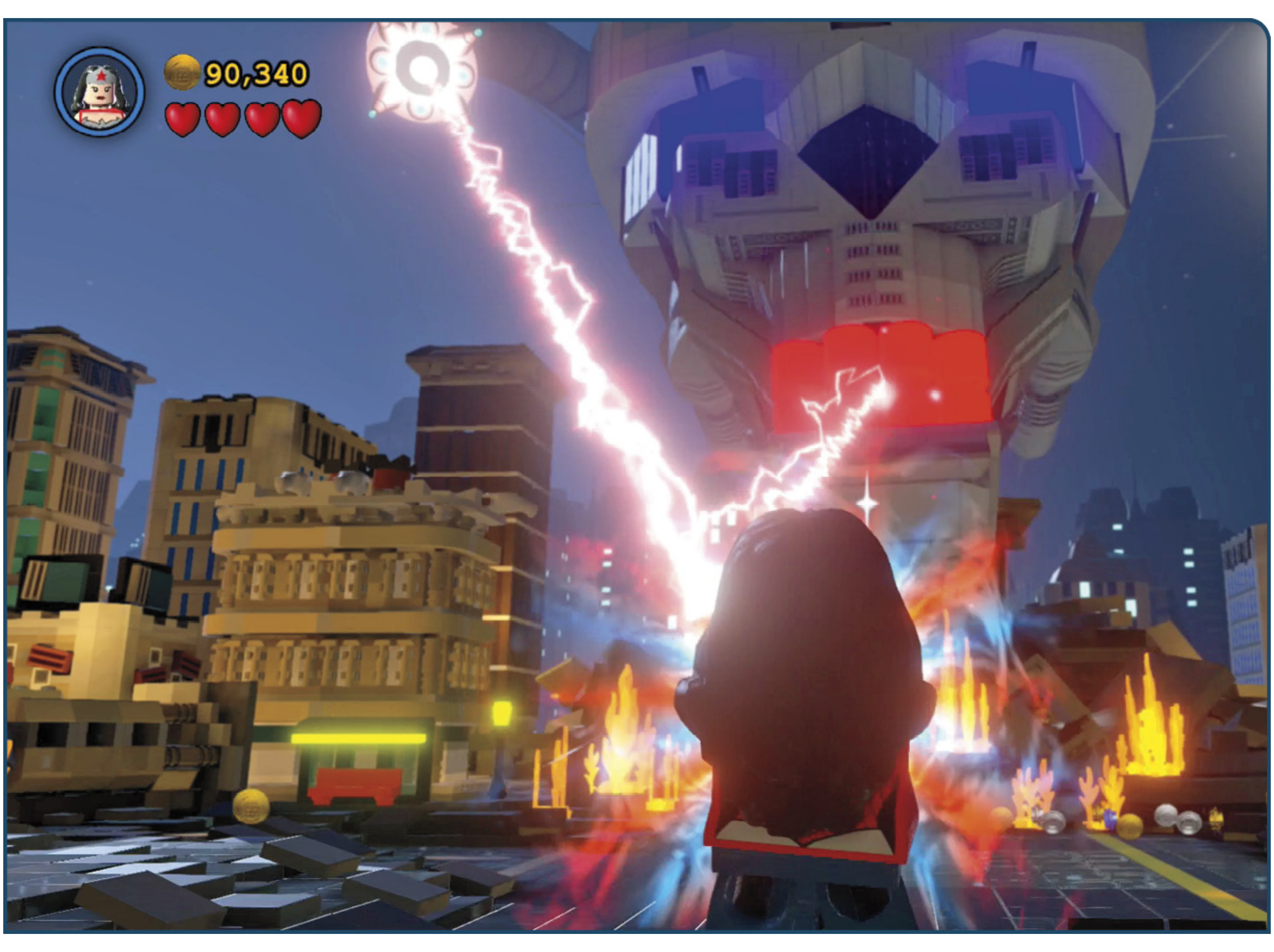


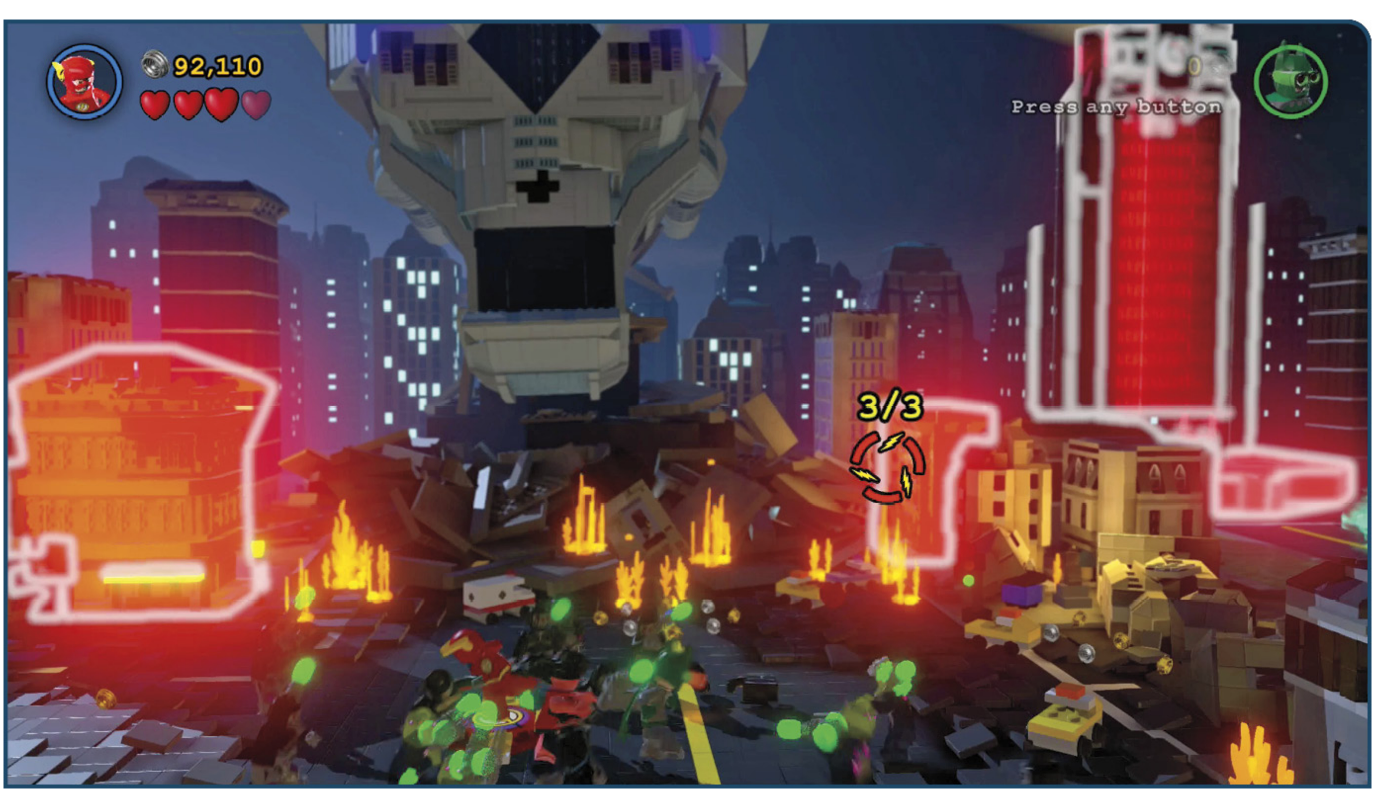
During Free Play, use super-breath or a freeze cannon to douse the LEGO fires beneath Brainiac's freaky ship. Smash the debris after it has cooled to claim the stage's final Minikit!

With both of the ship's tentacles neutralized, Brainiac switches tactics and unleashes a giant laser beam. Use Batman's Sensor Suit to detect a large pile of bricks in the center of the area, then tag to The Flash and swiftly build these into a shield deflect pad for Wonder Woman. Tag to Wonder Woman, stand on the pad, and then reflect Brainiac's laser at the "mouth" of his ship.

Destroying the ship's mouth sends bricks tumbling down. Tag to The Flash and quickly build these into a Flash-Build pad. Stand on the pad, hold the Attack button, and target the three glowing buildings in the background—including Wayne Tower!

Release the Attack button, and The Flash builds a massive cage out of the buildings' bricks, trapping Brainiac and transforming his ship into a new monument for Gotham City. Well done!





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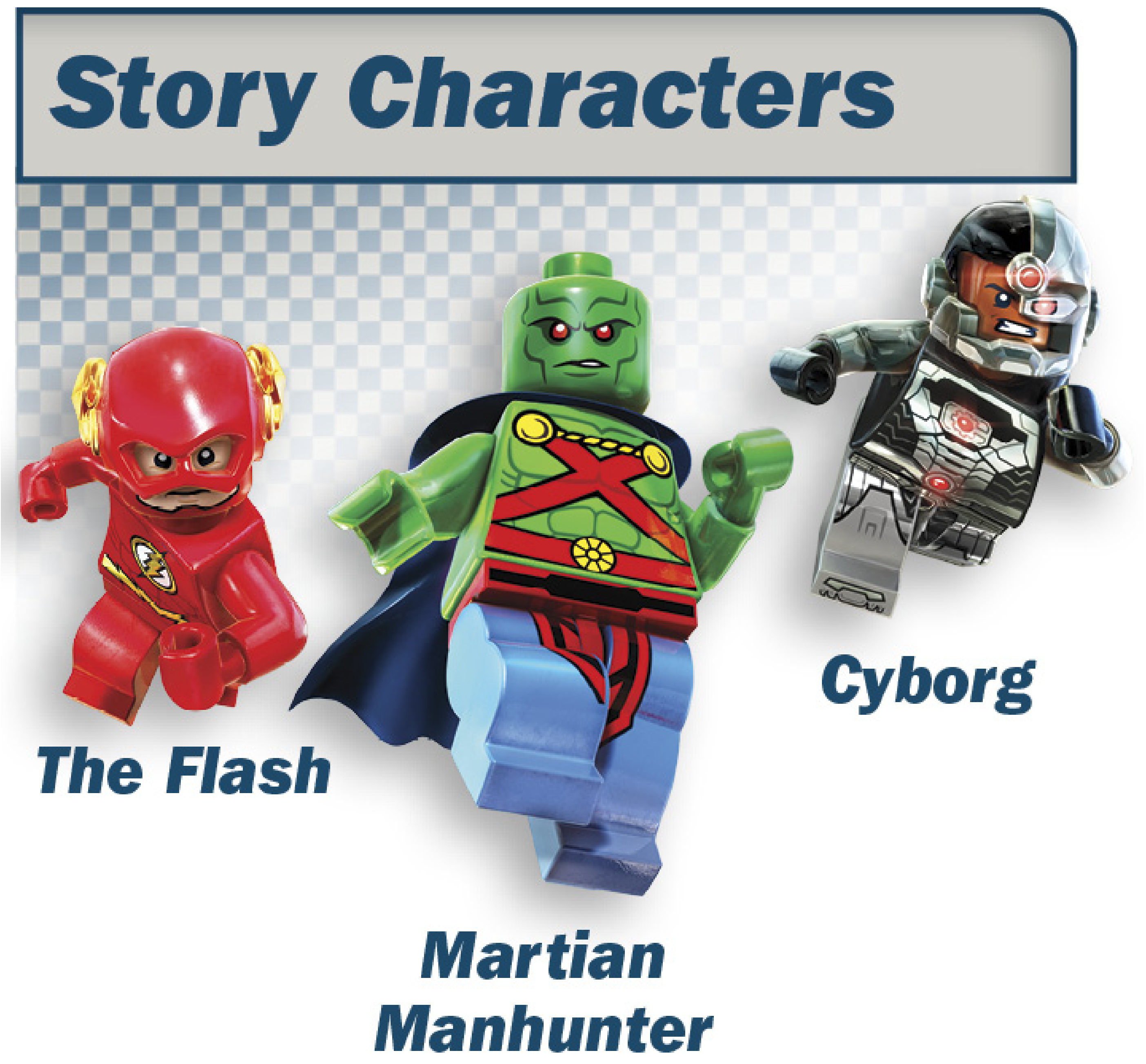


WALKTHROUGH
8
HUB VISIT
Watchtower

The Story Thus Far ...

The many battles against Brainiac have taken their toll, but our fearless heroes have managed to put an end to the android's rampage. Now they must turn their attention to restoring Earth and its shrunken cities to their natural size. Brainiac used some sort of mysterious crystal to channel the energy of the Lanterns' rings and power his shrink ray. Our heroes must find some way to do the same!

With three Lanterns to rescue, three Lantern Power Batteries to steal, and a giant crystal to build, you really have your work cut out for you. The good news is that you can tackle the next five missions in any order you choose. Use the Justice League Computer to view all of the places that you've visited, along with several worlds you haven't seen. Once you complete these five, you can move on to Aw-Qward Situation. For the purposes of this walkthrough, complete the missions in the following order:

> Power of Love

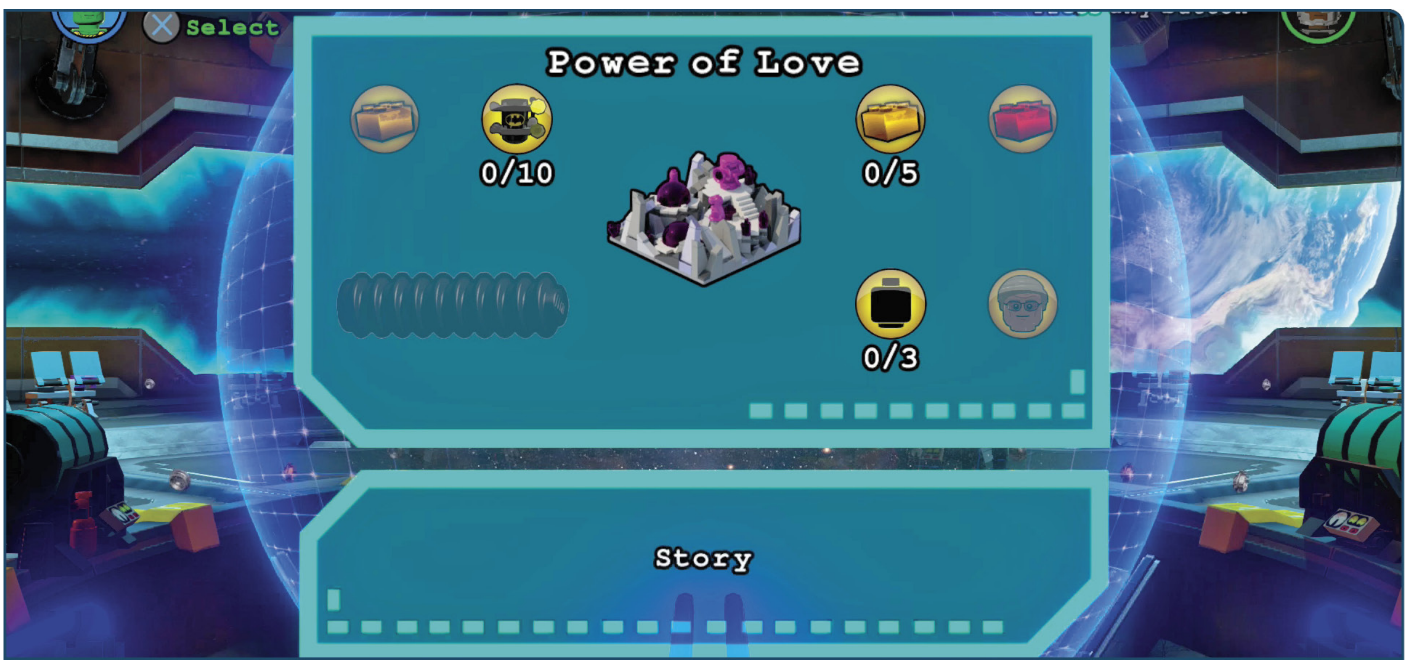
> A Blue Hope

> Jailhouse Nok

> All the Rage

> Need for Greed

Press the Map button to access the Justice League Computer from any location in any hub!



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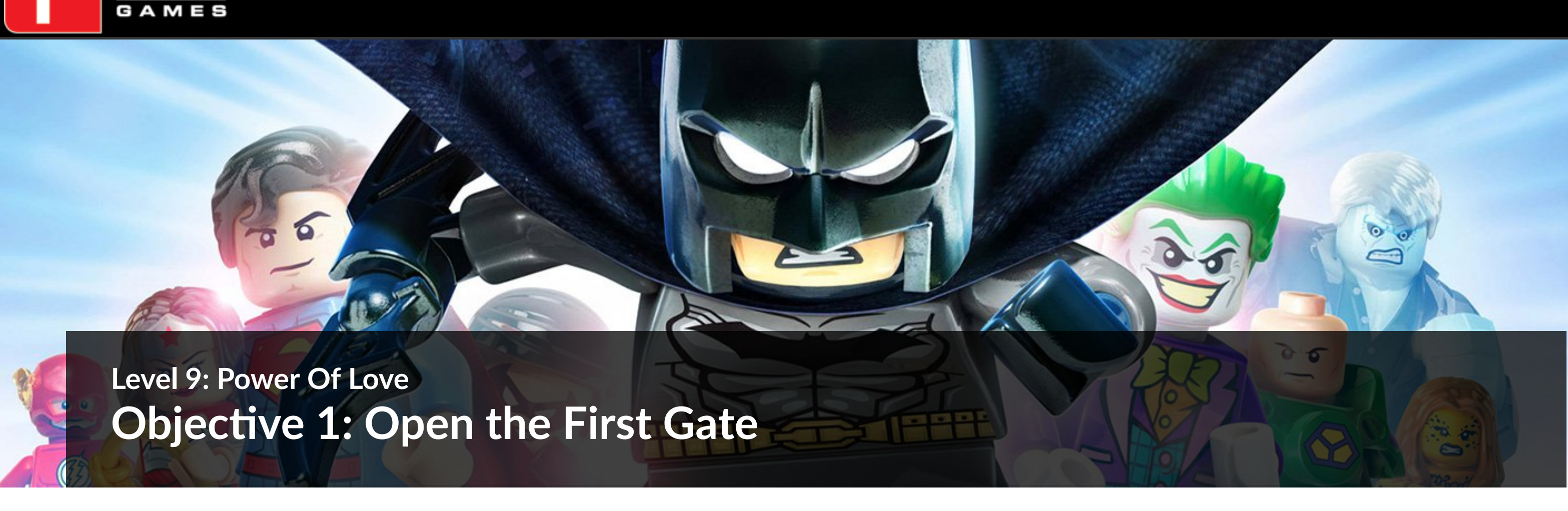


Level 9: Power Of Love

Objective 1: Open the First Gate

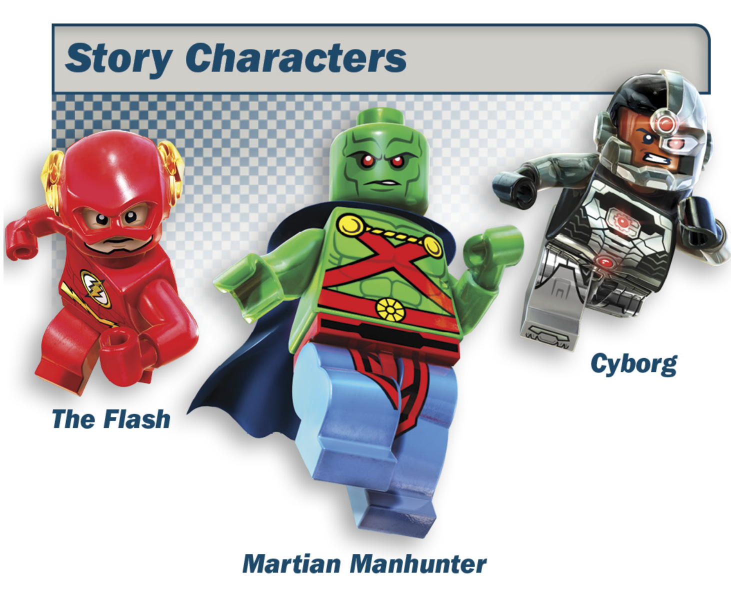
WALKTHROUGH
9
LEVEL

Power of Love

The Story Thus Far...

With Brainiac out of their hair, the Justice League turns their attention to rescuing the three heroic Lanterns that have been scattered across space. Only the combined power of their rings will be enough to restore Earth! Landing on Zamaron, homeworld of the powerful Star Sapphire, our heroes set about searching for the first heroic Lantern.

Story Characters



True Hero Stud Requirement:

50,000

Tokens

Icon	Character	Area	Mode	Notes
	Parasite	1	Free Play	Charge Robin's Illumination Suit and light up the dark cave.
	Zamaron Warrior	2	Free Play	Complete Bat-Mite's fetch quest (super-breath, freeze cannon, or water character required).
	Vibe	3	Free Play	After escaping from the forcefield, grapple and pull down the nearby crystal.

Minikits

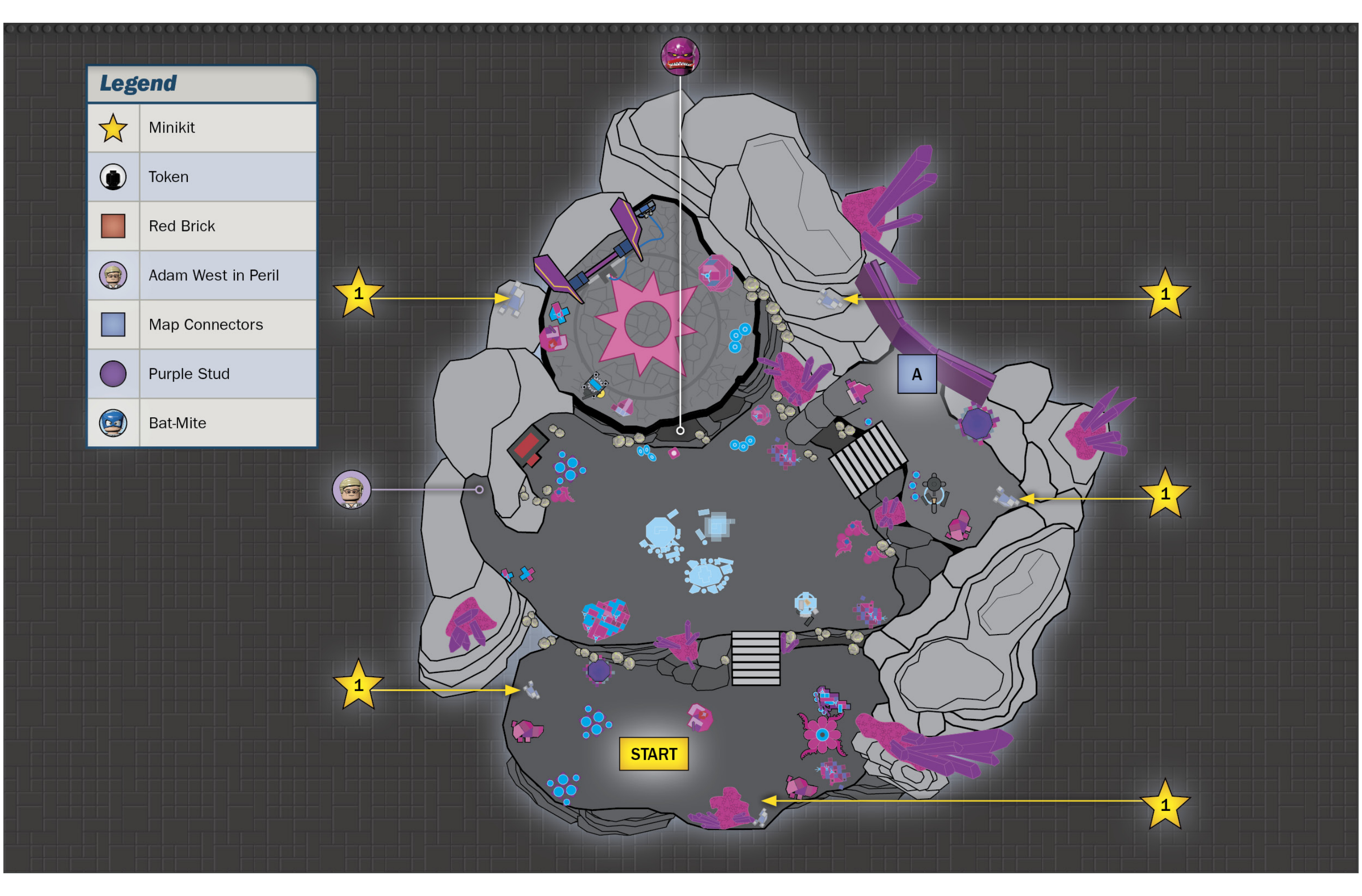
No.	Area	Mode	Notes
1	1	Story	Destroy five silver rocks.
2	2	Free Play	Fly up to the left ledge and use the Lantern pad.
3	2	Free Play	Dig up three mushrooms around the area and destroy them.
4	2	Story	Destroy the rocks on the forcefield ledge, then build their bricks into a big phone booth and use it.
5	2	Story	Fly Cyborg up to the high central ledge and use his Sonar Suit to shatter the glass rock.
6	3	Free Play	Fly to the right ledge and dig up the dirt spot.
7	3	Free Play	Shrink the black vines above the first flight of stairs.
8	3	Story	Smash the purple rocks near the portal, then use Martian Manhunter's true form to smash the cracked wall behind them. Build the bricks into an oven.
9	3	Free Play	After traveling through the portal, change Martian Manhunter to a magnetic character and bend the blue pipes underground.
10	3	Story	Grapple the bee hive near the second beast battle area and then build the hive's bricks into a gramophone.

Red Brick

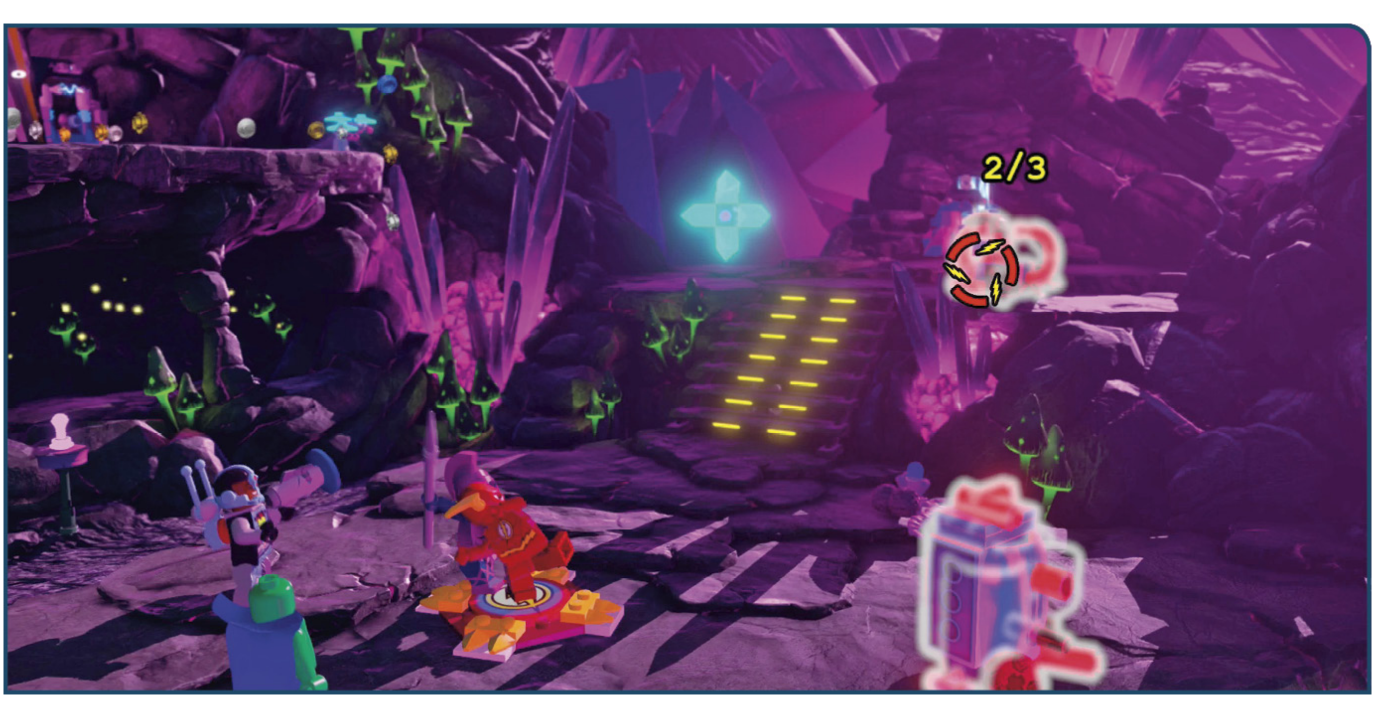
No.	Effect	Area	Mode	Notes
9	Quest Detector	3	Free Play	Fly up high and use the swampy spot near the Pink Lantern. Use the Plastic Man pad that Solomon Grundy finds.

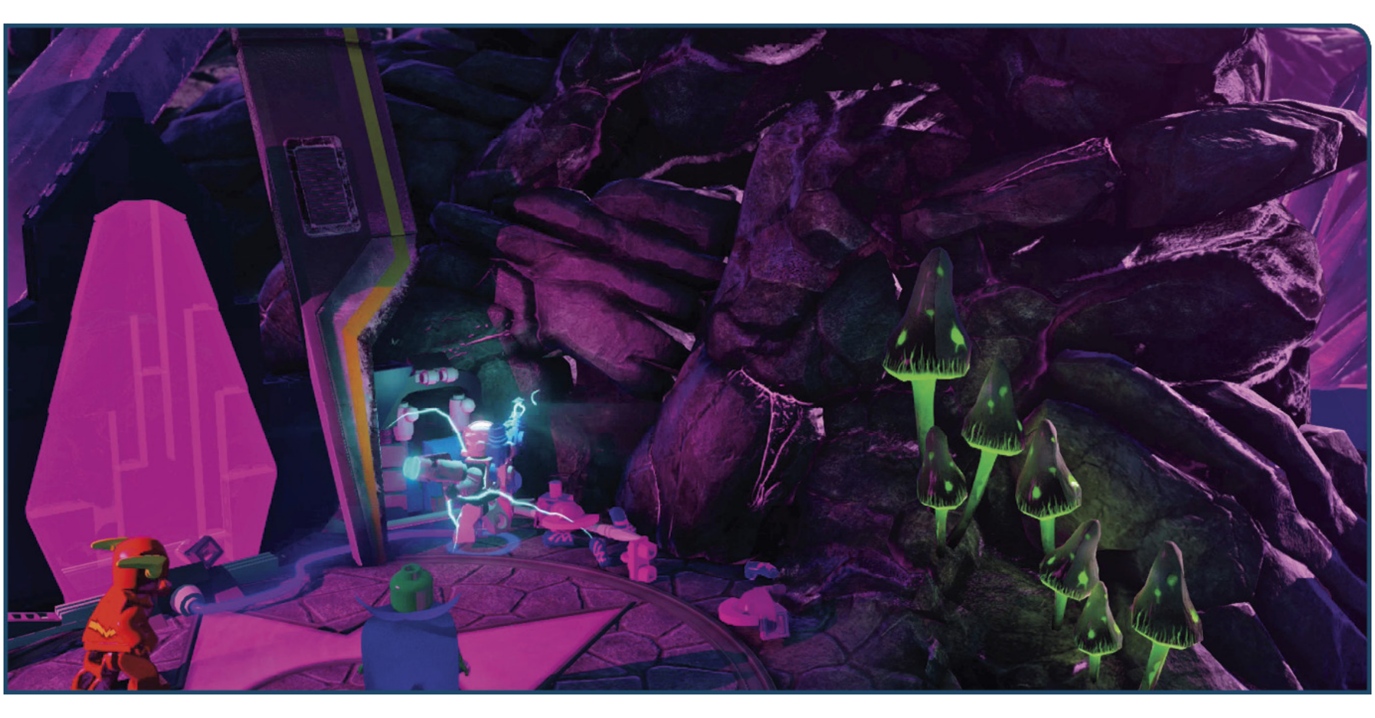
Adam West in Peril!

Area	Mode	Notes
1	Free Play	Charge Robin's Illumination Suit and light up the dark cave.

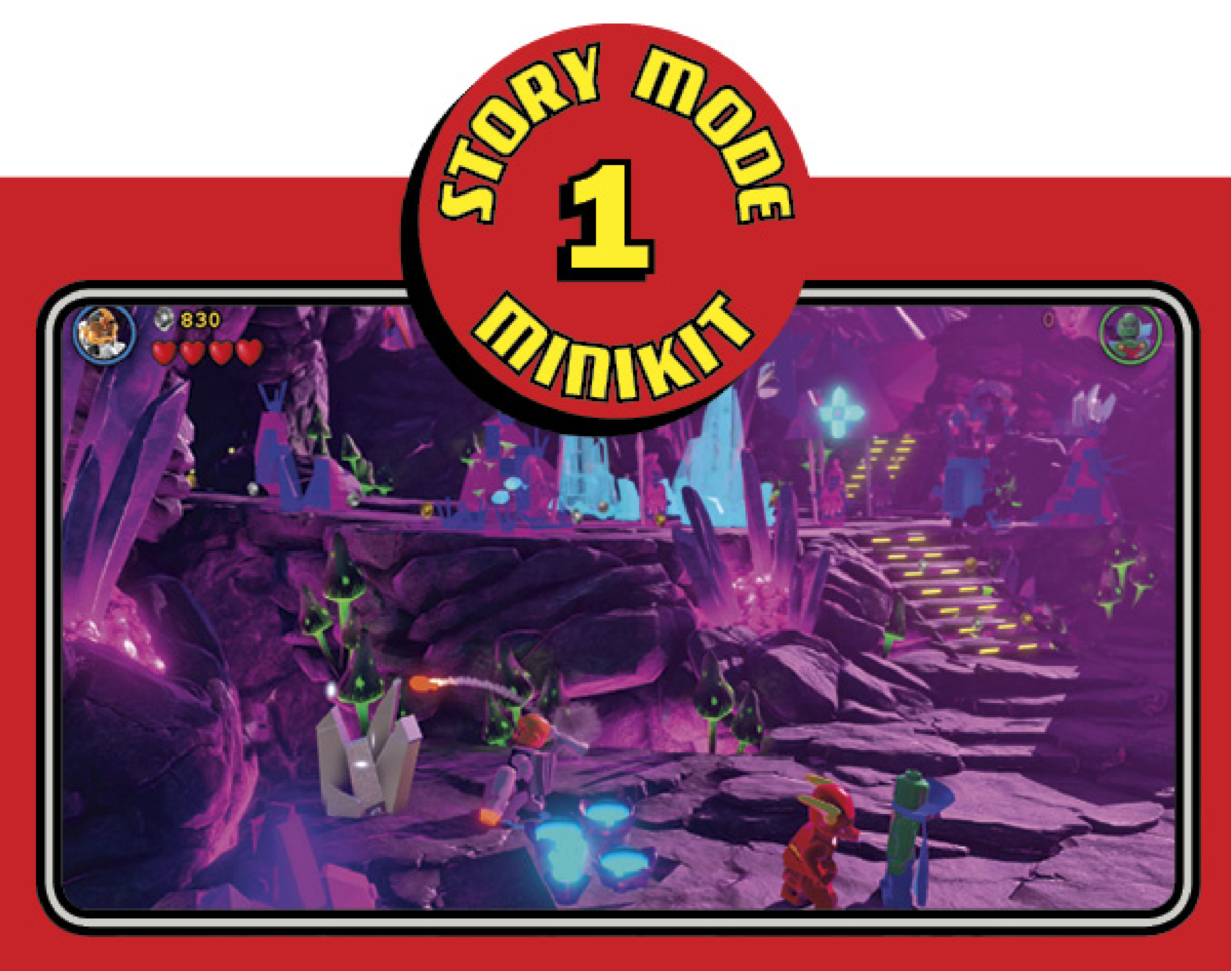


The natives are restless; you'd better find Star Sapphire, and fast! Defeat the Zamaron Warriors that attack you on your way upstairs. Use Cyborg's Sonar Suit to shatter the glass stalagmites, then build a Flash-Build pad out of their bricks. Tag to The Flash afterward, stand on the pad, and target three glowing objects in the vicinity.

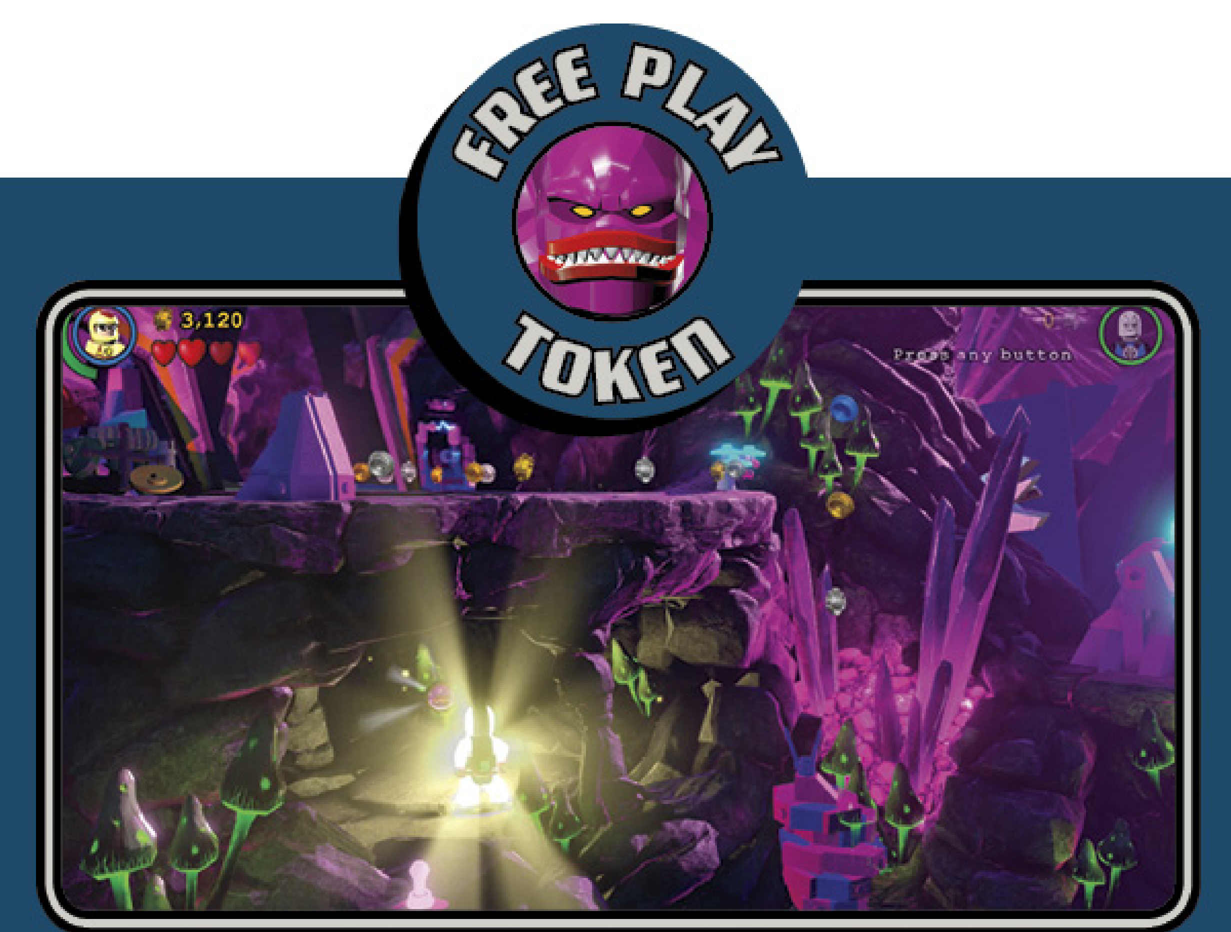




The Flash rapidly builds a sprinkler that causes two big flowers and one mushroom to sprout from the nearby ground. Tag to Cyborg and bounce up the flowers to reach the portal from which the Zamaron Warriors are emerging. Use Cyborg's Electricity Suit to drain the power from the nearby panel and deactivate the portal. Whew!



Seek and destroy five silver rock formations around this first area, and a Minikit is yours. Fire missiles from Cyborg's Demolition Suit to destroy them, and check the map to find all five!

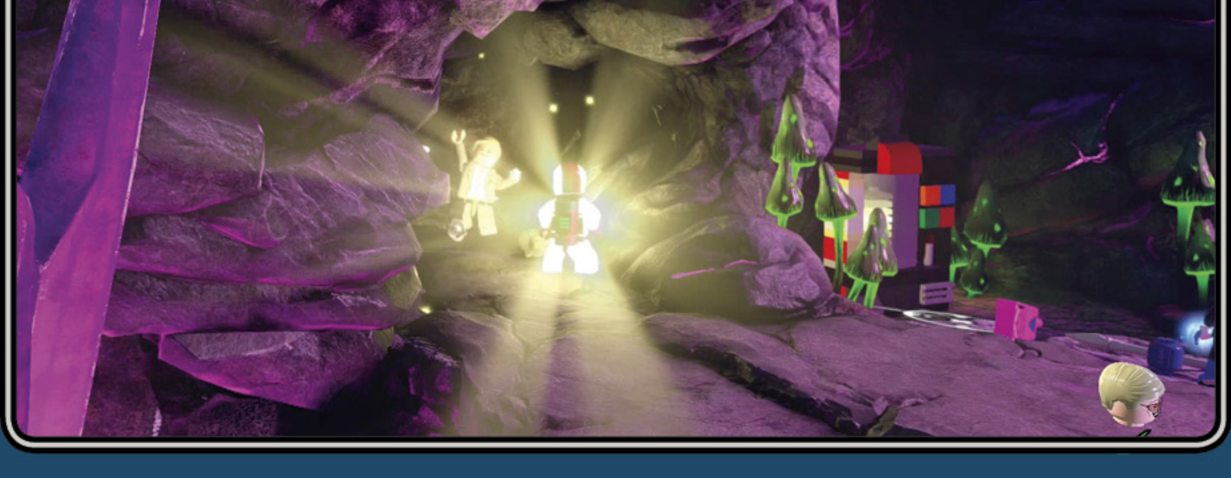


PARASITE

During Free Play, charge Robin's Illumination Suit at the station on the left, then use his suit to light up the nearby dark cave. Hey, there's a Token in here!

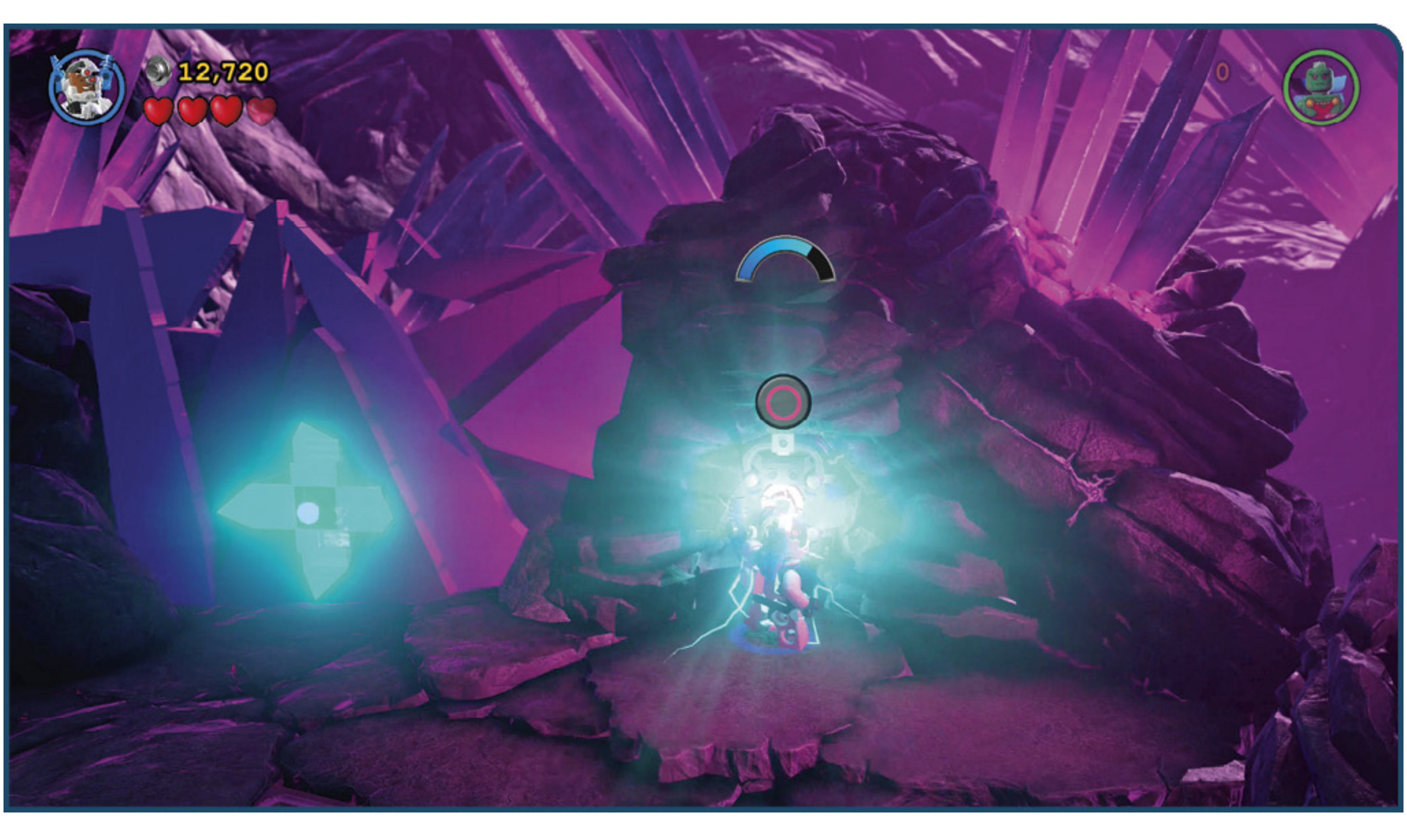
FREE PLAY

ADAM WEST IN PERIL!



Give Robin's Illumination Suit another go and brighten another dark cave on the left. Hey, it's Adam West! He's awfully afraid of the dark, so it's a good thing you stopped by.

Now that Cyborg's suit is all charged up, let's put it to use! Drop from the ledge and go to the right. Smash some rocks in a nook to uncover an electric panel, then hold the Interact button to deposit Cyborg's charge into it. This opens a nearby gate, letting you advance.



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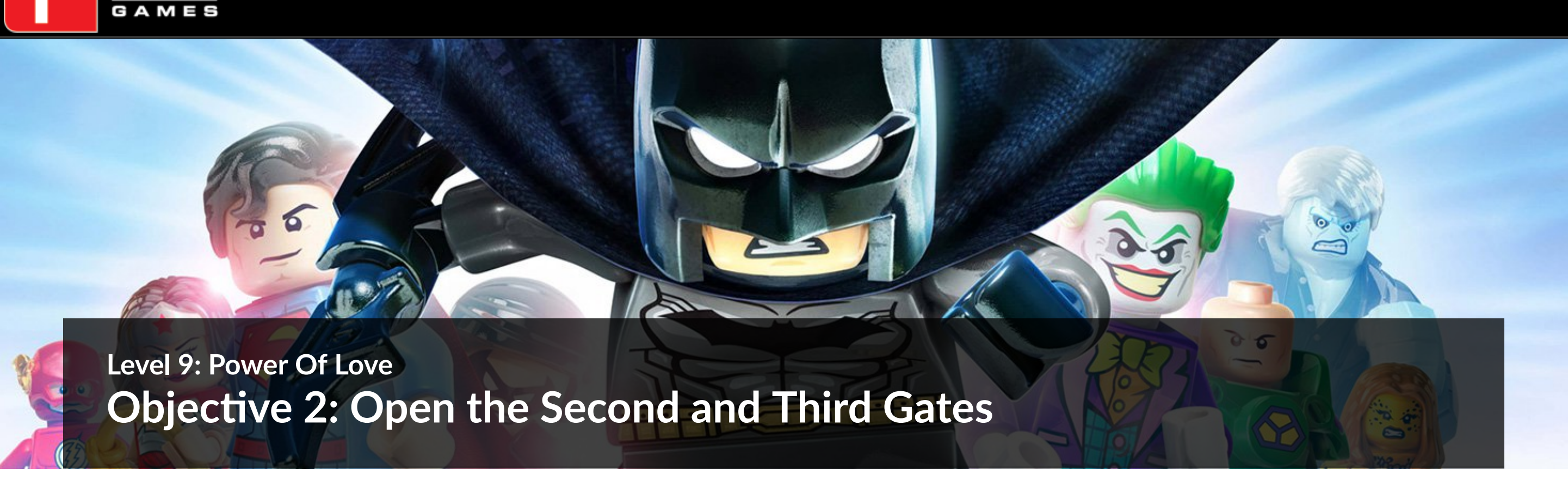
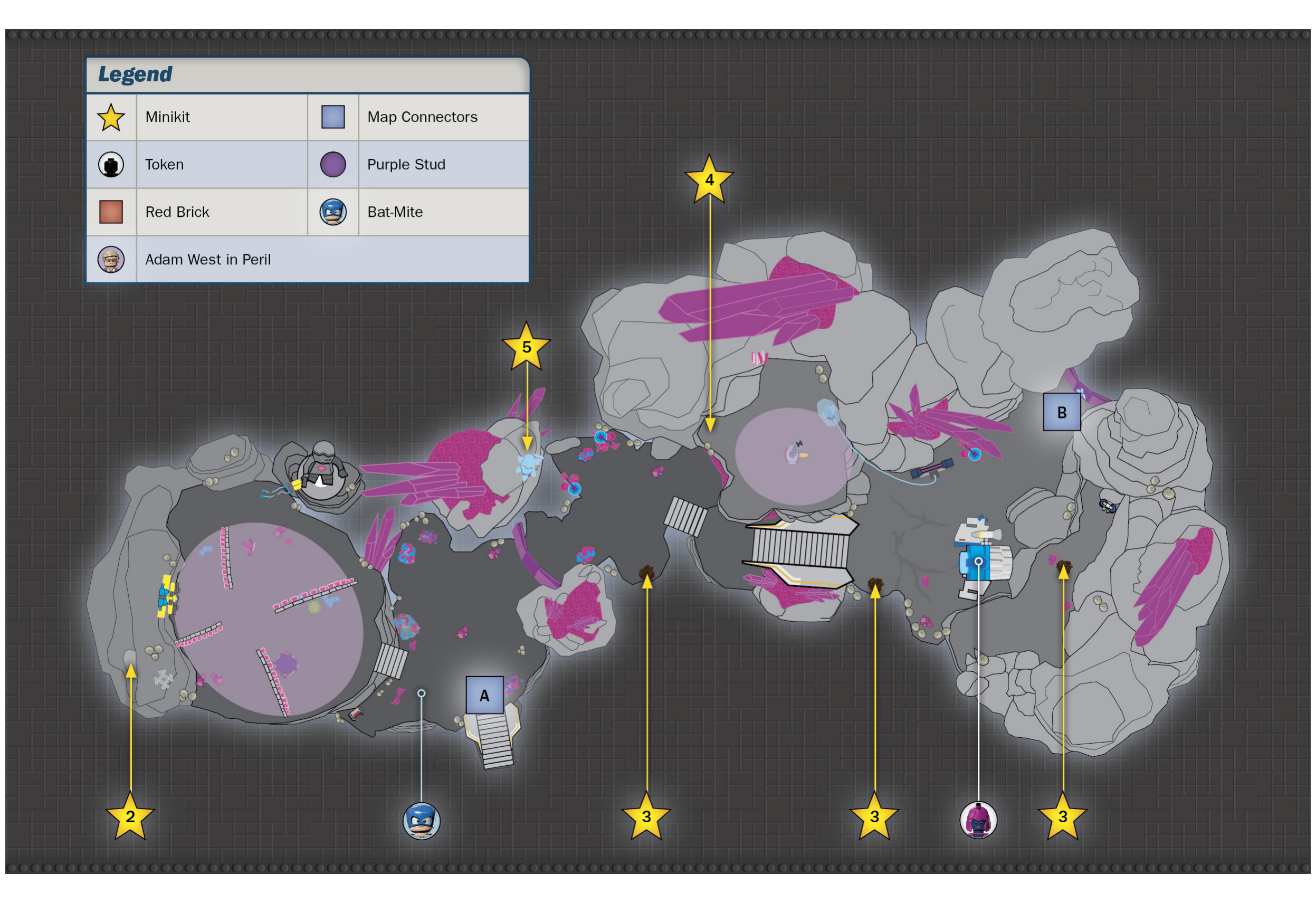


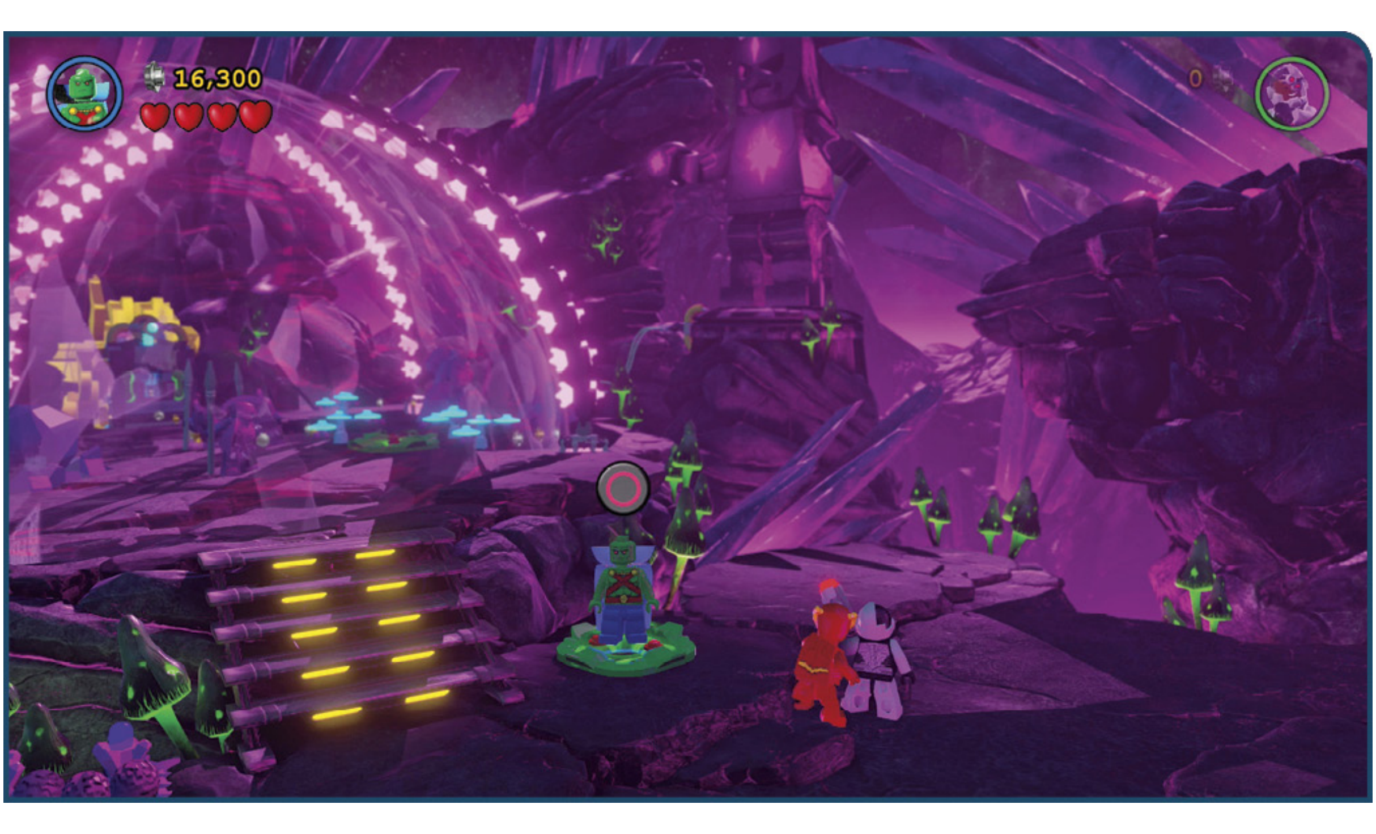
Level 9: Power Of Love

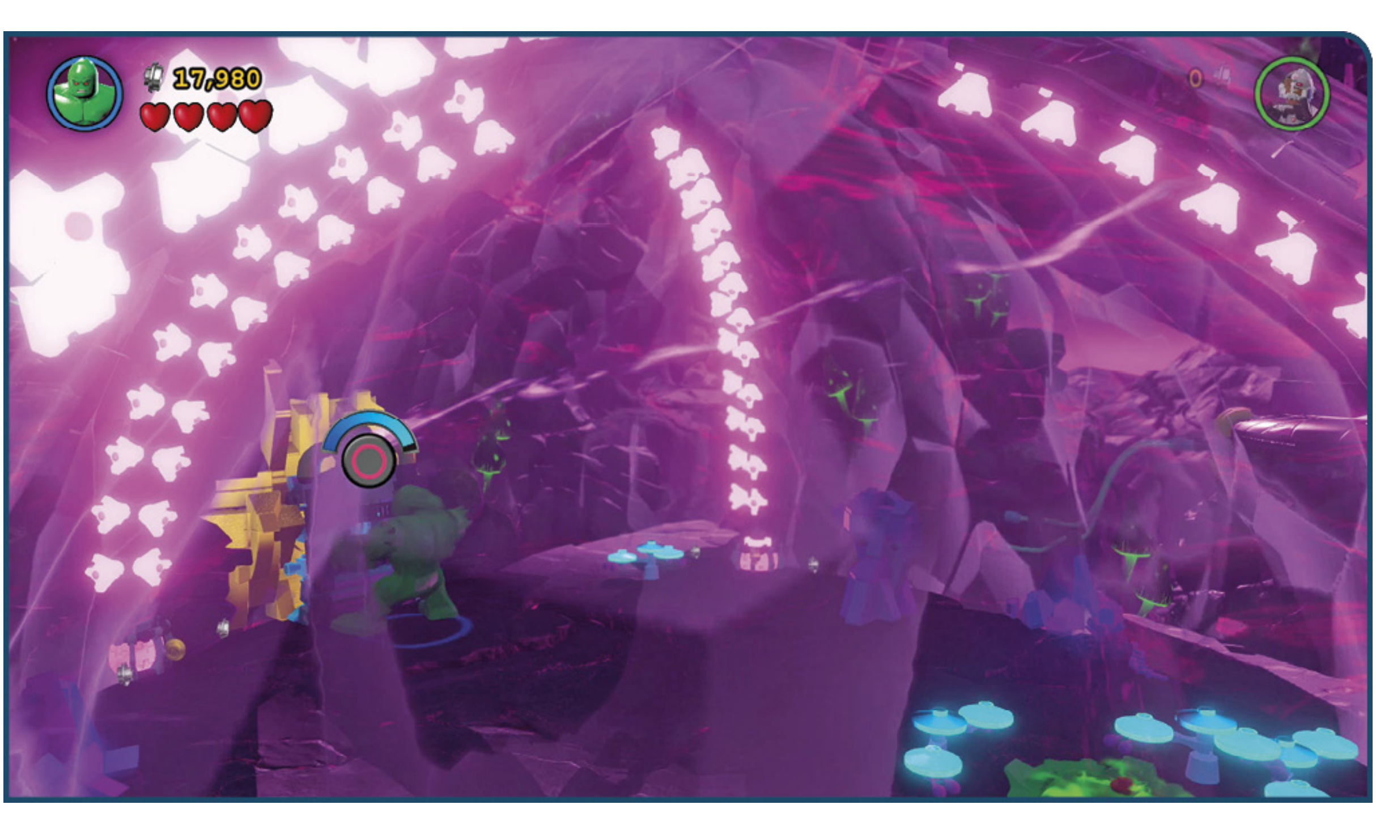
Objective 2: Open the Second and Third Gates



The Zamaron Warriors have raised a forcefield. You've got to shut it off! Tag to Martian Manhunter and smash the rocks to the right of the stairs. You uncover a portal. Press the Interact button to make Martian Manhunter travel through, popping up inside the forcefield.

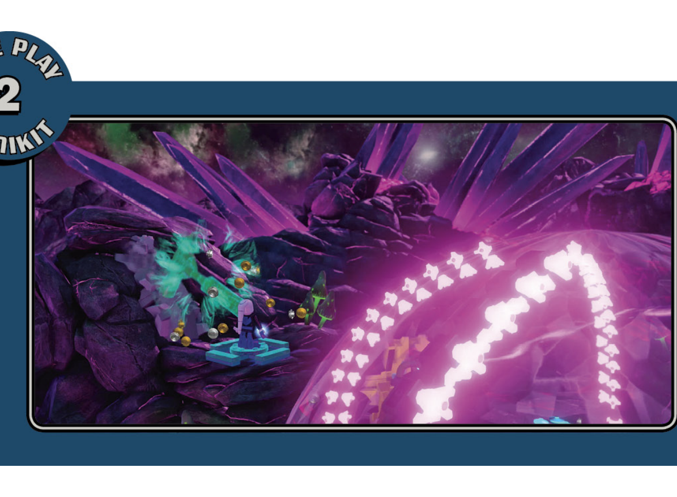
When you emerge on the other side, hold the Tag button to change Martian Manhunter into his true form. Now he has the size and strength to rip the green-handled panel off the back wall! Do so to shut down the forcefield.





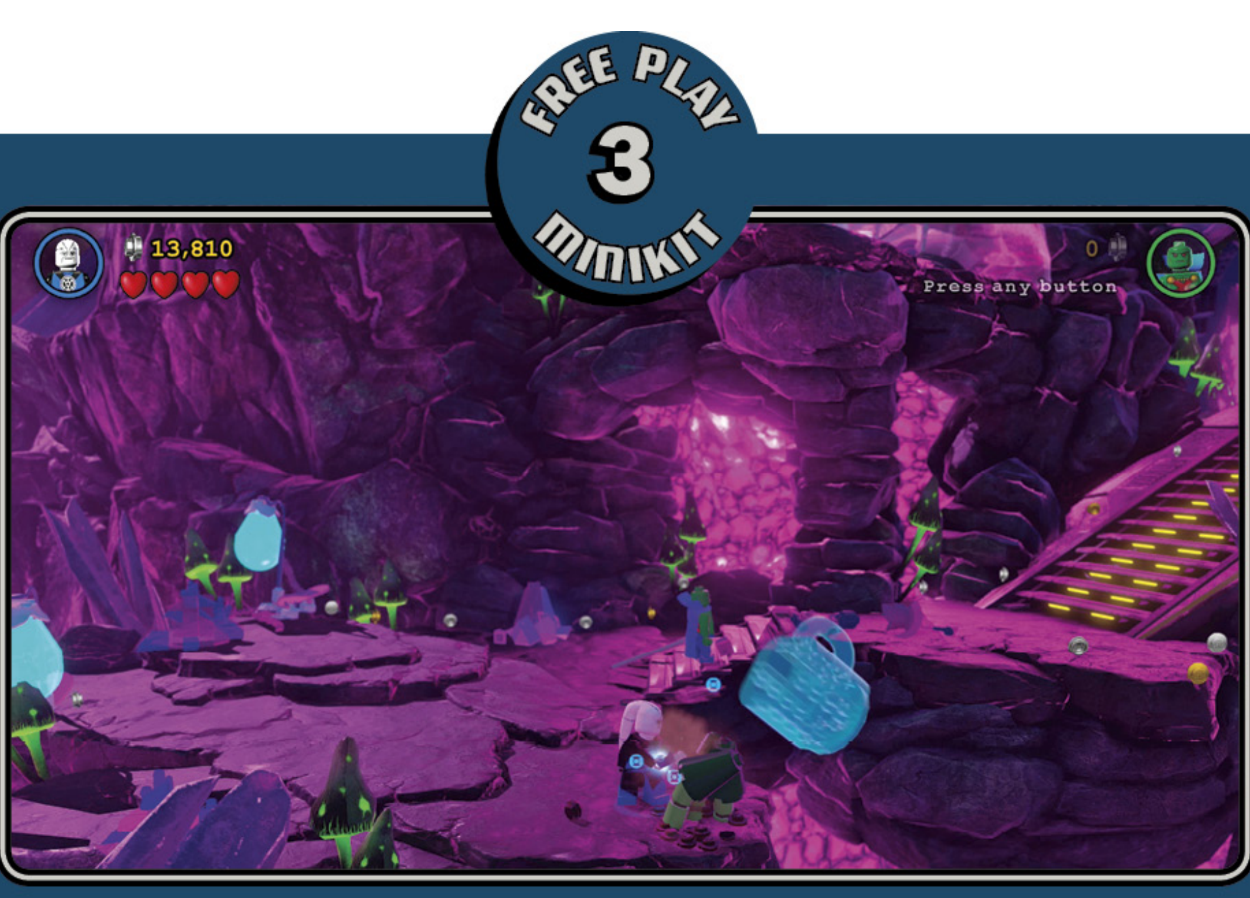
FREE PLAY 2 MINIKIT

In Free Play, fly your favorite Lantern up to the Lantern pad on the high left ledge. Activate the pad to construct a hammer that smashes the nearby cliff, mining out a Minikit!

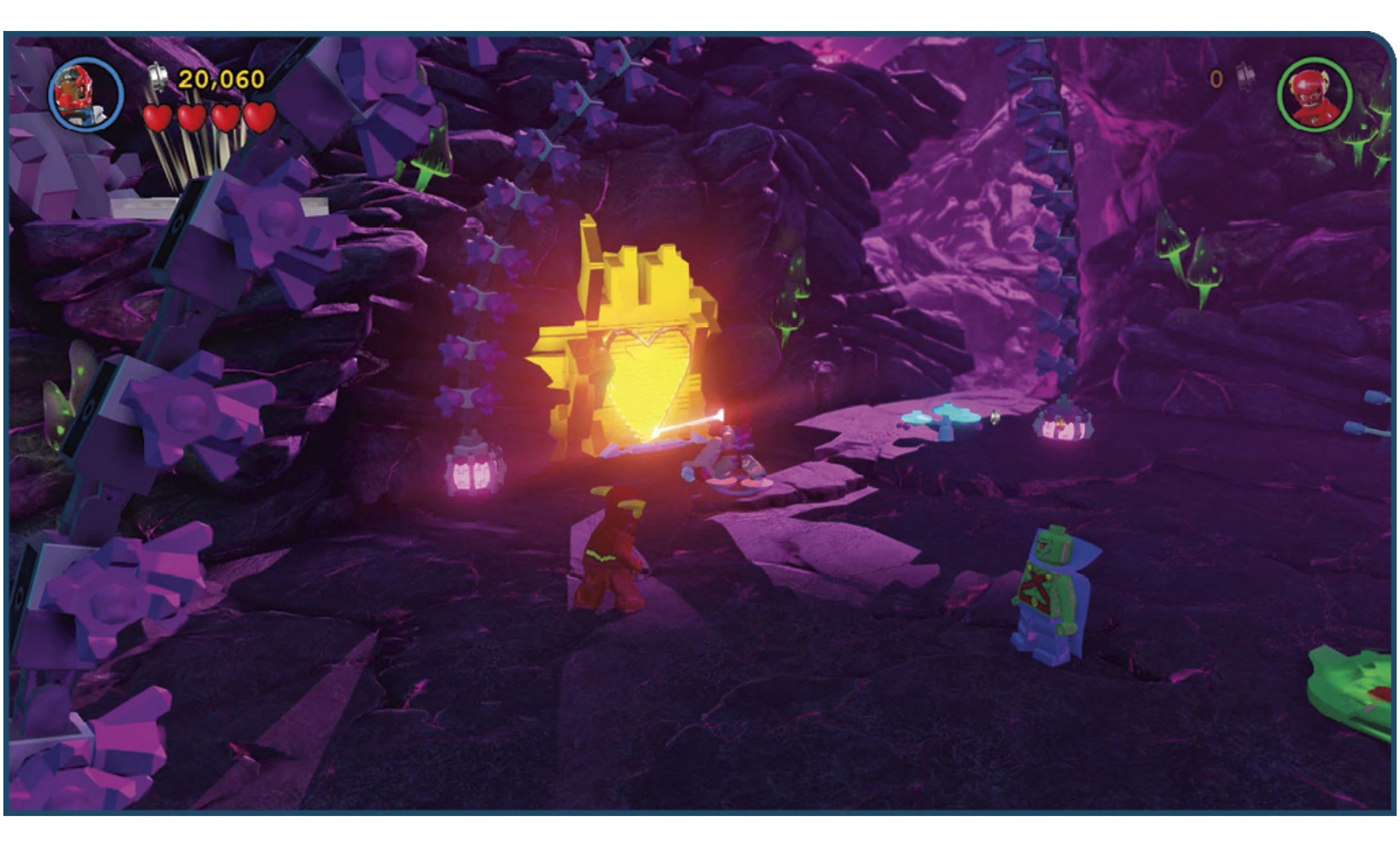


OPENING THE SECOND GATE

FREE PLAY 3 MINIKIT



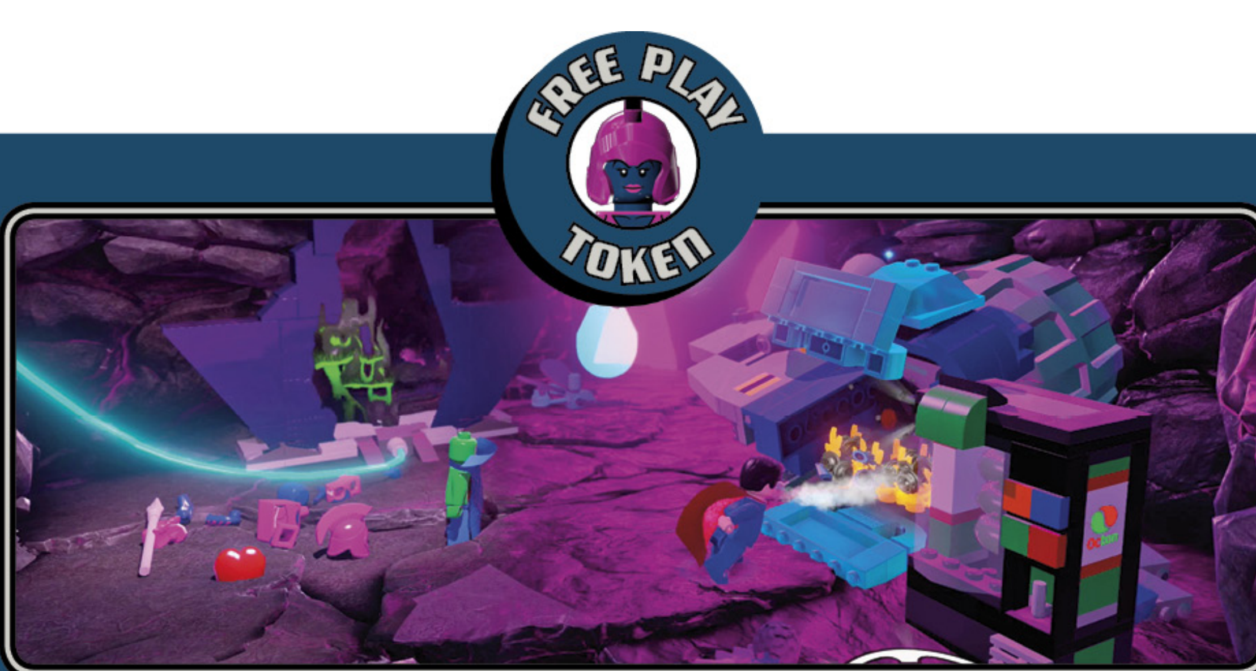
During Free Play, keep an eye out for three mounds of dirt beyond the second gate. Dig up mushrooms at each dirt mound, then smash the mushrooms afterward. Do this at all three dirt mounds, and you unearth a Minikit! Check the map to find all three mushroom dirt mounds.



With the forcefield down, Tag to Cyborg, equip his Magnet Suit, and rip the blue magnetic machinery off the wall. Use his laser afterward to carve a heart in the gold wall beyond. Some bricks tumble out. Build them into a treadmill for The Flash. Move The Flash onto the treadmill and tap the Attack button to run at top speed. This sends power to the nearby statue, which spins and fires a beam that opens the gate on the right.

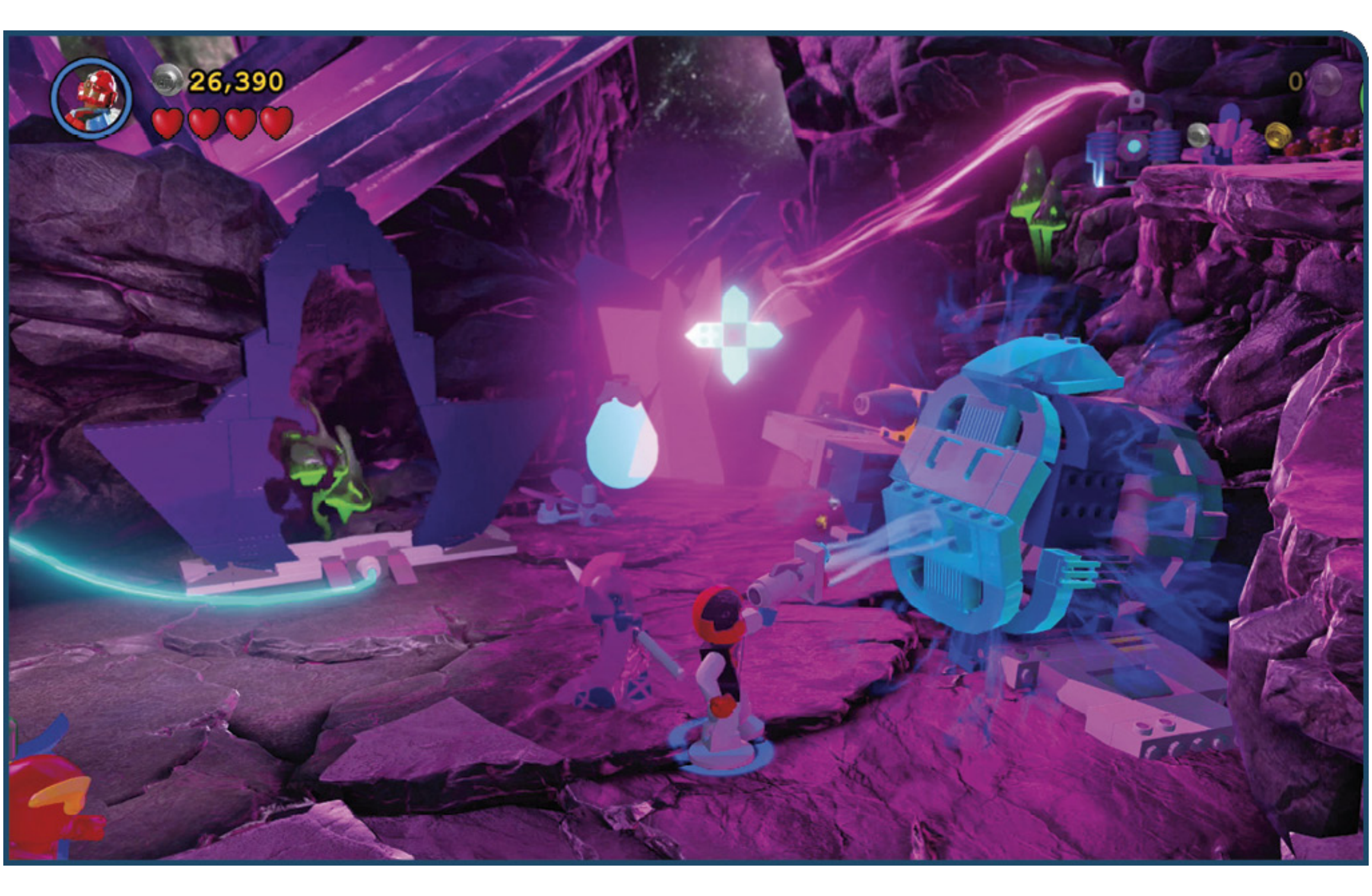
JET PACK ACTION

FREE PLAY TOKEN



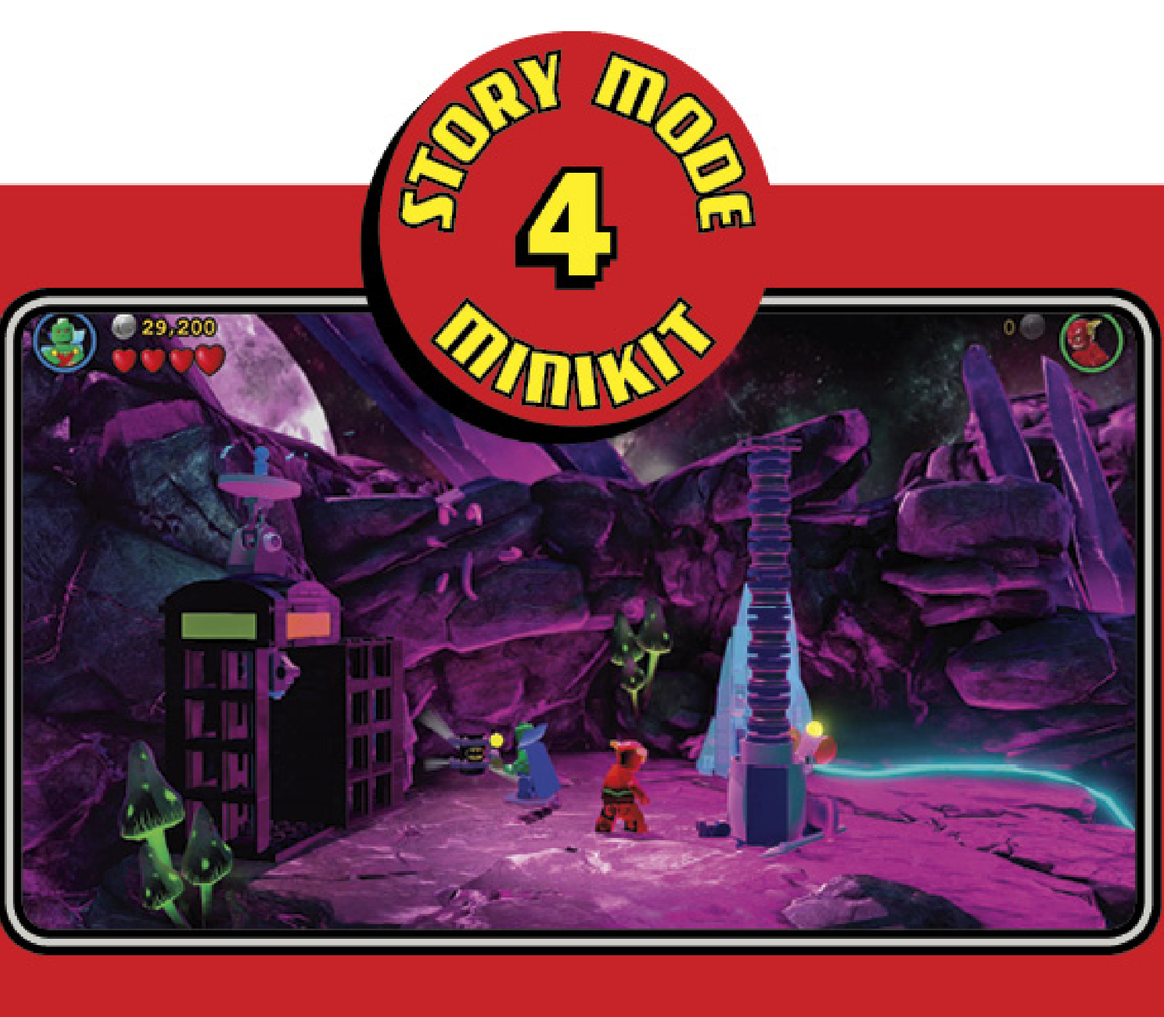
ZAMARON WARRIOR

After opening the magnetic hatch, use a character with super-breath, a freeze cannon, or a water character like Aquaman to put out the LEGO fires. Hey, there's something in this ship! Collect it and bring it back to Bat-Mite, who stands near the area's starting point. He trades you a Token for it!



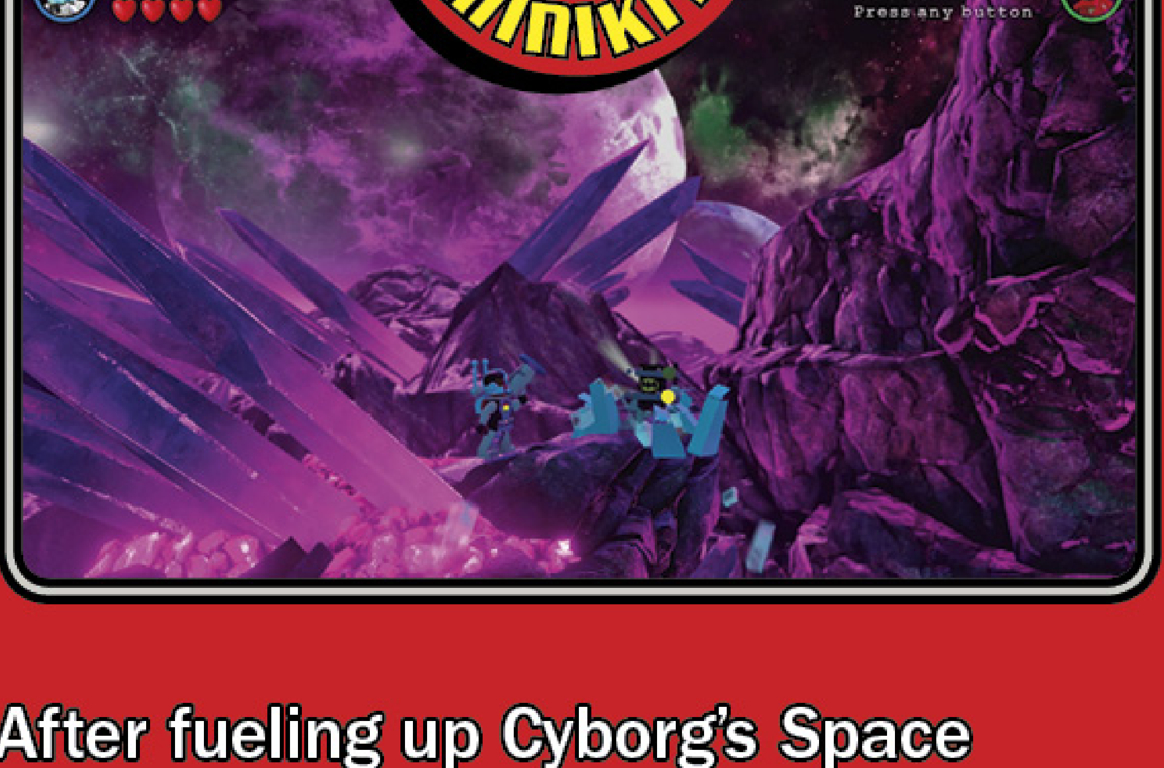
Run to the right, through the gate you've opened, and keep going up a long flight of stairs. When you reach the top, tag to Cyborg and use his Magnet Suit to rip open the magnetic hatch of a nearby downed ship. Build the bricks that spill out into a fueling station for his Space Suit.

STORY MODE 4 MINIKIT



Destroy the rocks up on the forcefield ledge, then build their bricks into a big phone booth. Step inside to make a reeeally long distance call. A rocket suddenly flies in and strikes a glowing rock formation, causing a Minikit to touch down nearby!

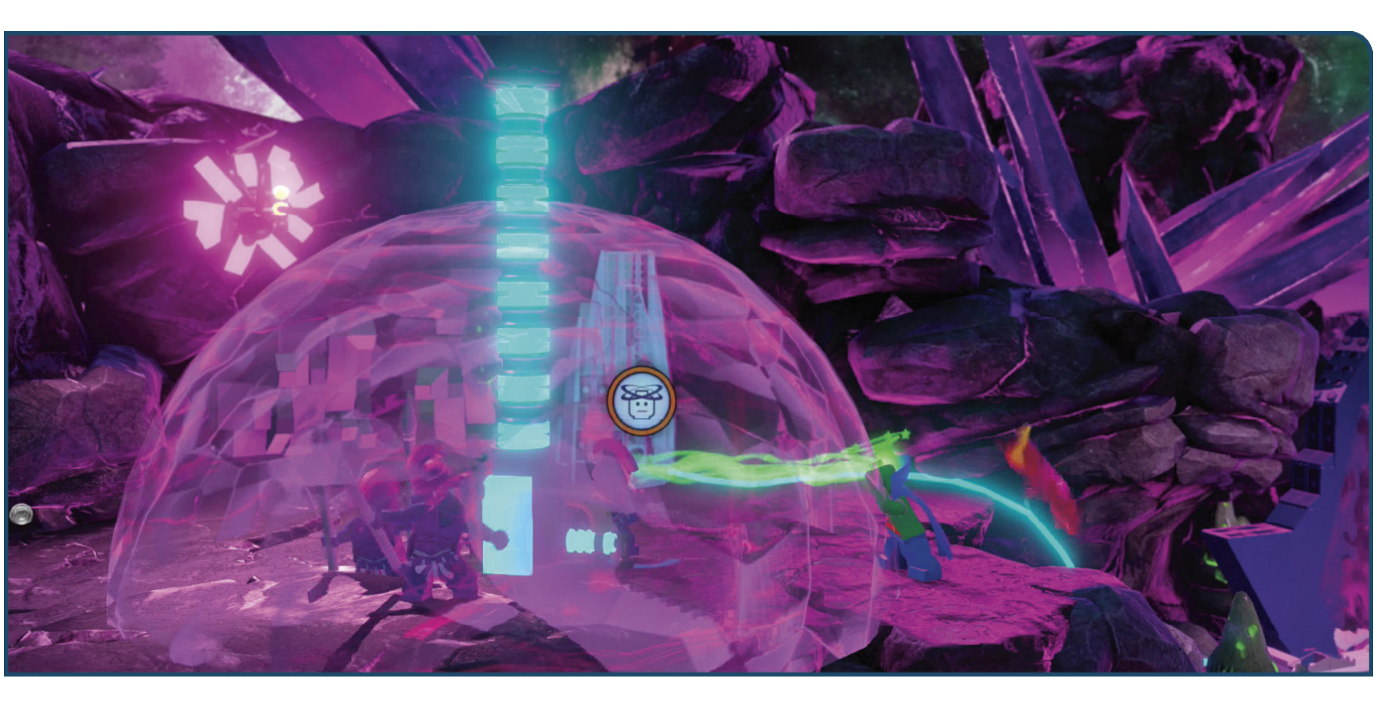
STORY MODE 5 MINIKIT

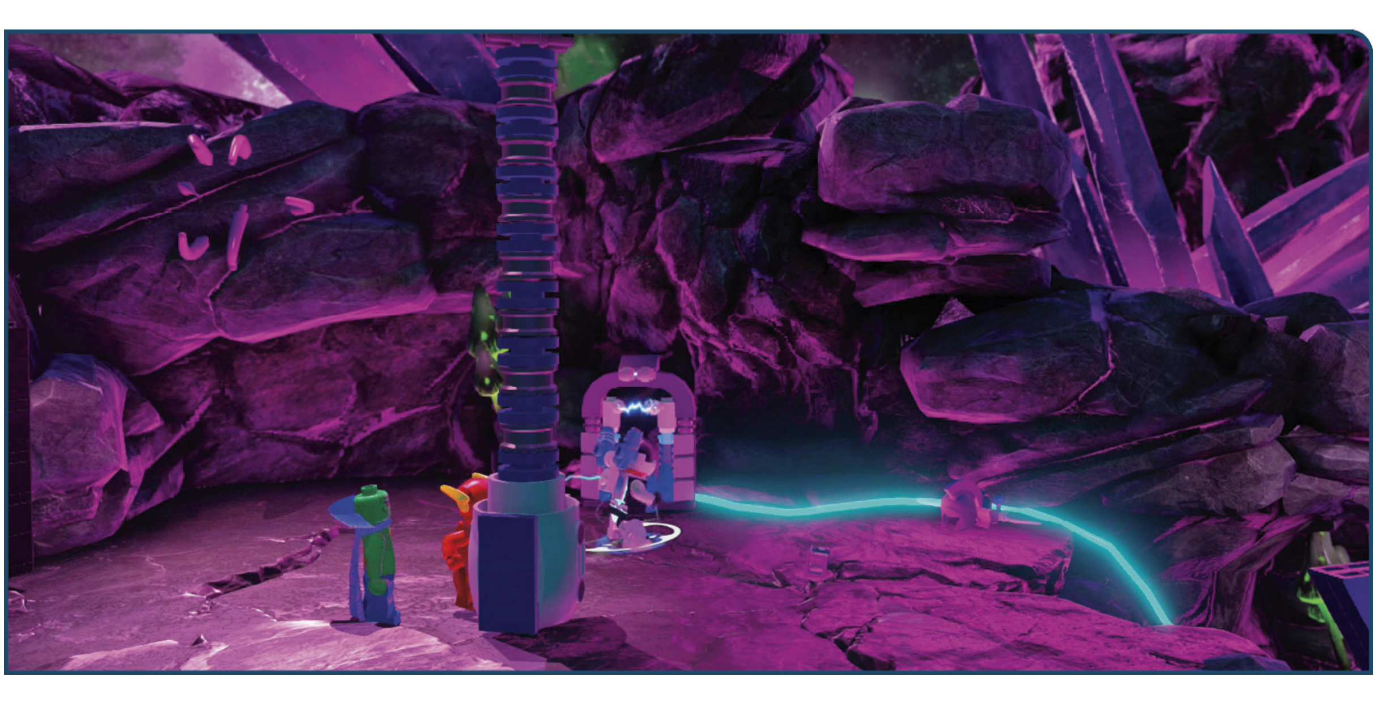


After fueling up Cyborg's Space Suit, fly to the left and look for a large glass formation atop a high perch. Carefully land and shatter the glass with his Sonar Suit to uncover another Minikit!

Fuel up Cyborg's Space Suit, then tag to Martian Manhunter. Fly up and to the left to reach a small ledge with a forcefield. Use Martian Manhunter's mind control power on one of the Zamaron Warriors within the forcefield and direct him to smash the blue energy cell that's powering the field.

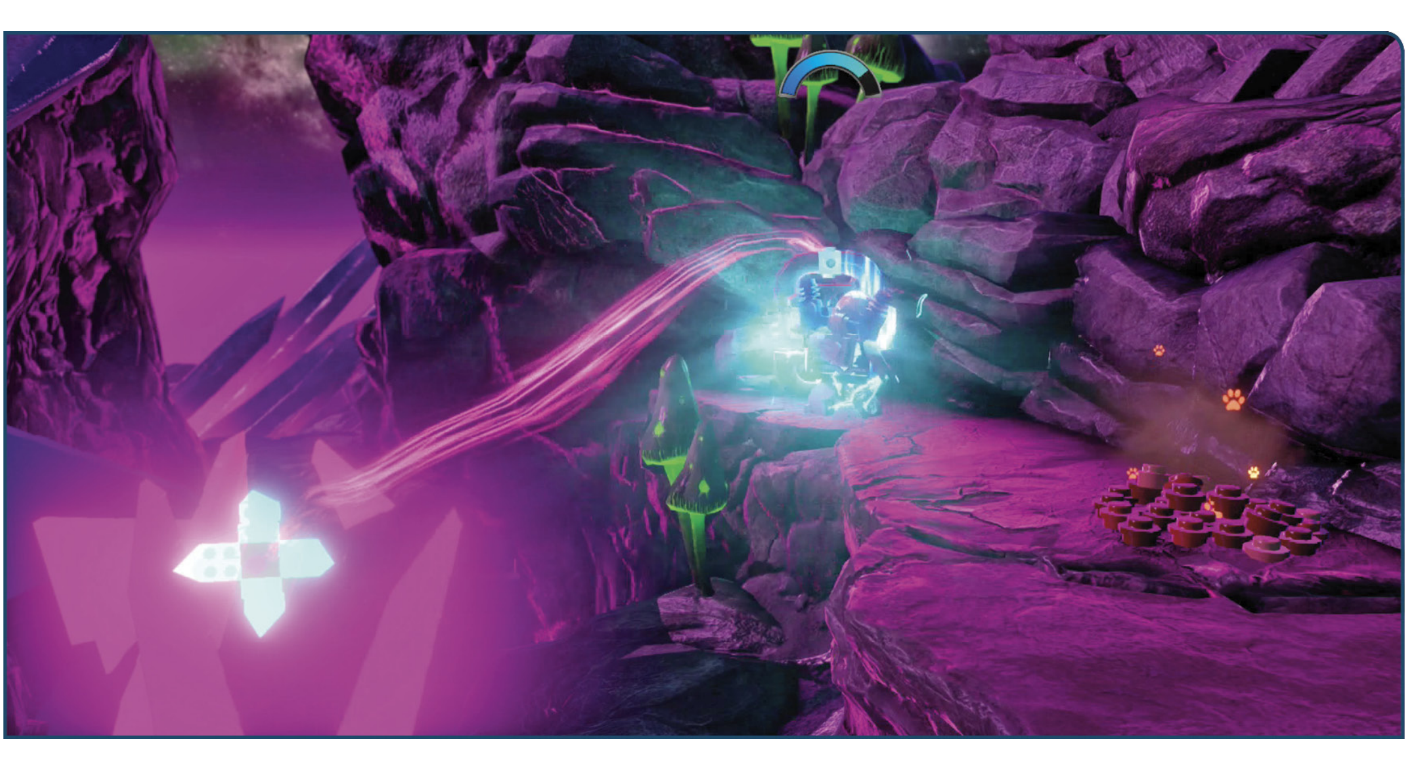
With the forcefield down, tag to Cyborg and fly up to join Martian Manhunter. Use Cyborg's Sonar Suit to shatter the glass casing up here and expose an electric panel. Equip Cyborg's Electricity Suit and drain the energy from the panel to deactivate the nearby portal from which the Zamaron Warriors are emerging.





OPENING THE THIRD GATE

With Cyborg's Electricity Suit all charged up, equip his Space Suit and fly to the right and land on another high ledge. Switch back to his Electricity Suit and hold the Interact button to deposit his charge into the electric panel up here and open the way forward.



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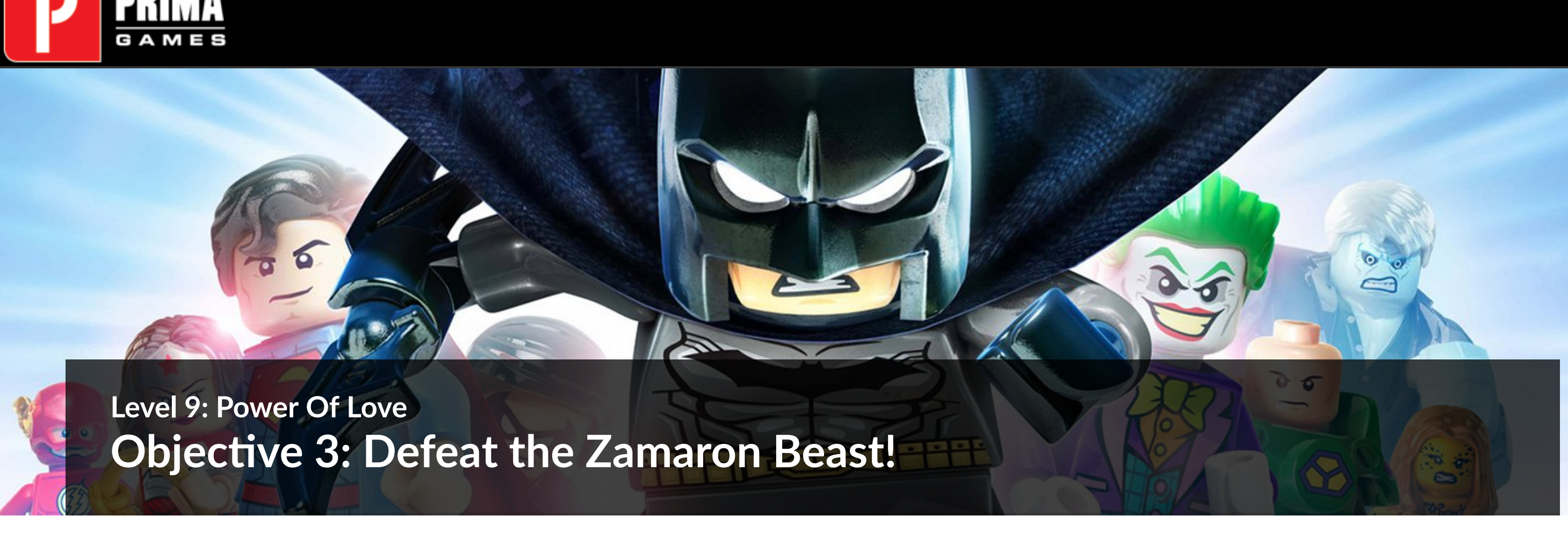
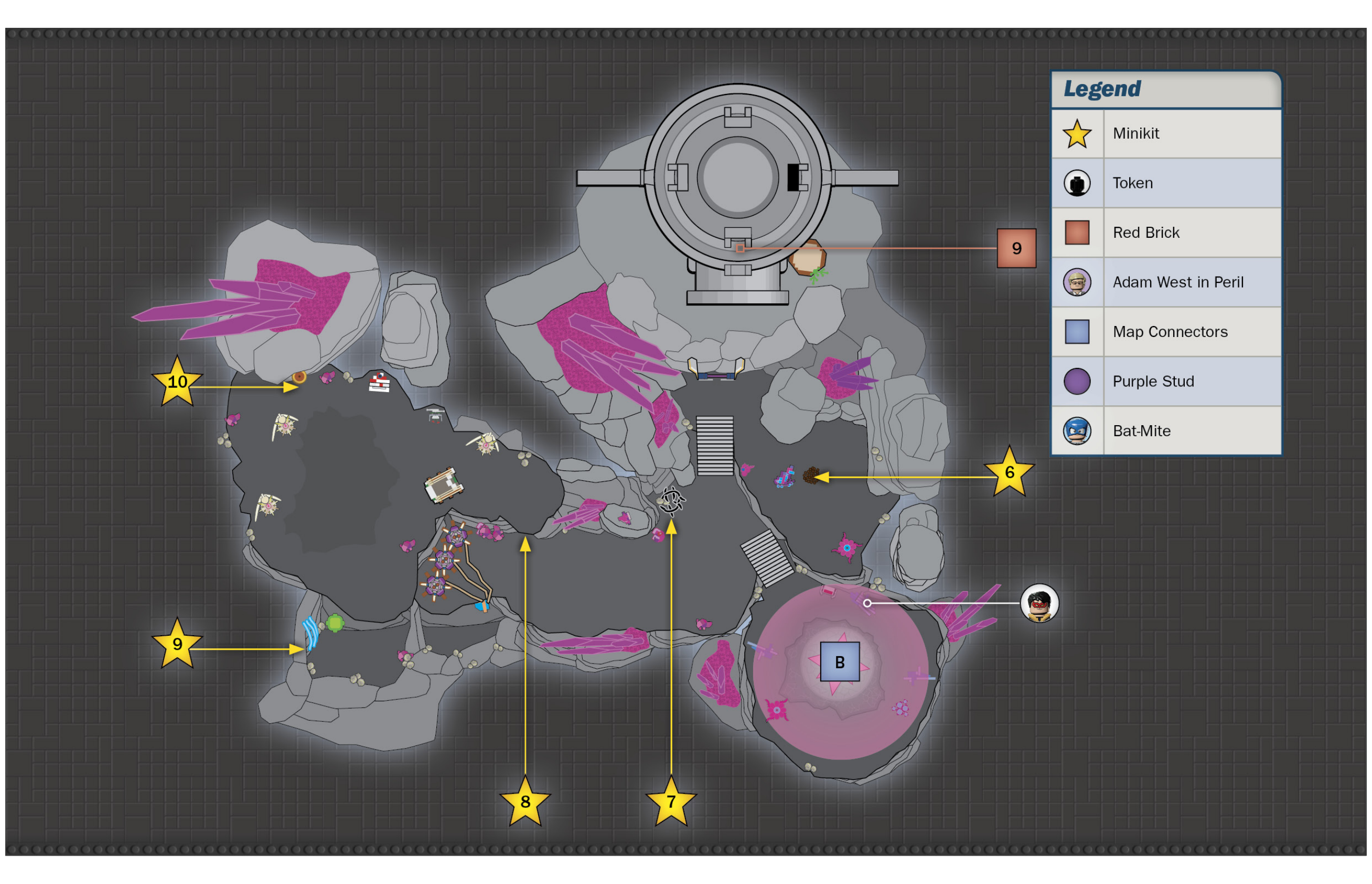
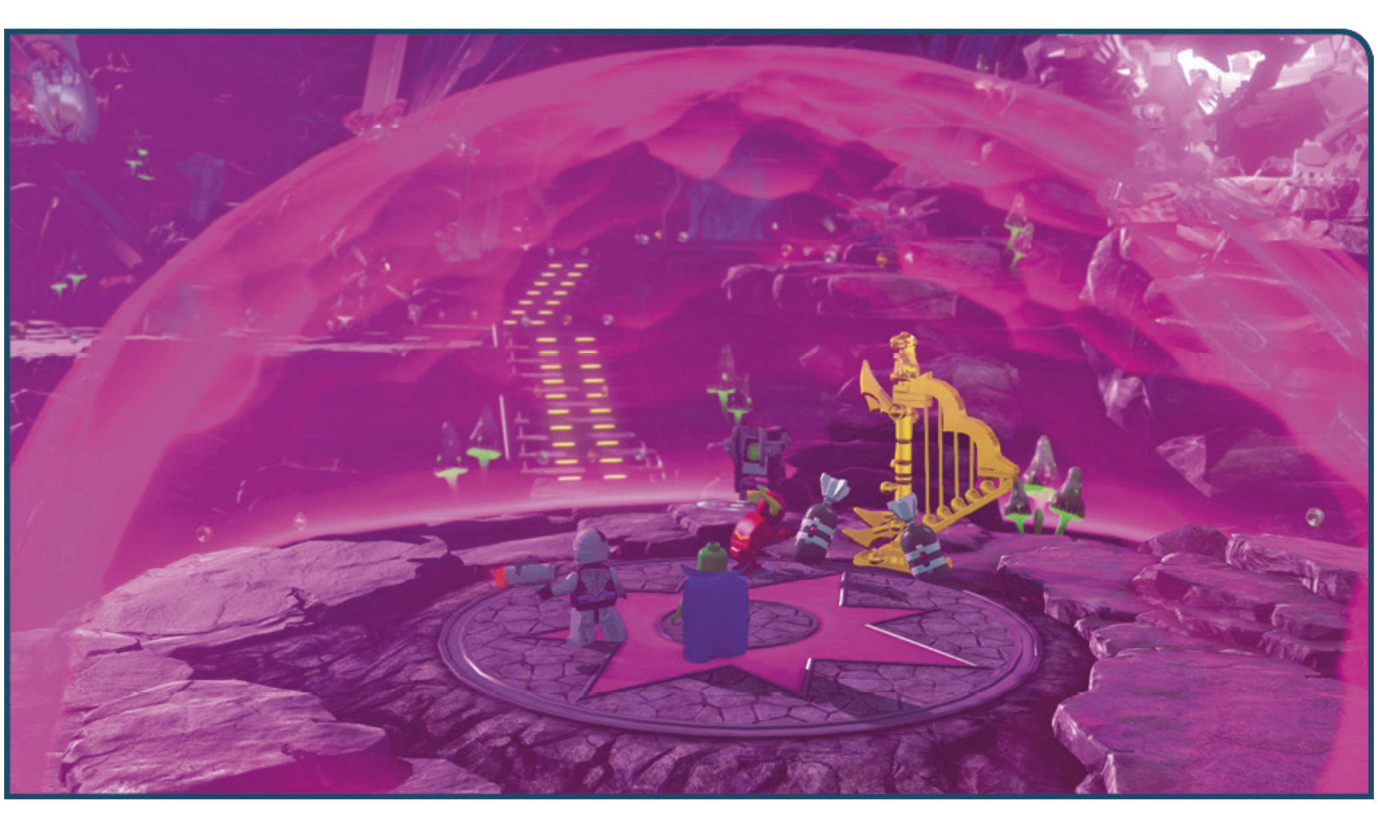
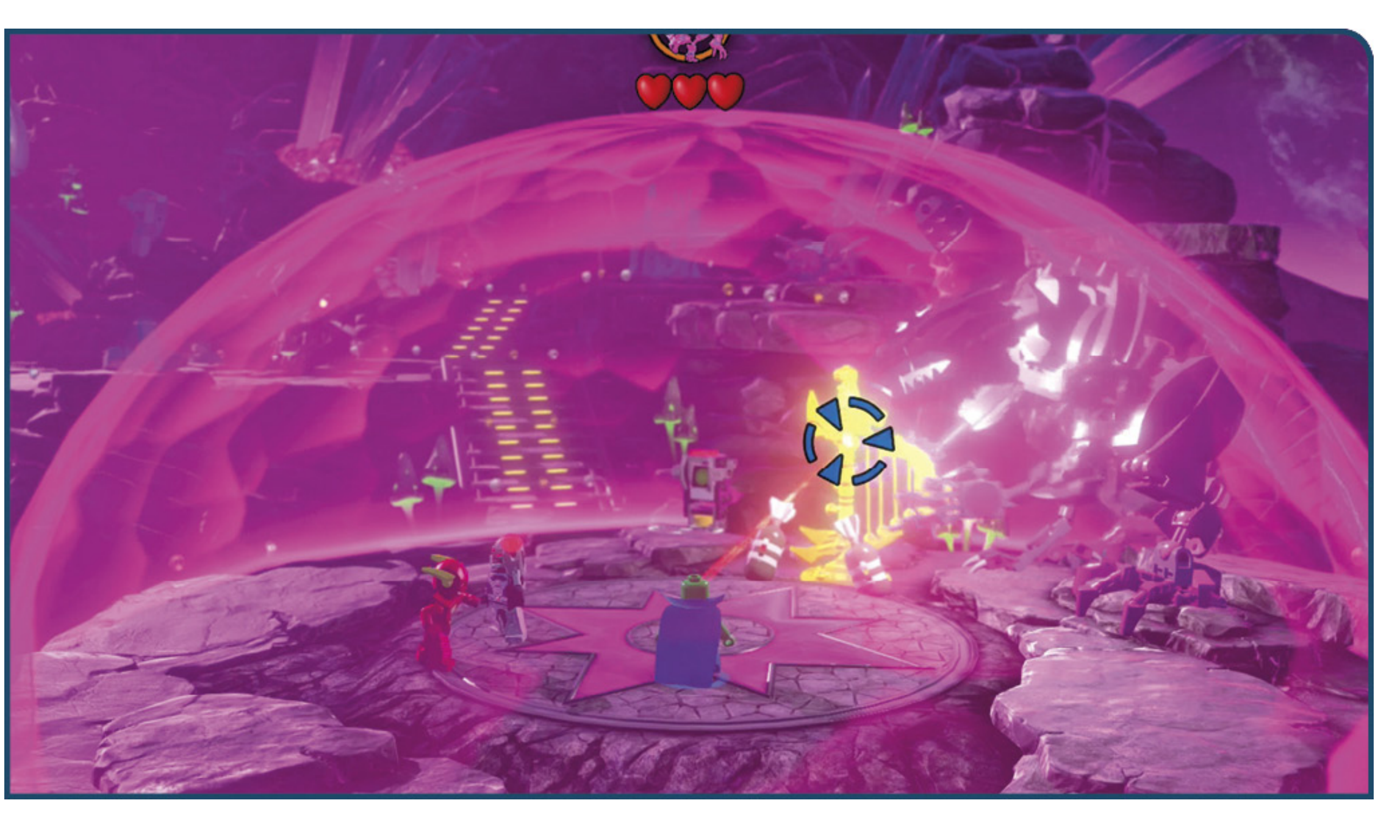


Level 9: Power Of Love

Objective 3: Defeat the Zamaron Beast!







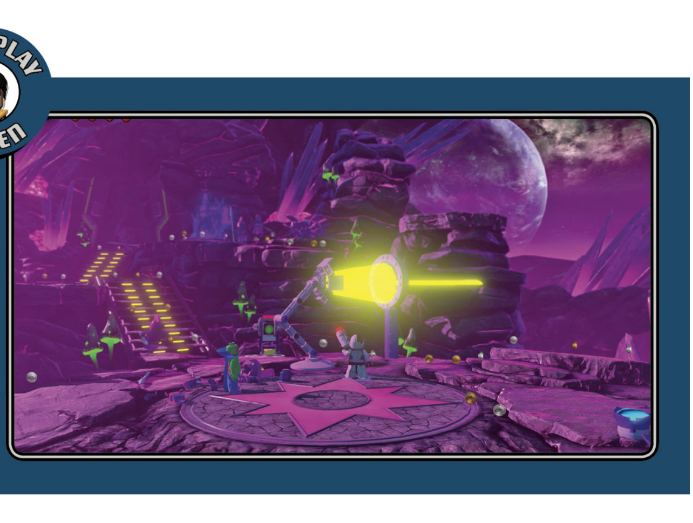
Our heroes are making progress, but a monstrous creature now stands between them and their objective. A forcefield has also been raised and has trapped them. Smash everything within the forcefield to get some bricks, then build them into a big, gold harp.

The harp attracts the beast, who leaps down and begins to strum. Too bad it doesn't see the bombs near the harp's base! Use a laser or heat vision to destroy the gold harp and detonate the bombs. This sends the beast fleeing and destroys the forcefield all in one stroke.

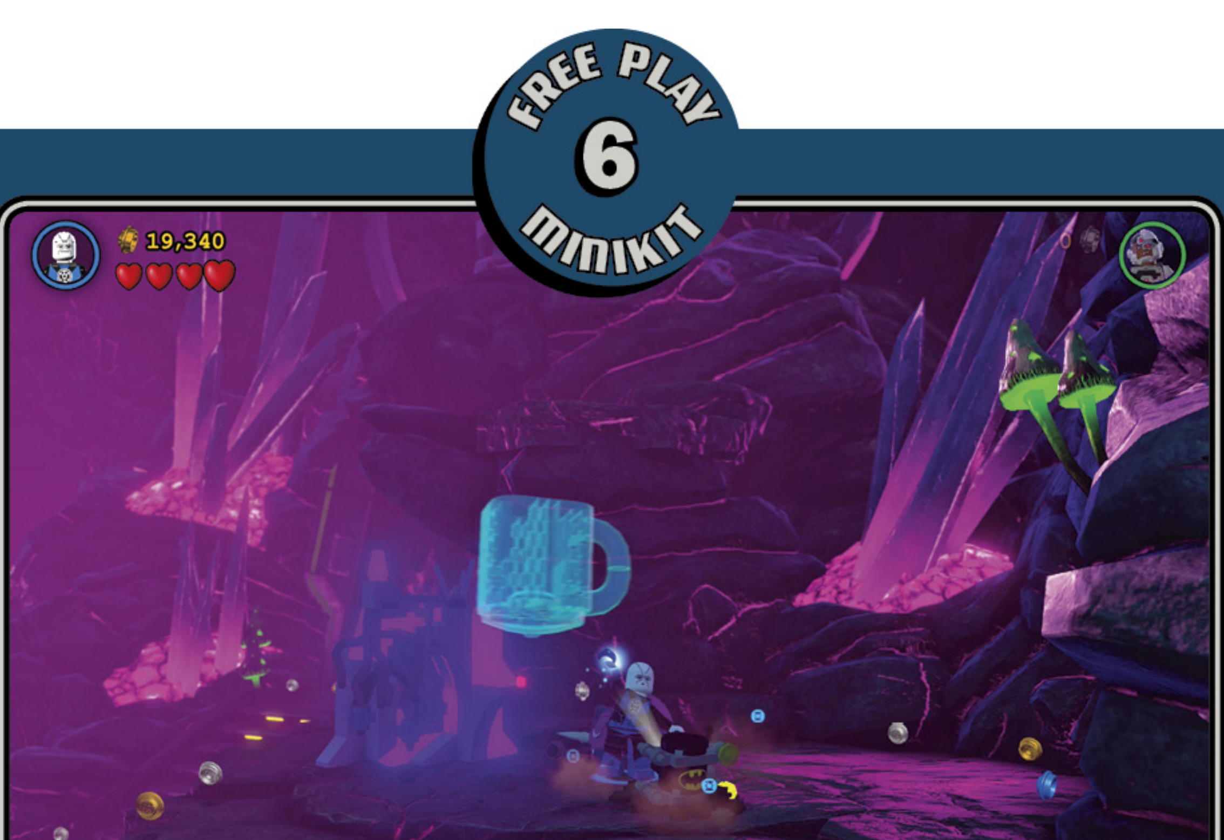
FREE PLAY TOKEN

VIBE

After shattering the forcefield, use a grapple gun to pull down a nearby crystal. (This crystal only appears during Free Play.) It shatters! Build its bricks into a lensed laser that blasts through the nearby cliff, exposing a Character Token! Fly over and collect your prize.

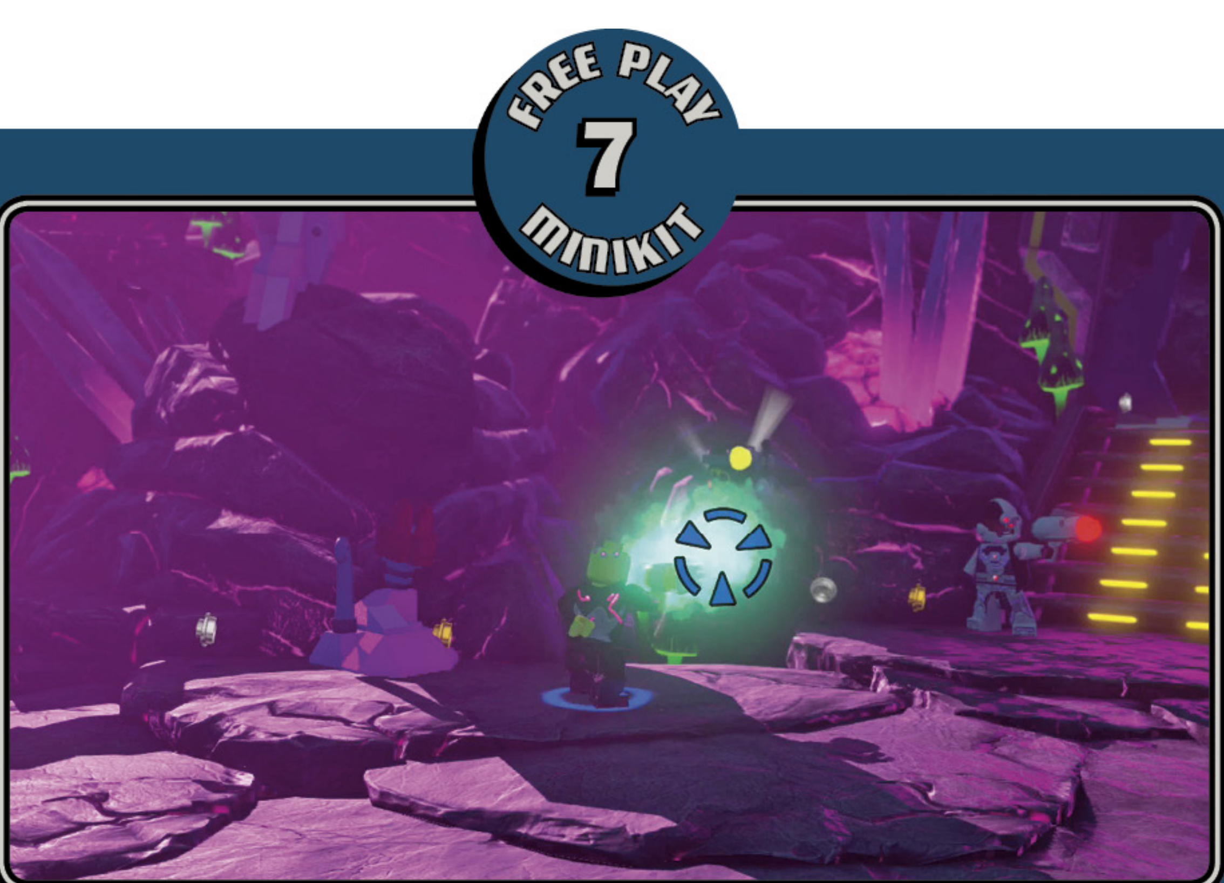


FREE PLAY 6 MINIKIT



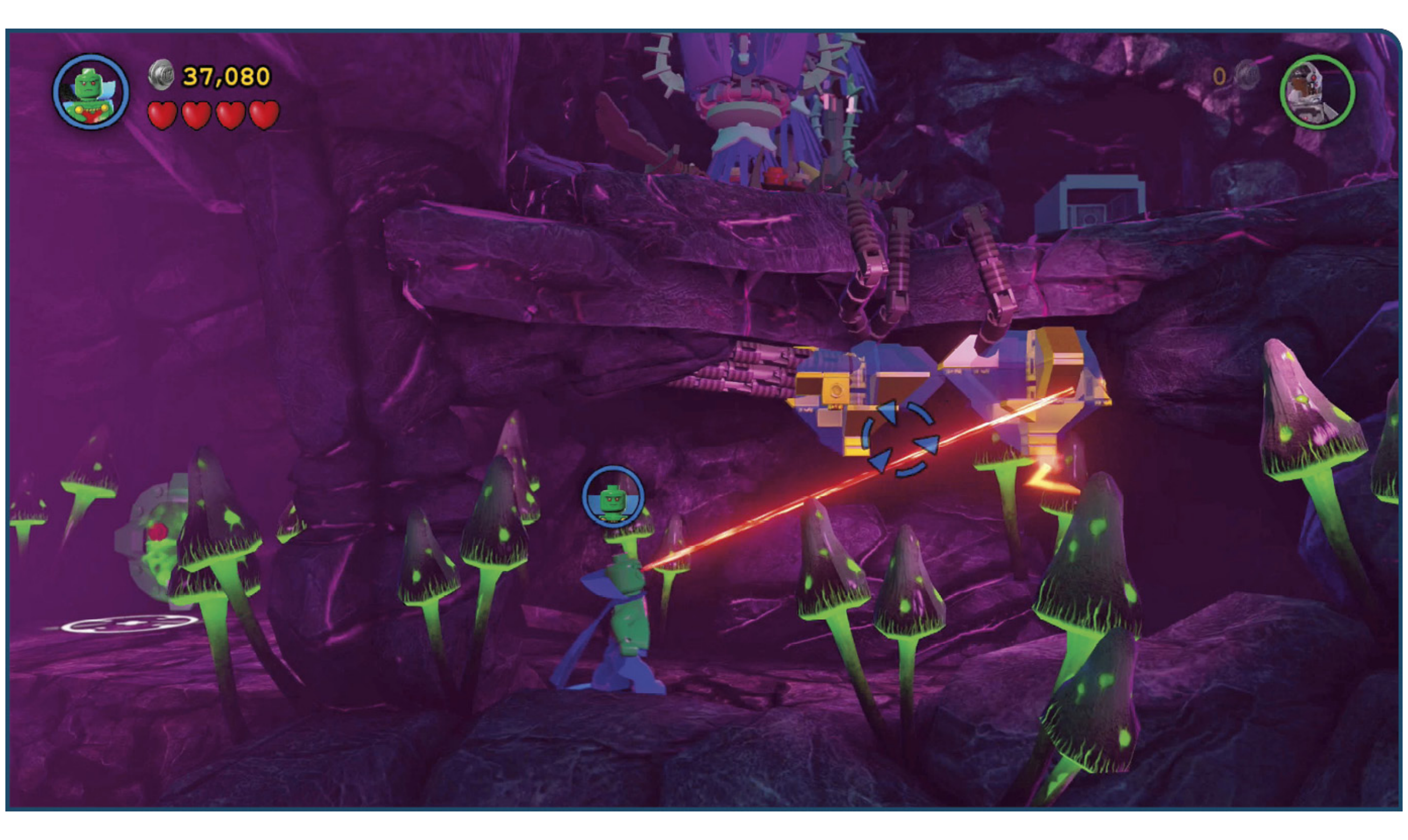
Once you're free of the forcefield, fly any Lantern up to the ledge on the right. Dig at the dirt mound you discover here to excavate a Minikit!

FREE PLAY 7 MINIKIT

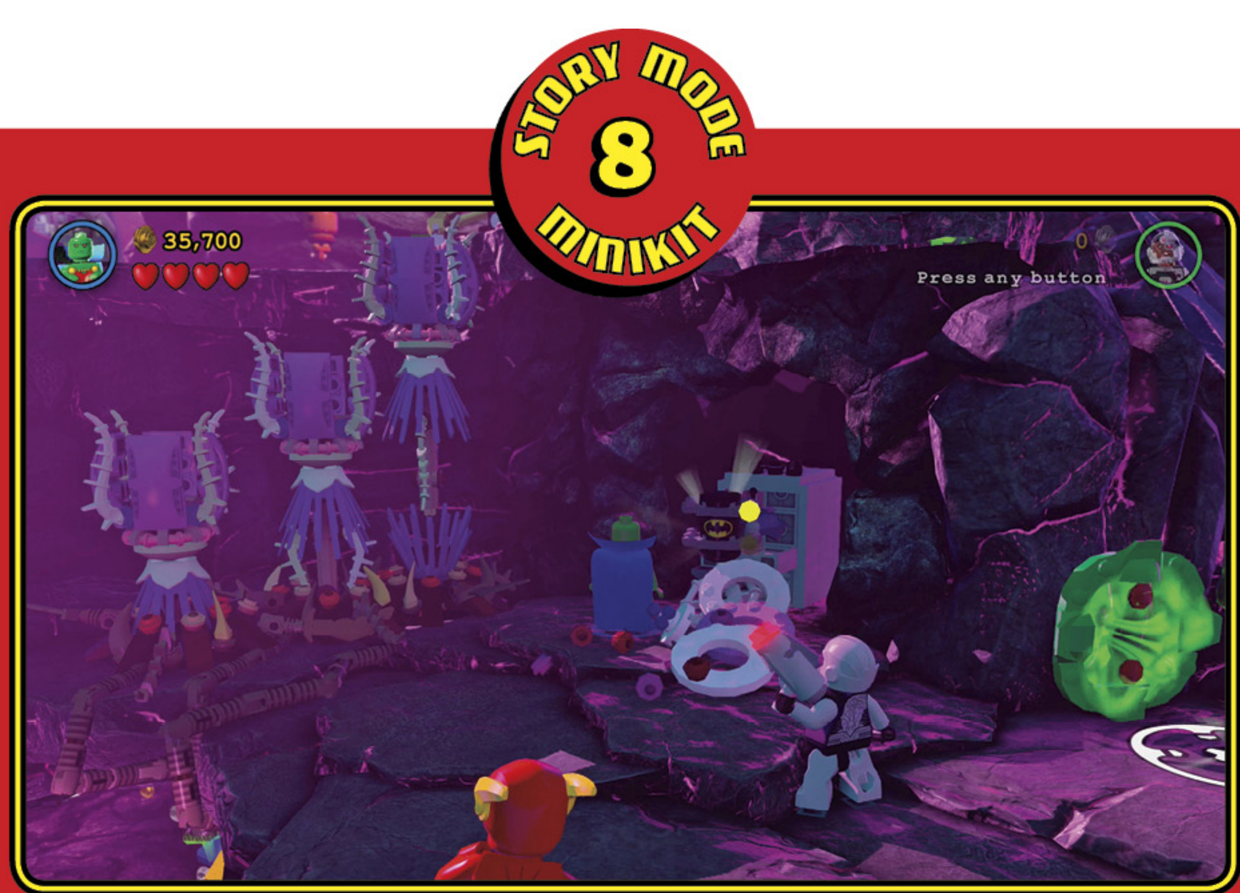


Just upstairs from the starting point, use Brainiac's shrink ray to shrink some black vines that have snared a Minikit. Grab your prize after miniaturizing the vines.

Head upstairs after shattering the forcefield and run to the left to find a sensor spot. Use Martian Manhunter to detect a portal in the wall. Travel through to reach an underground area with two gold bulbs. Destroy them both with Martian Manhunter's heat vision to cause the big flowers above you to open up.

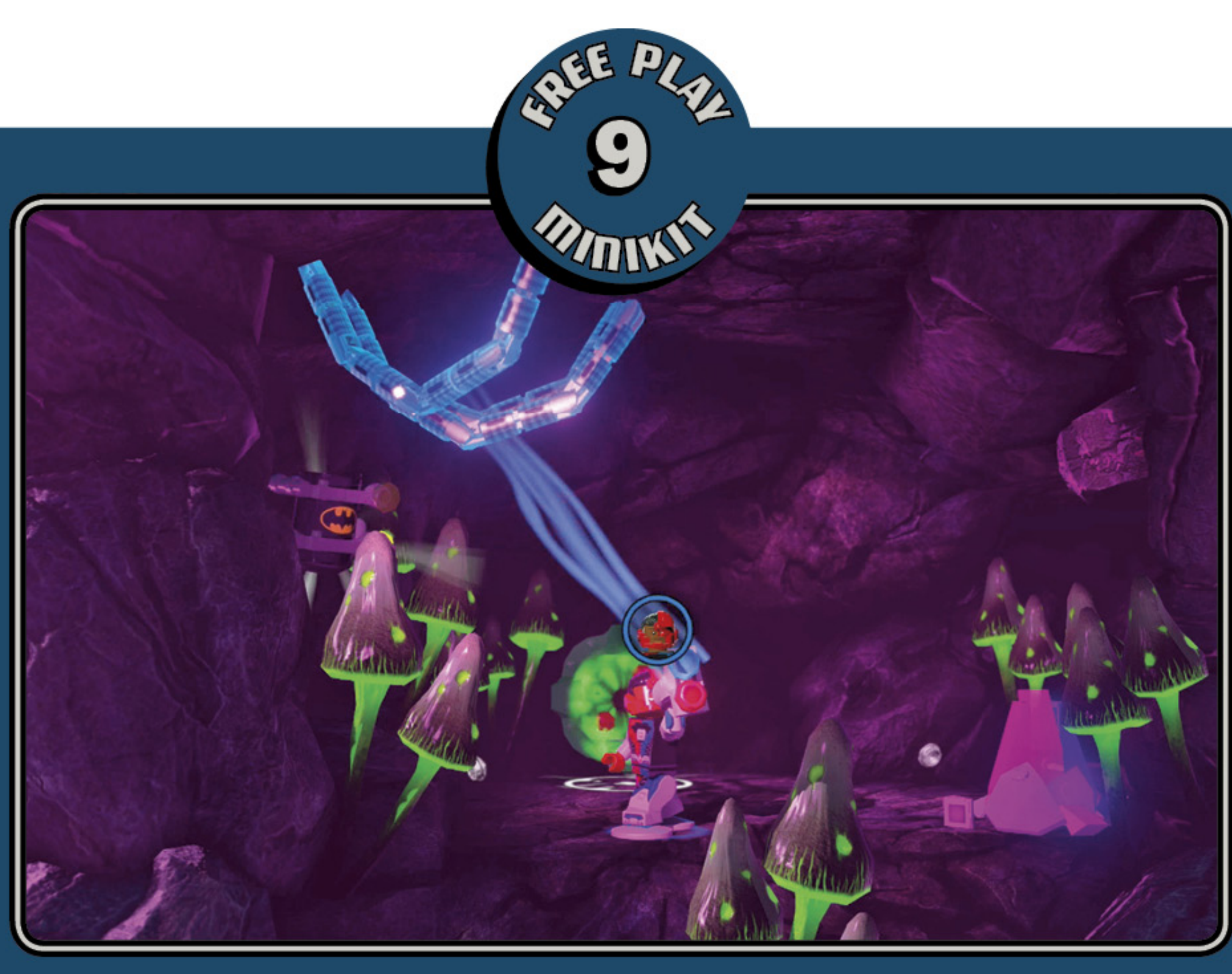


STORY MODE 8 MINIKIT



Smash the purple rocks near the portal, then use Martian Manhunter's true form to smash through the cracked wall behind them. Build the bricks that spill out into an oven that quickly cooks up a Minikit!

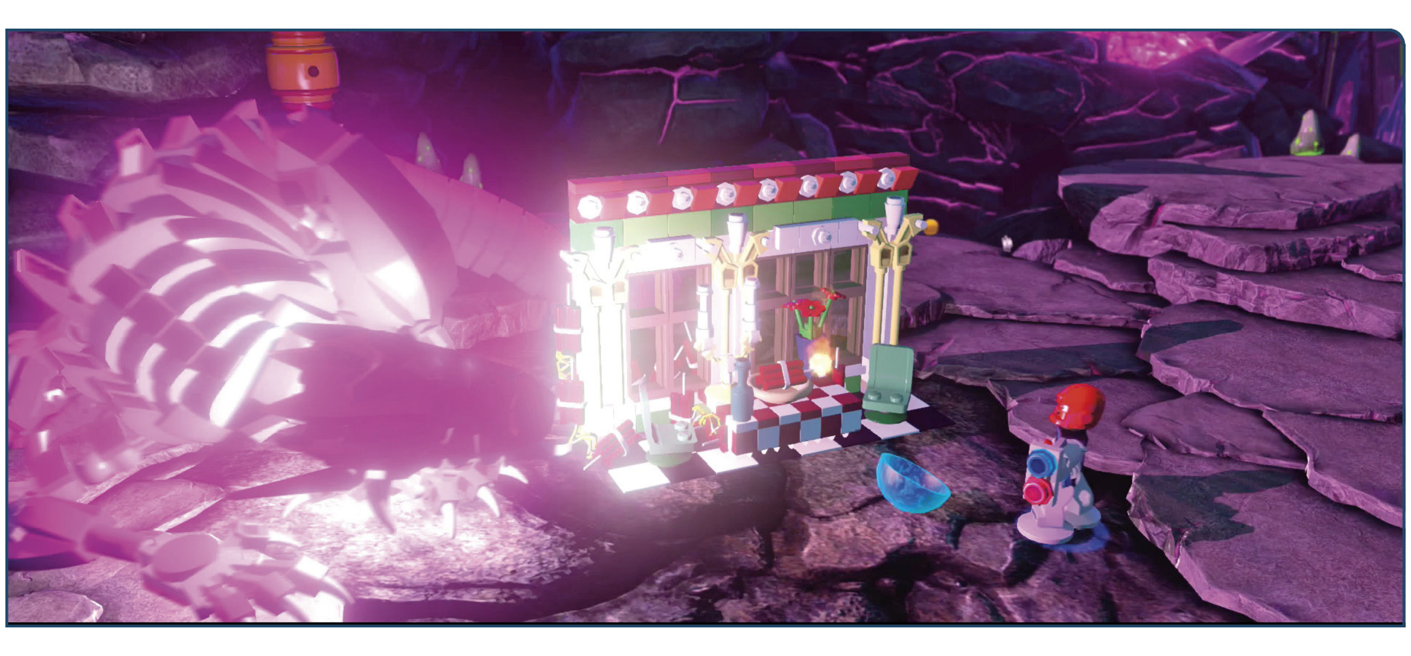
FREE PLAY 9 MINIKIT

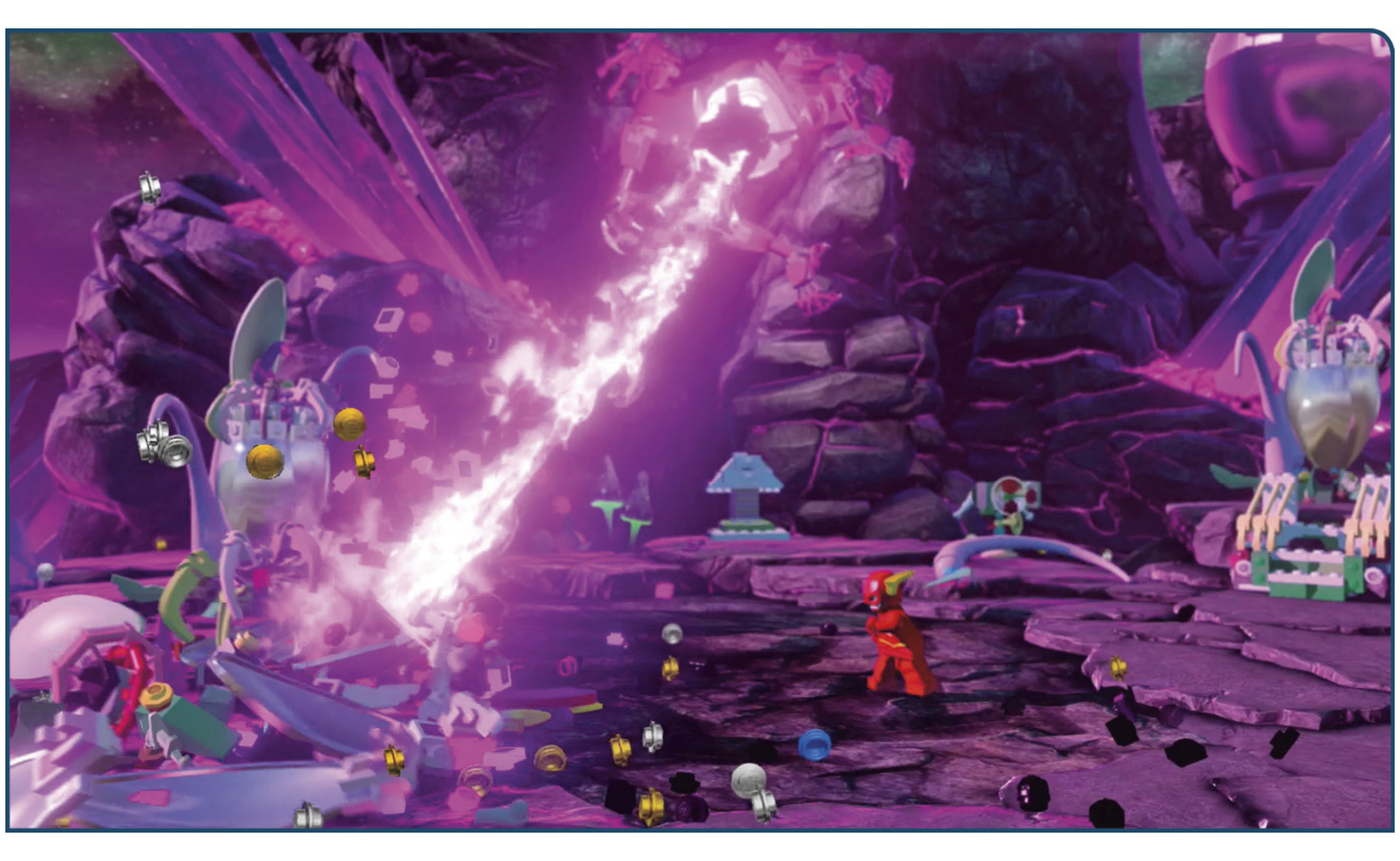


After traveling through the portal, change Martian Manhunter to a magnetic character and bend the blue pipes underground. Now you can reach the Minikit behind them!

Tag to Cyborg and jump up the flowers to reach higher ground. Look out: that awful beast fires a huge laser at you from its lofty perch! Avoid the beast's attacks as you fire missiles from Cyborg's Demolition Suit at the three silver objects around the area. Build the silver objects' bricks into a Flash-Build pad. Tag to The Flash and use the pad to target three glowing objects nearby.

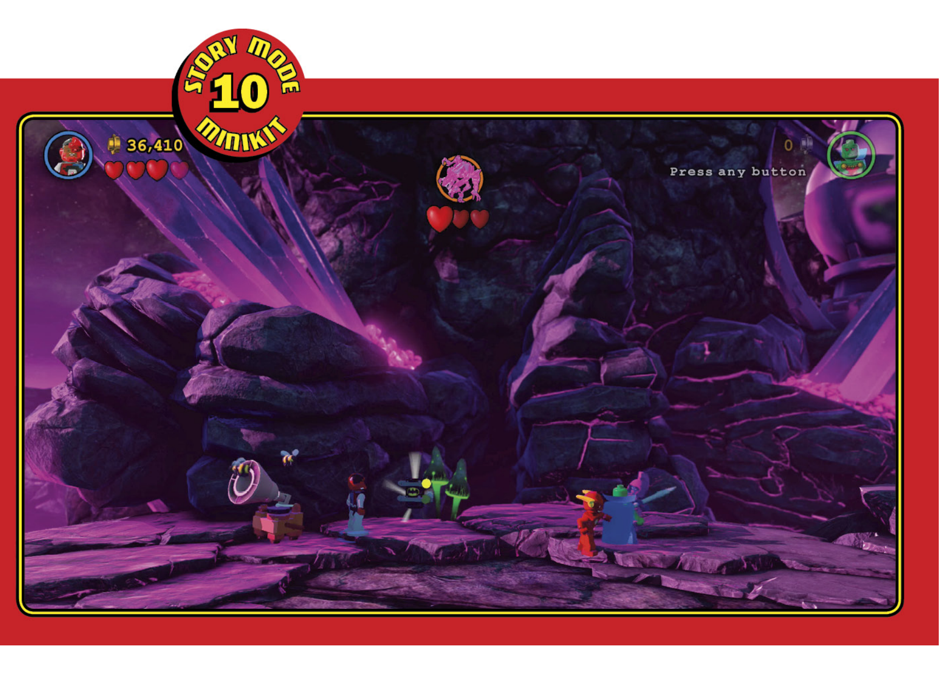
The Flash quickly builds these into a little cafe that attracts the monster, who seems interested in the meal that's covered up. Tag to Cyborg and use his Magnet Suit to lift the plate's lid and expose the main course: a bomb that sends the beast fleeing again!





STORY MODE 10 MINIKIT

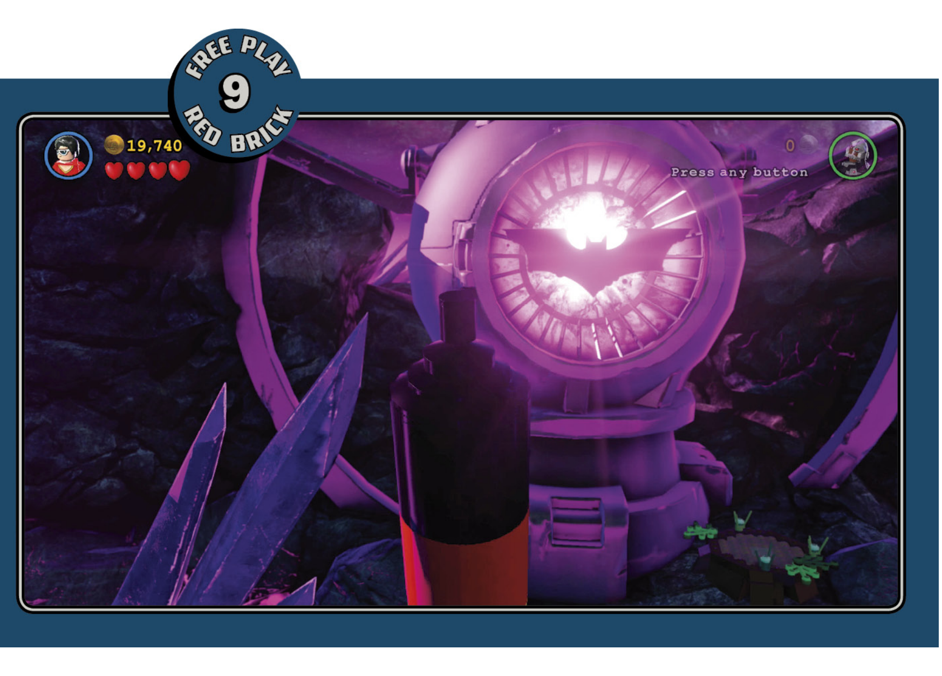
After the beast is out of your hair, use Cyborg's grapple gun to yank down the nearby bee hive. Out pops a Minikit, but the bees are angrily buzzing about. Build their hive's bricks into an old-school gramophone that lures away the bees, letting you claim your prize.



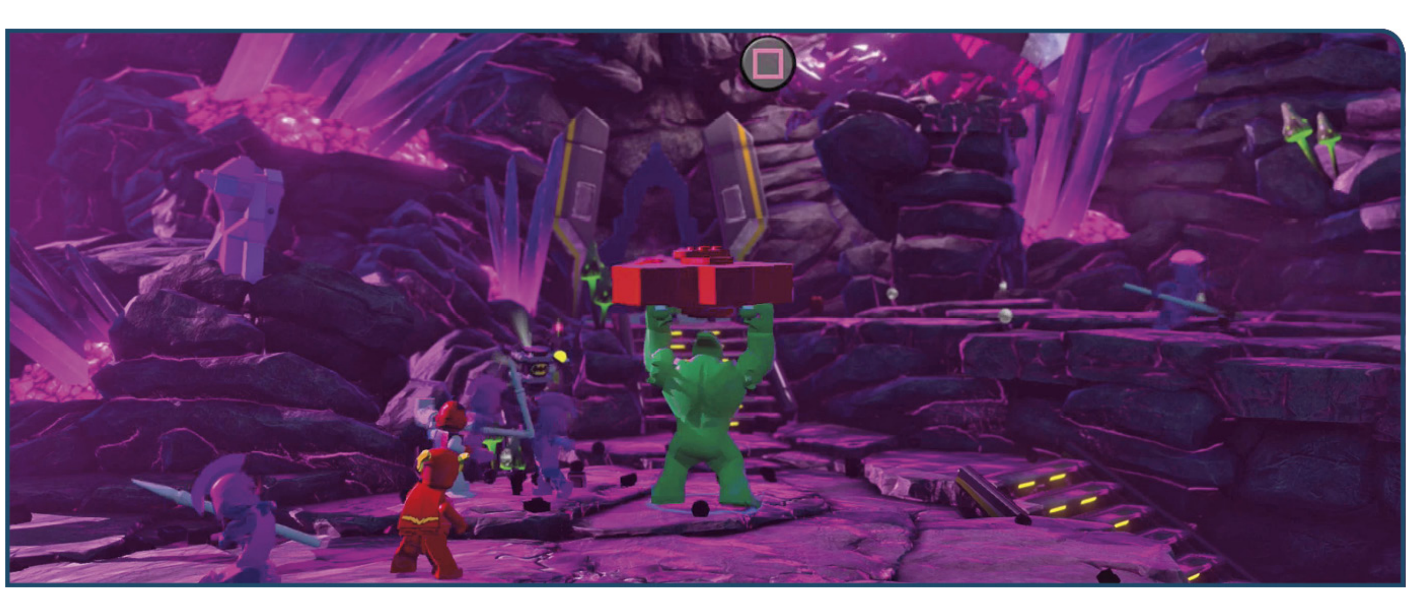
FREE PLAY 9 RED BRICK

QUEST DETECTOR

Fly way up high and into the background, heading for the Lantern. Land and send Solomon Grundy into the swampy spot you find up here. He comes up with a Plastic Man pad. Activate it with Plastic Man, and he shows off his artistic side. More importantly, a Red Brick is revealed!



ALL IN THE HEART



The time has come to defeat that awful monster! Return to the center of the area and approach the creature. It fires a laser up into the sky that brings some bricks crashing down. It does this three times. Now build the scattered Bricks into a big heart, then use Martian Manhunter's true form to throw the heart at the beast, dealing it the final blow. That's the power of love!

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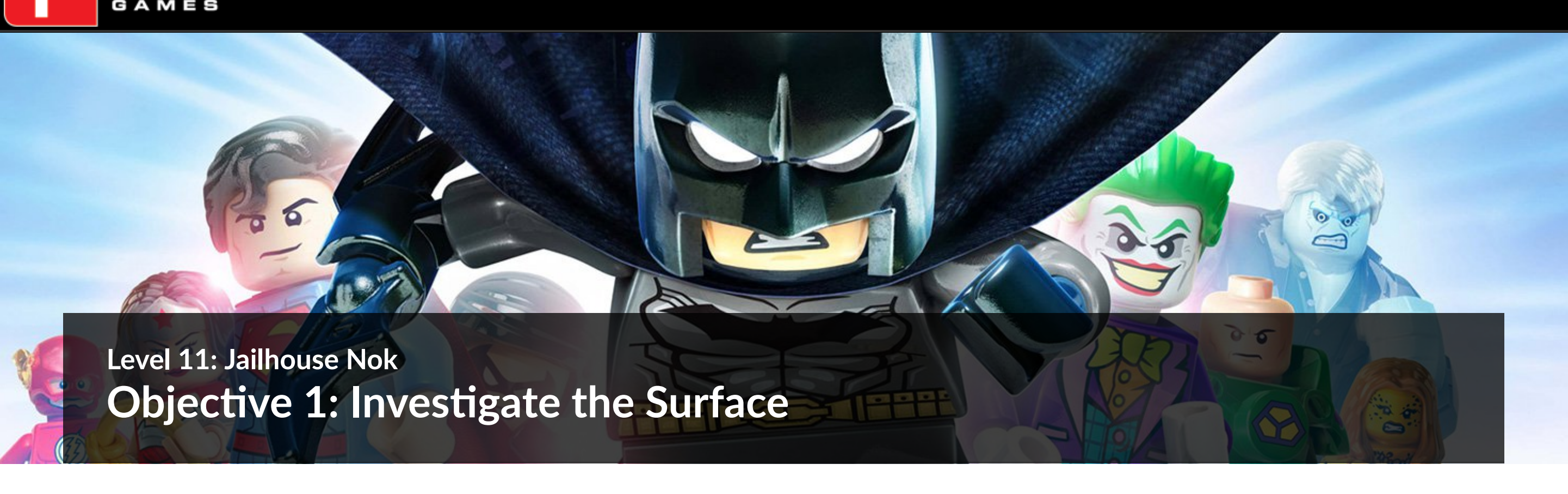


Level 11: Jailhouse Nok

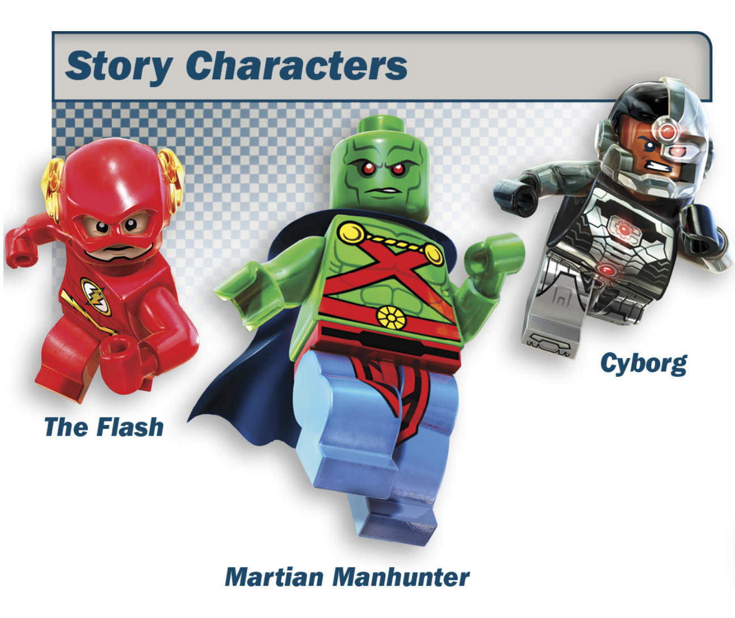
Objective 1: Investigate the Surface

WALKTHROUGH
11
LEVEL
Jailhouse Nok

The Story Thus Far ...

Two Lanterns have now been rescued, yet one remains in peril. Our heroes' next stop is the planet Nok, homeworld of the Lantern known as Indigo–1. The Indigo tribe is renown for its compassion and wisdom, but as our heroes have learned, there's no telling what they'll find down on the surface!

Story Characters



True Hero Stud Requirement

150,000

Tokens

Icon	Character	Area	Mode	Notes
	Indigo Tribe Warrior	1	Free Play	Light up the dark cave with Robin's Illumination Suit.
	Black Hand	2	Story	Mind control the worker in the lower room, pull the lever, and destroy the silver rock.
	Ultra-Humanite	2	Free Play	Complete Bat-Mite's fetch quest (shrink ray required).

Adam West in Peril!

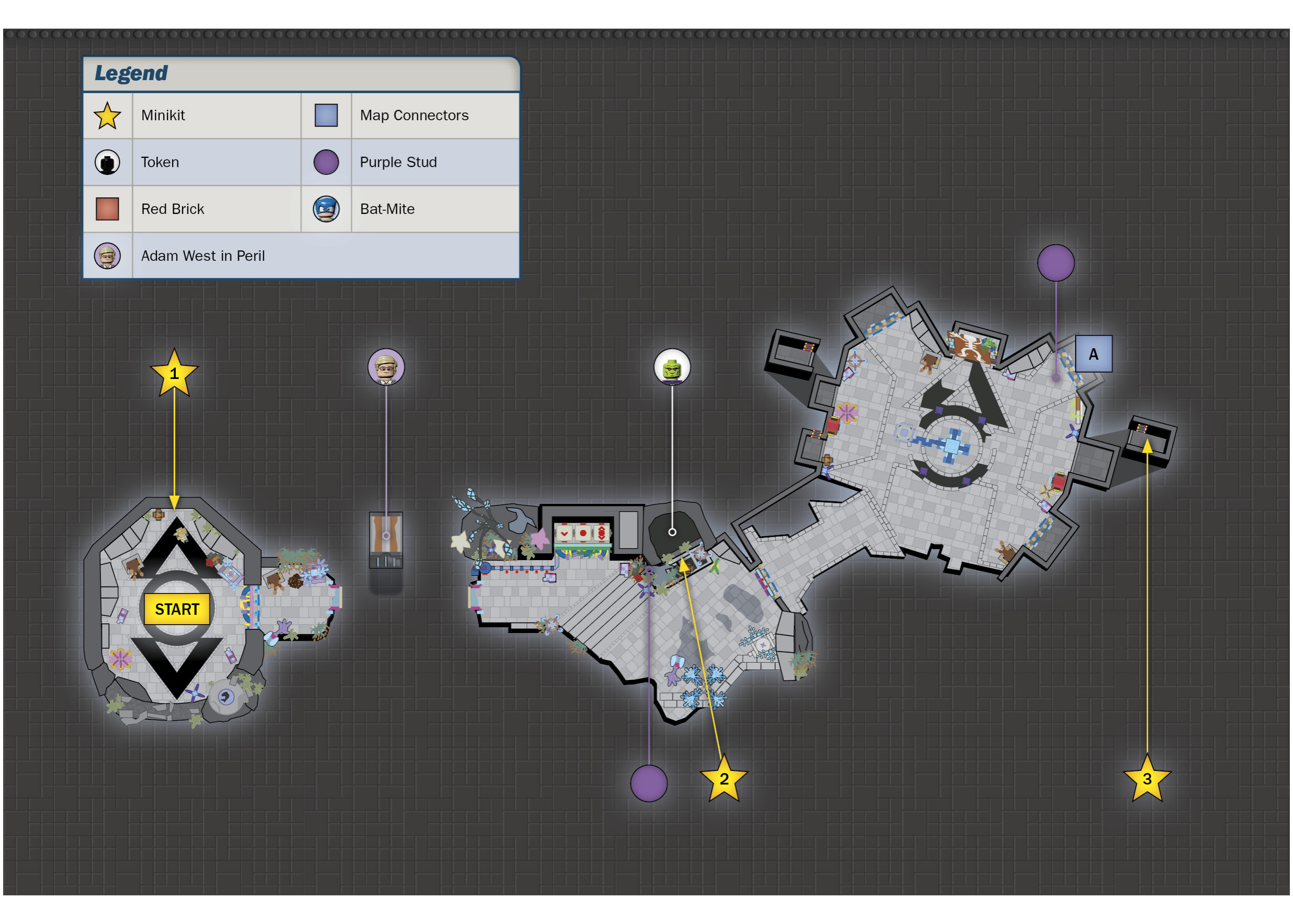
Area	Mode	Notes
1	Free Play	Smash objects to find a dirt mound. Dig there and build the drone.

Minikits

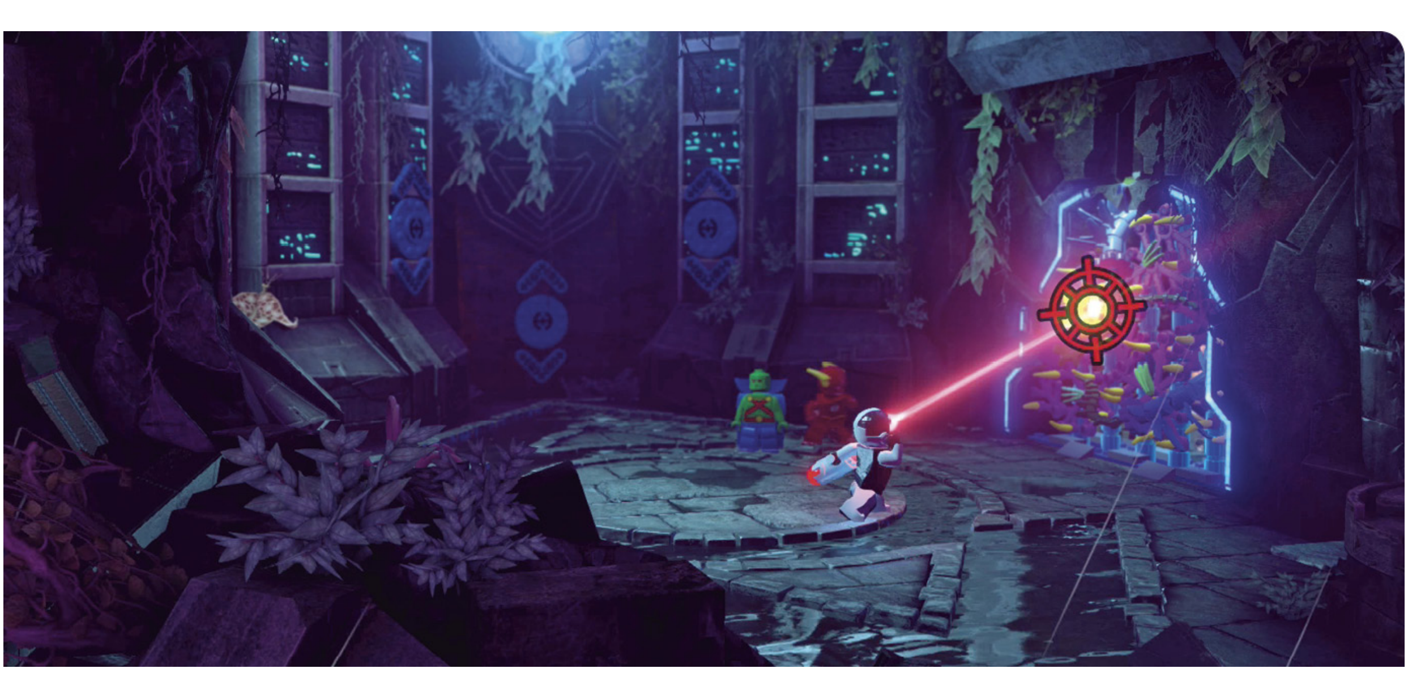
No.	Area	Mode	Notes
1	1	Story	In the starting room, fire Cyborg's gun at the green arrows on the background wall.
2	1	Story	In front of the Dark Cave used to collect Indigo Tribe Warrior.
3	1	Free Play	After the big skeleton falls over, use the vent access behind it.
4	2	Story	Grapple and pull down the cell door near the start, then laser the gold crate.
5	2	Free Play	Smash five standing skeletons that are chained to boards around the area.
6	2	Free Play	Destroy the silver bars above the elevator, fly through and open the magnetic container.
7	2	Free Play	Shrink the black, sparkling emblem above the door to the statue room.
8	2	Free Play	Activate the Lantern pad in the statue room and then build the generator.
9	3	Story	Use Martian Manhunter's senses and heat vision to open the foreground cage.
10	3	Free Play	Dig the dirt mounds on the left, build the Toy Wonder hatch and then send it through.

Red Brick

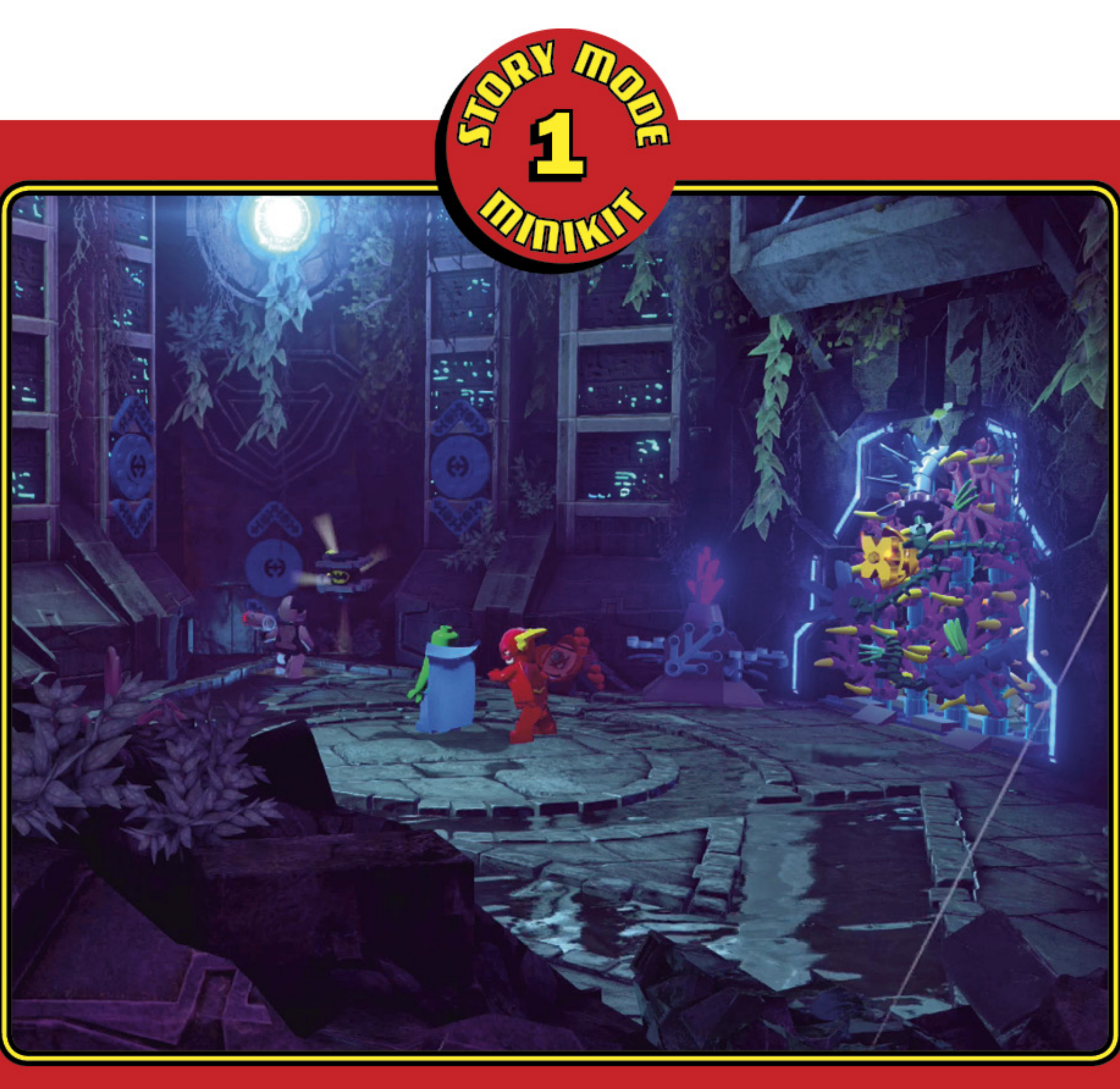
No.	Effect	Area	Mode	Notes
11	Attract Studs	3	Free Play	Uncover the Plastic Man pad near the background and then use it.



Our heroes are picking up strange signals from Nok's surface—you'd better land and investigate! In the first area, use Martian Manhunter's heat vision to destroy the gold flower on the right doorway. Use Cyborg's Magnet Suit to bend the bars beyond and begin your explorations.



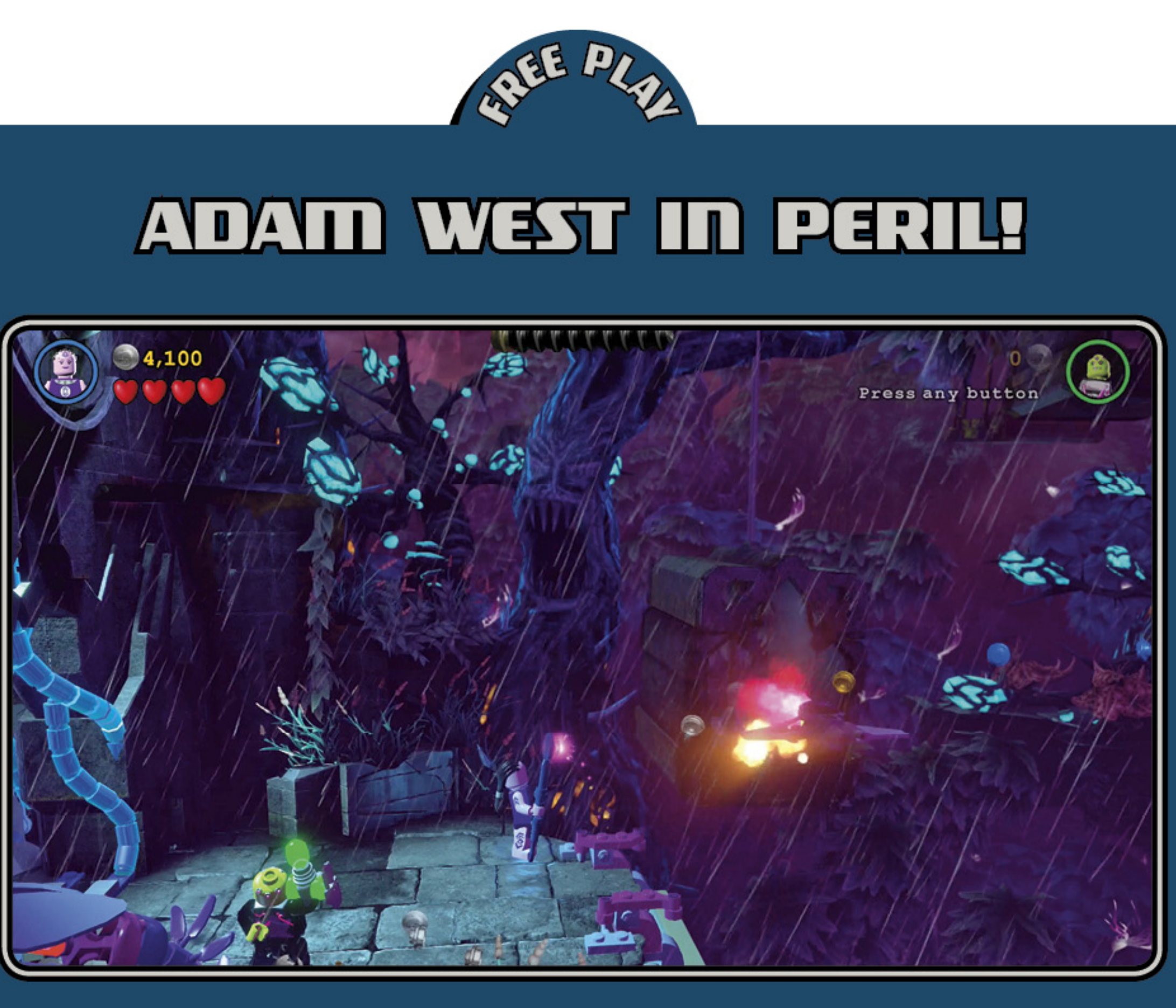
STORY MODE 1 MINIKIT



In the mission's entry room, fire Cyborg's gun at the green arrows on the background wall. Shoot the arrows until they turn indigo; a Minikit then appears nearby!

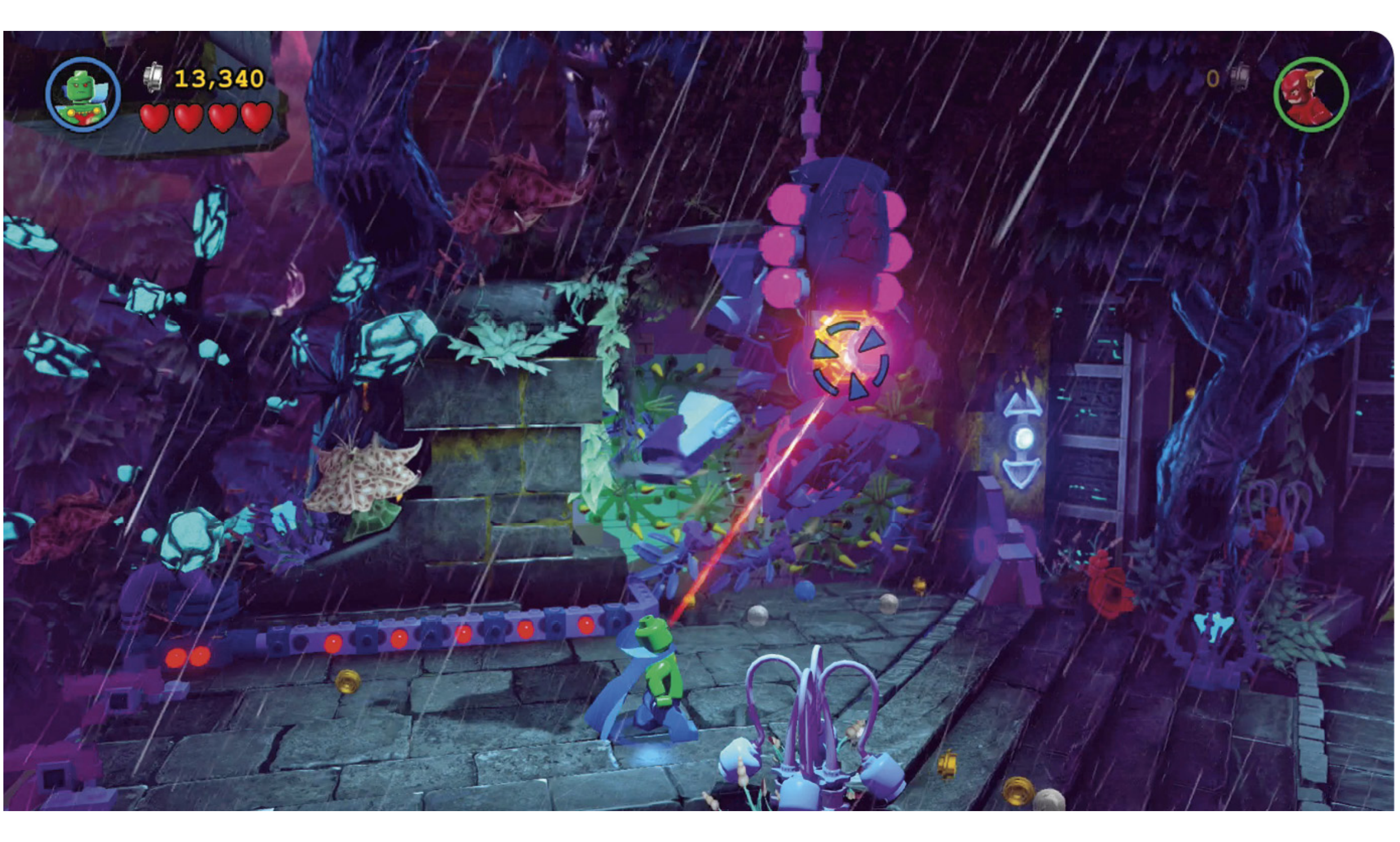
FREE PLAY

ADAM WEST IN PERIL!

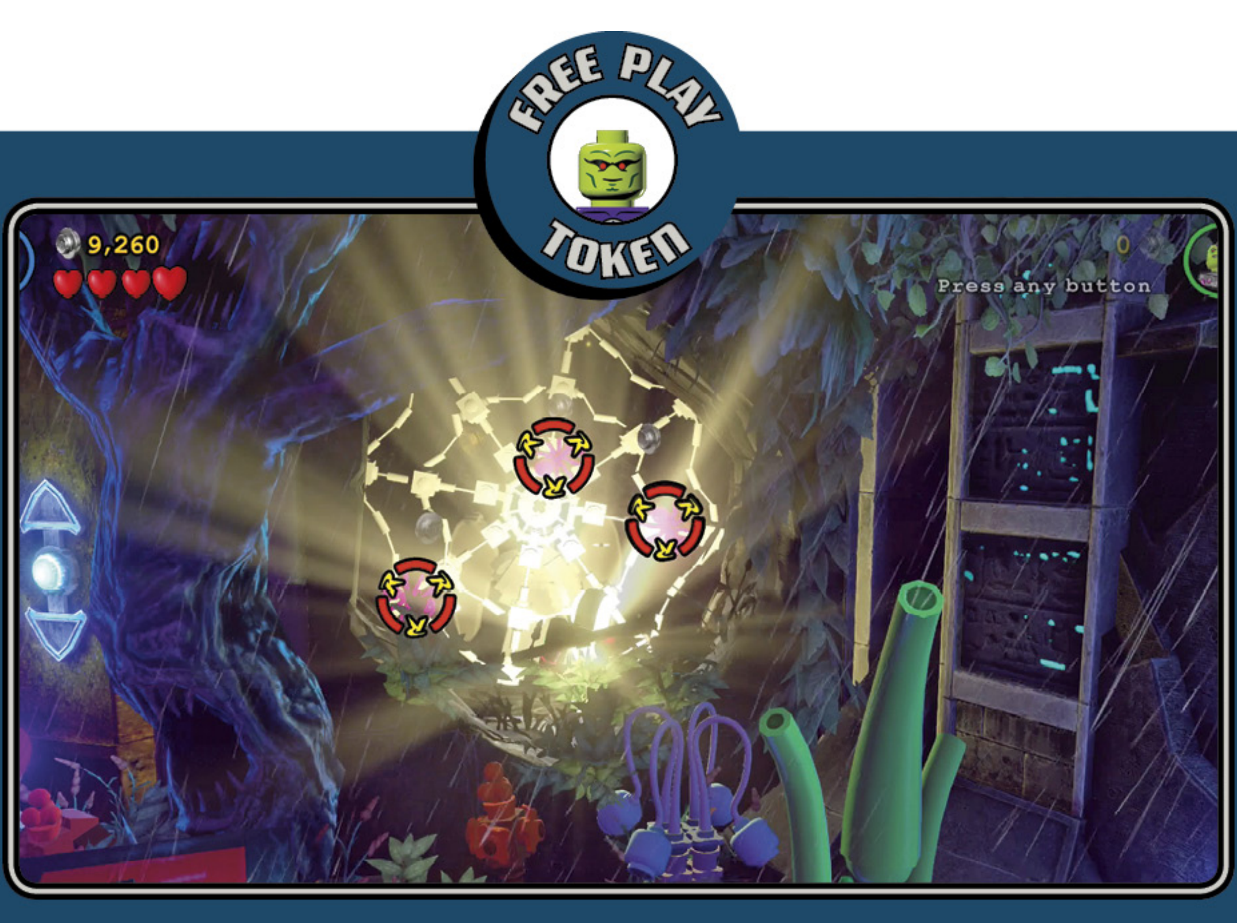


Cries for help greet you as you emerge from the entry room. It's TV's Adam West, in peril again! Smash the surrounding objects to discover a mound of dirt, then dig there to find some bricks. Build these into a drone that frees the classic Batman actor from captivity!

Tag to Martian Manhunter and fly across the pit that follows. Defend yourself against the crazed Indigo tribe, then use senses to detect a gold object on the back of the big nearby spider. Destroy the gold object with heat vision to make the spider split.



FREE PLAY TOKEN

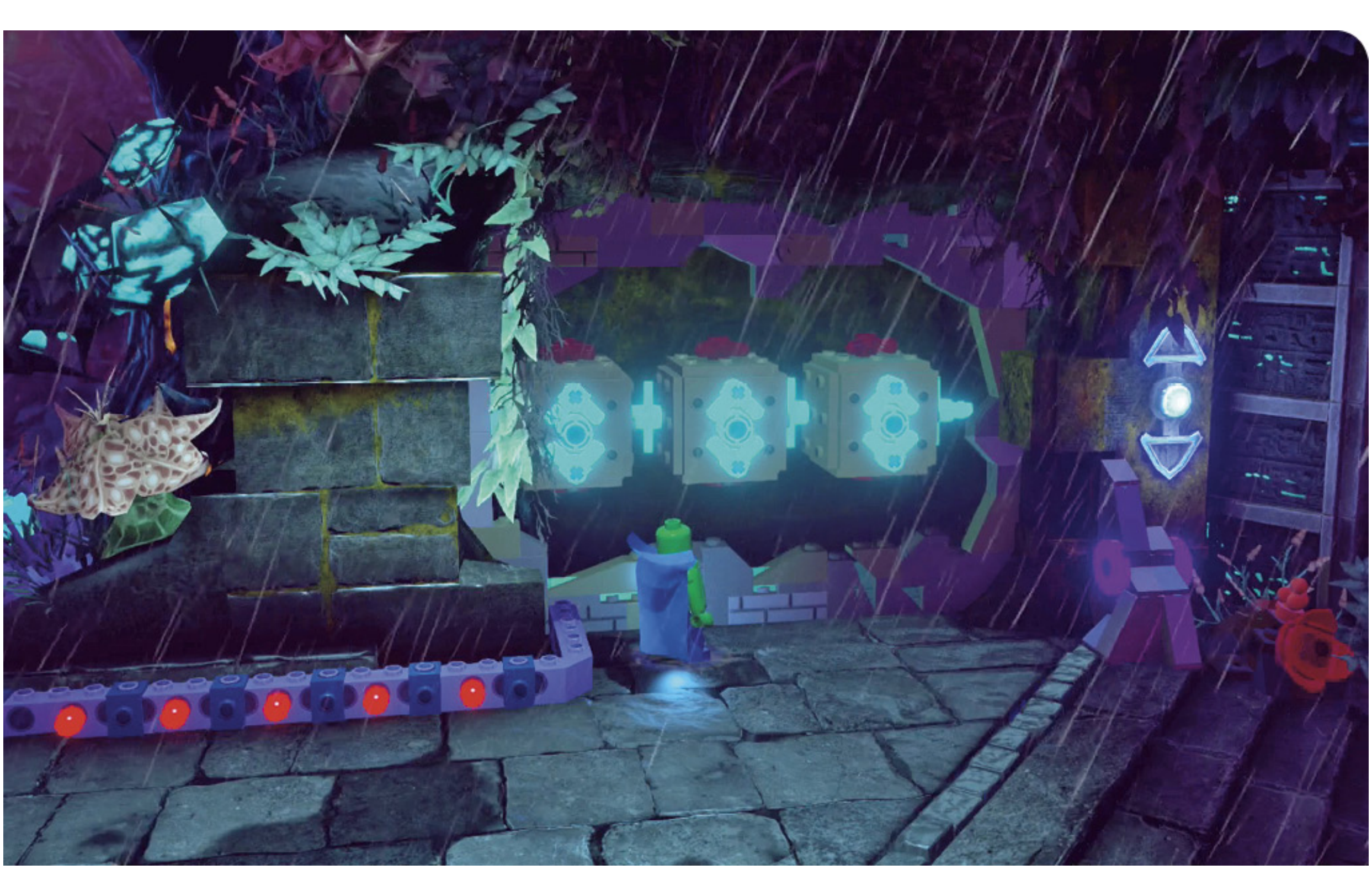


INDIGO TRIBE WARRIOR

In Free Play mode, toggle to Robin and charge his Illumination Suit at the station near the green LEGO wall. Hop into the nearby dark cave afterward to discover a Character Token behind a big spiderweb. Aim and throw Robin's twirl pole at the three pink spiders to destroy the web, then collect your prize!

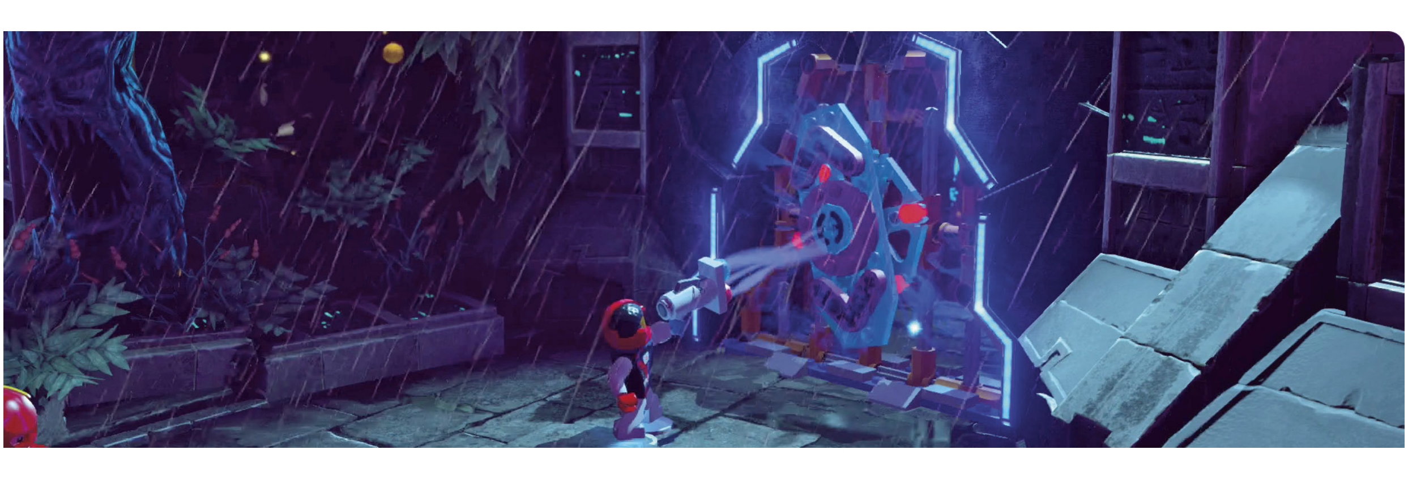
STORY MODE 2 MINIKIT

Approach the nearby cave to collect this Minikit. This one's an easy prize!



After the spider leaves, continue using heat vision (or any other attack) to destroy the green and purple plants and uncover a green LEGO wall. Use Martian Manhunter's senses to see through the wall afterward, and spin three circuit nodes until they all light up (as pictured).

Fly Martian Manhunter into the boughs of the big tree on the right of the green LEGO wall to nab a hidden Purple Stud!

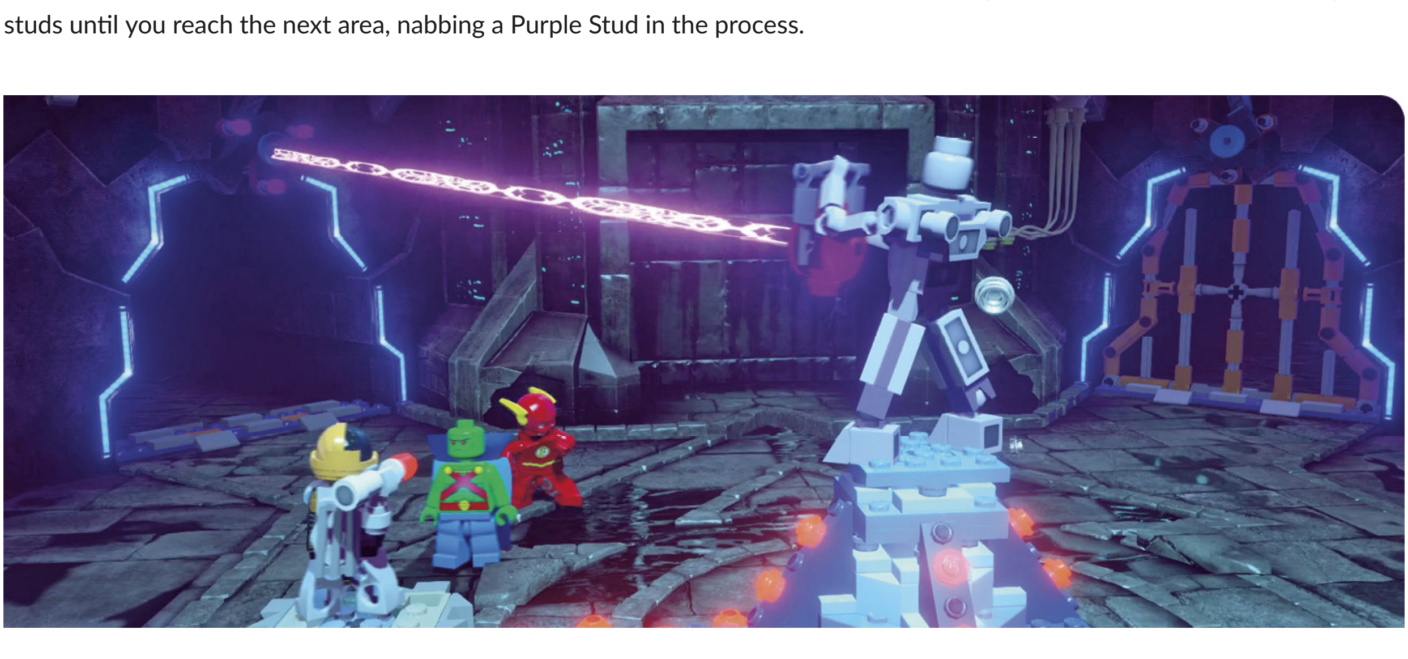


With the circuits lit up, a bridge extends across the previous pit, letting Cyborg and The Flash join you. Tag to Cyborg and use his Magnet Suit to open the nearby gate so that you may advance.

WHAT'S UP WITH INDIGO–1?

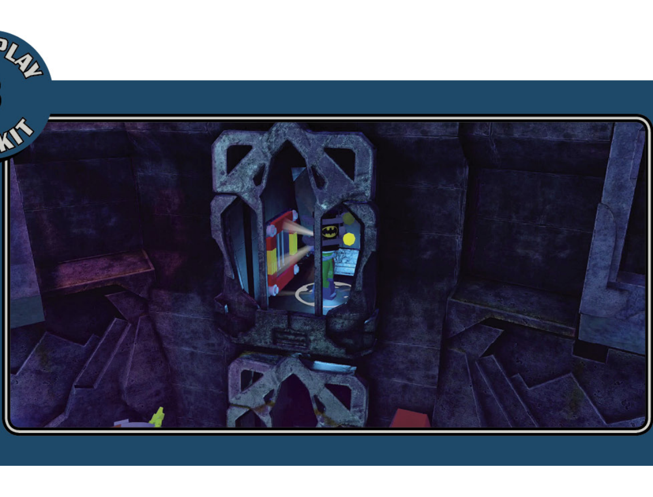
Our heroes meet up with the Indigo tribe's Lantern leader just beyond the gate. The wise and compassionate Indigo–1 is not herself and quickly flees, but not before sending her warriors against you. Defend yourself and then use Cyborg's Demolition Suit to destroy the silver handcuff attached to the big skeleton in the background.

Destroy the skeleton's other handcuff as well so that it falls to the floor, then build its bricks into a pressure pad. Jump onto the pad to make the central statue spin around, opening three doors. Go through the door that's lined with studs, and you emerge from another door. Wild! Look for more studs that have appeared, and follow them through the next door. Keep following the studs until you reach the next area, nabbing a Purple Stud in the process.



FREE PLAY 3 MINIKIT

After the big skeleton topples over, send Plastic Man or Martian Manhunter through the vent access that was hidden behind it. (This hatch only appears in Free Play.) You emerge in an empty cell; head back through the hatch to pop out in a different cell. How confusing! Go through the hatch again to emerge in a third cell that contains a Minikit. Nice! Slip back through the hatch to return to where you started.



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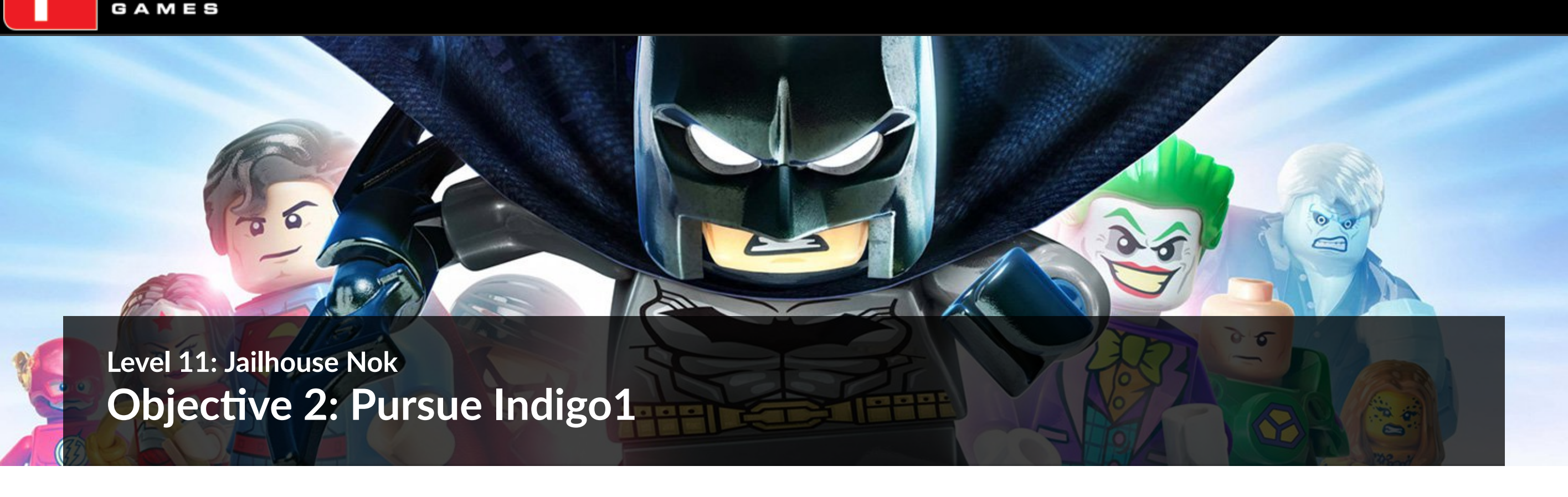
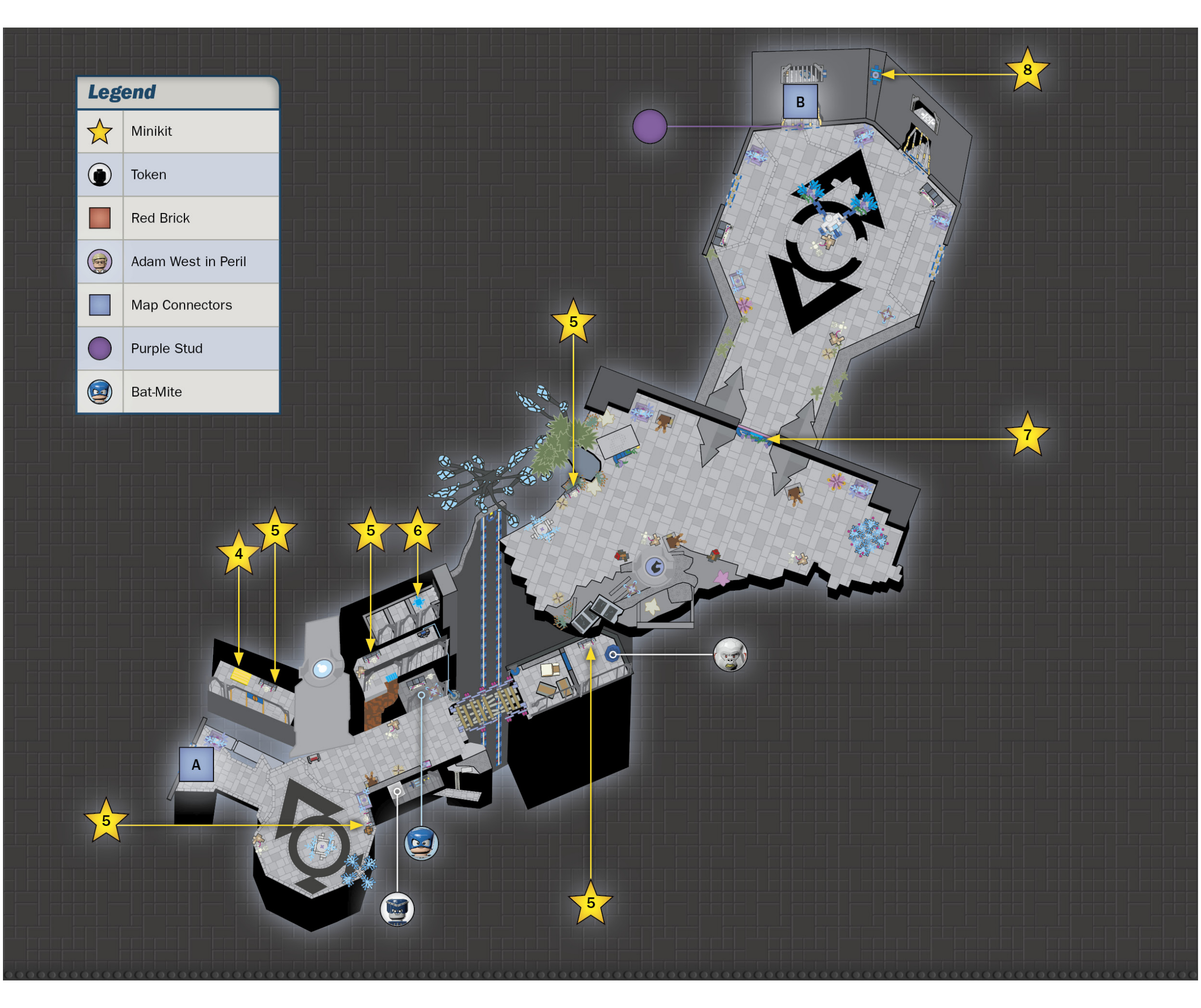
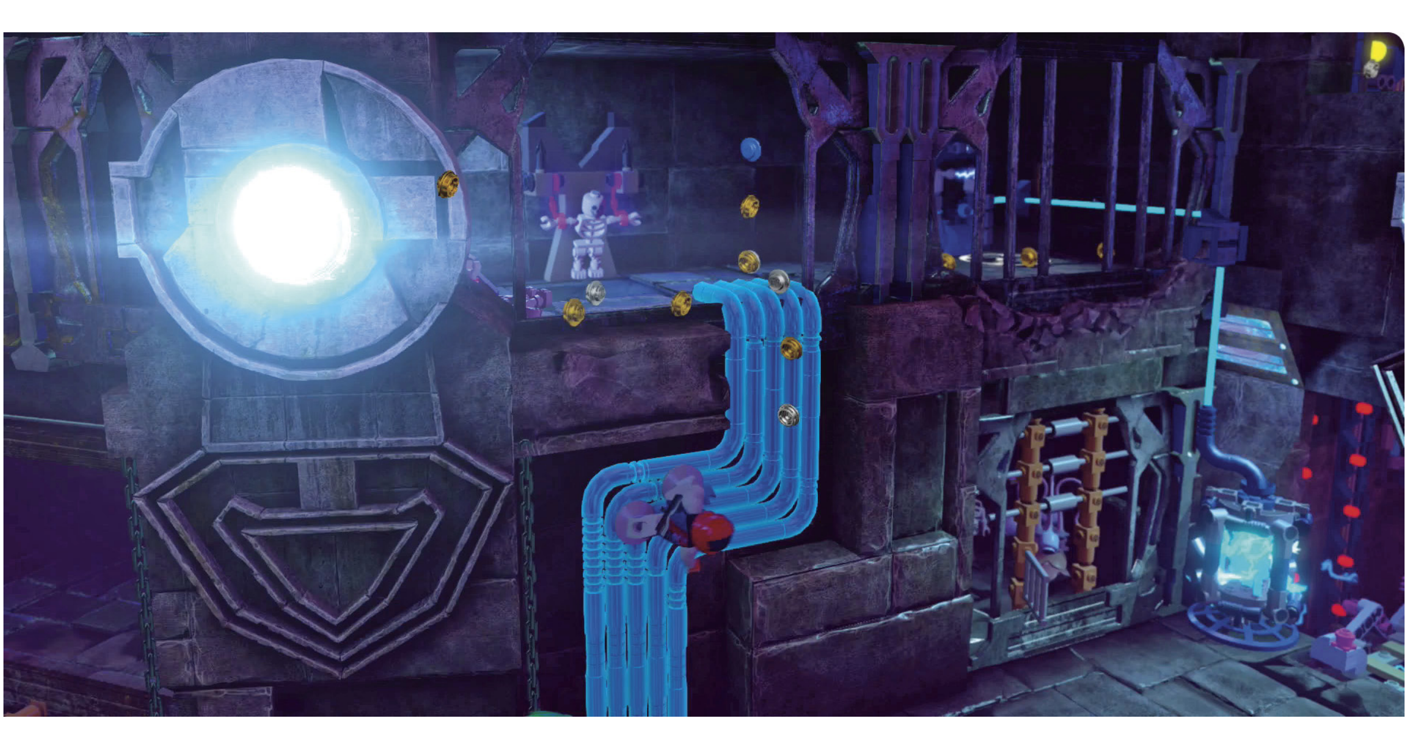


Level 11: Jailhouse Nok

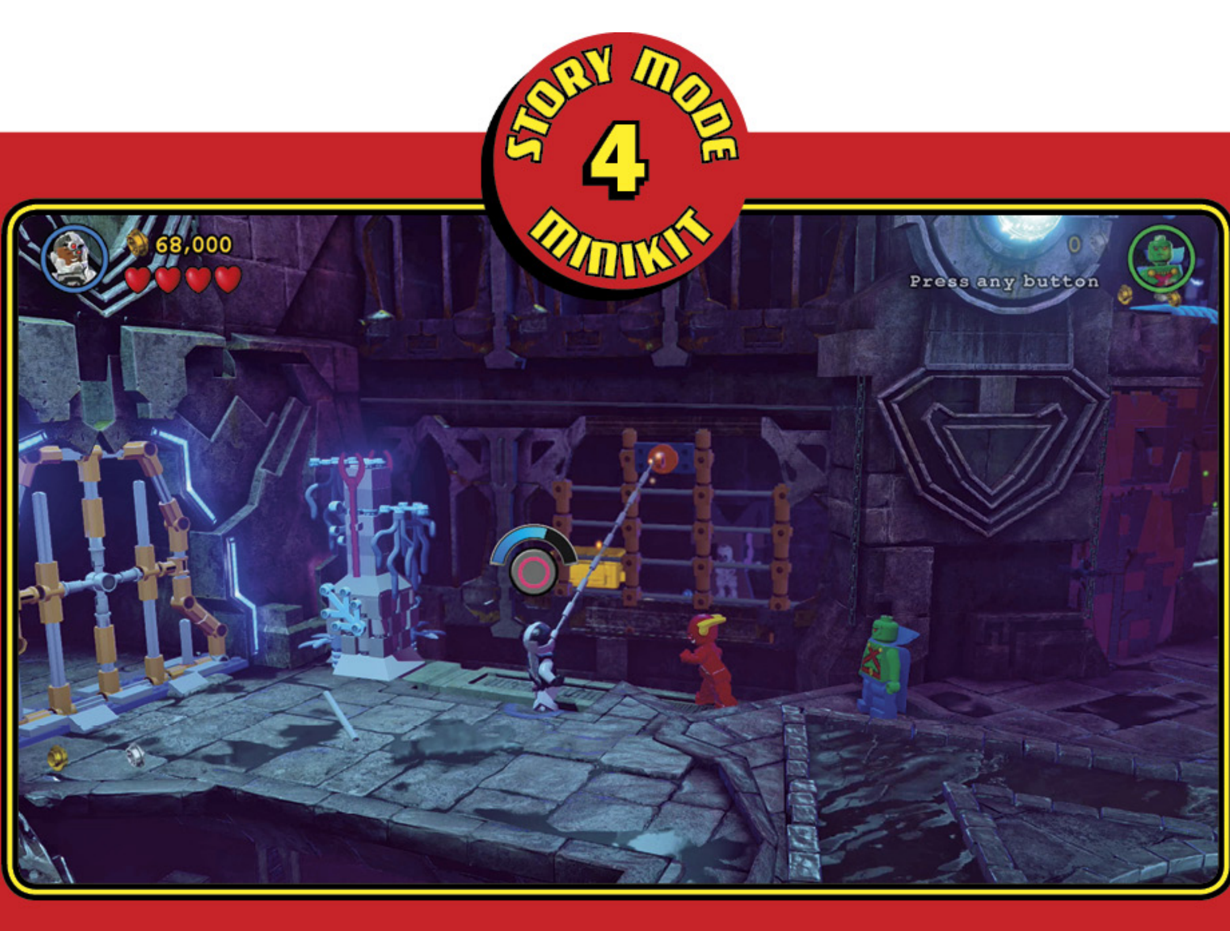
Objective 2: Pursue Indigo1



You've got to catch that Lantern! Use Martian Manhunter's senses to detect a cracked wall, then smash through the wall using Martian Manhunter's true form (hold the Tag button to transform). This uncovers some magnetic pipes which you can build. Send Cyborg stalking up them in his Magnet Suit.

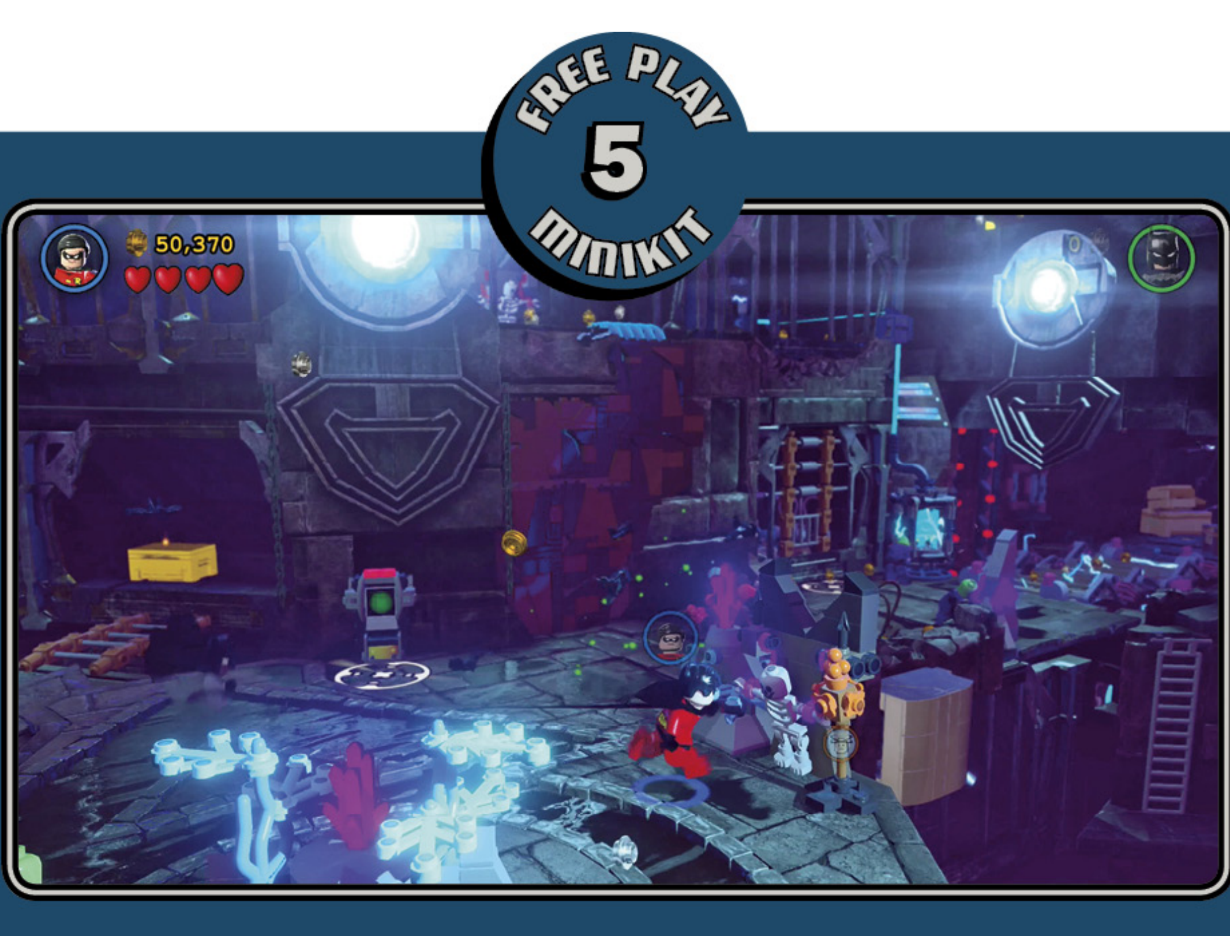


STORY MODE 4 MINIKIT

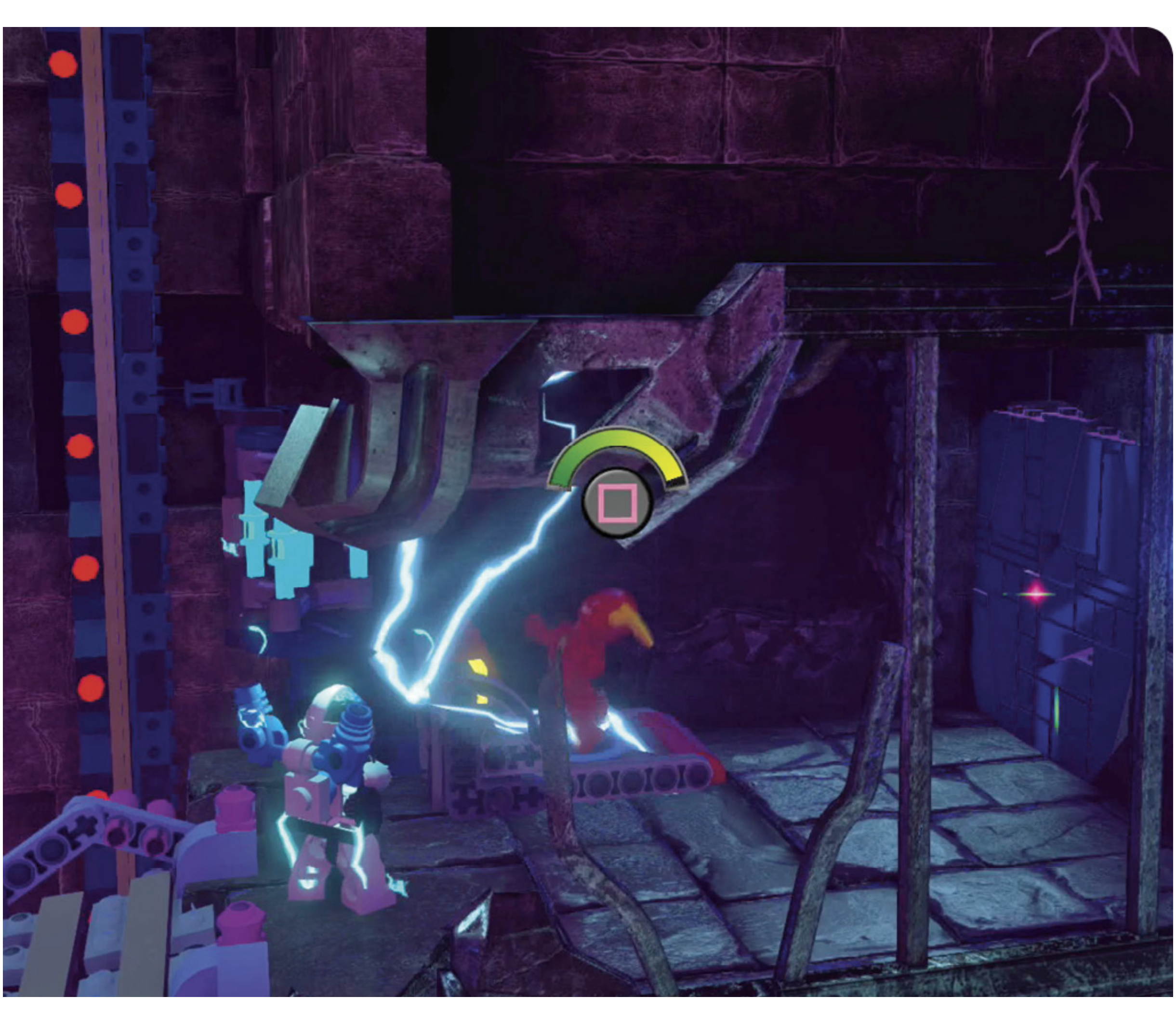


Use Cyborg to grapple the orange hook at the start of the prison area and bring down a cell door. Unleash his laser afterward to destroy the gold box in the cell beyond and expose a Minikit!

FREE PLAY 5 MINIKIT

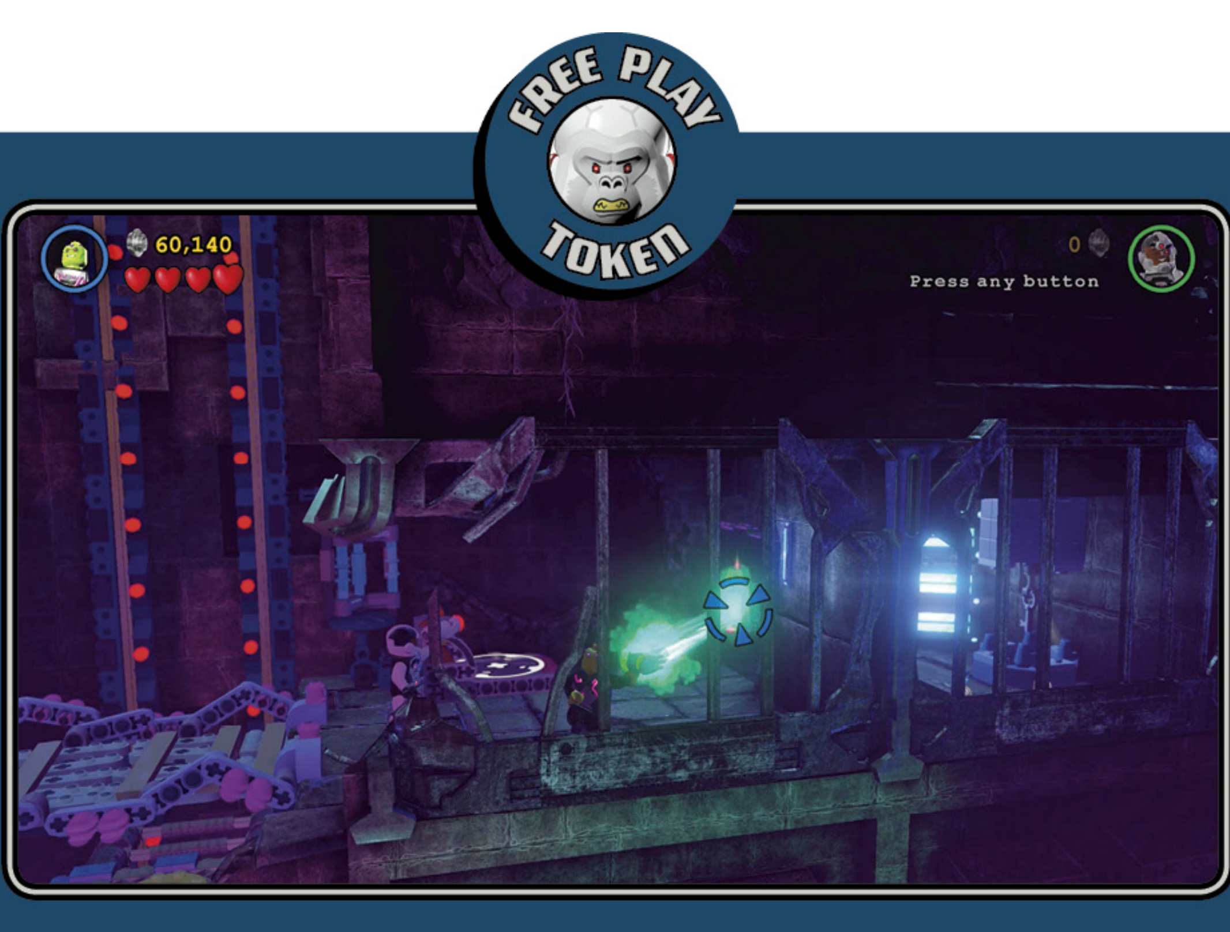


Find and smash five standing skeletons in the prison area that are chained to wooden boards. Four of them can be smashed in Story Mode, but one lies in an area that can only be reached during Free Play. Check the map to find all five!



Use Cyborg's Electricity Suit to drain the charge from the electric panel above the magnetic pipes to get rid of the electricity that's covering the bridge below. Cross the bridge afterward and smash the crates on the other side, then build their bricks into a treadmill. Use The Flash to power the treadmill and activate an elevator that lifts you up to a higher level.

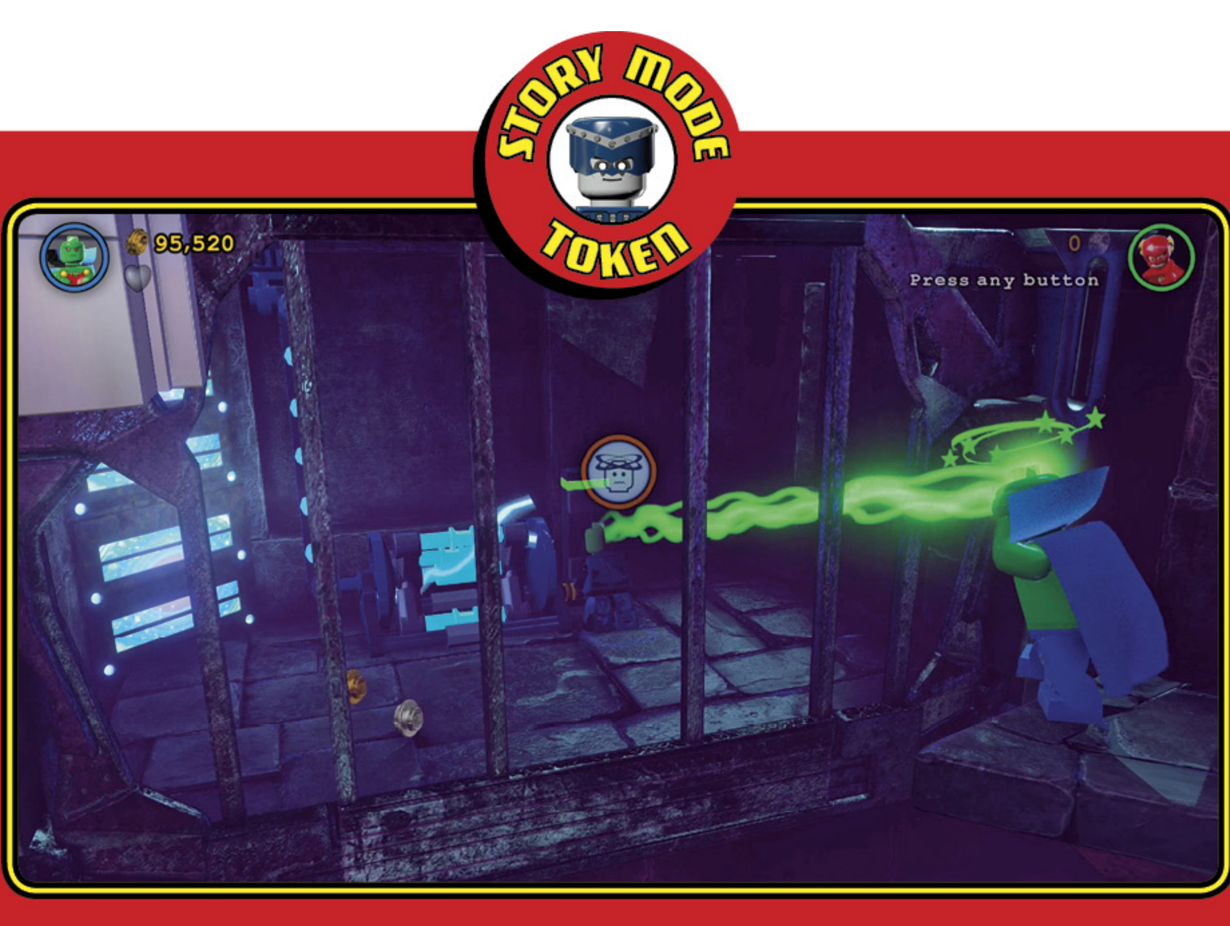
FREE PLAY TOKEN



ULTRA-HUMANITE

Bat-Mite's gotten himself locked up on Nok, and he needs your help to escape! Before riding up the elevator, use Brainiac's shrink ray to shrink the black, sparkling wall to the right. Enter the cell beyond and use stealth to slip past the security camera. Collect the item you find in the cell, then return it to Bat-Mite to set him free—and to receive your Token reward!

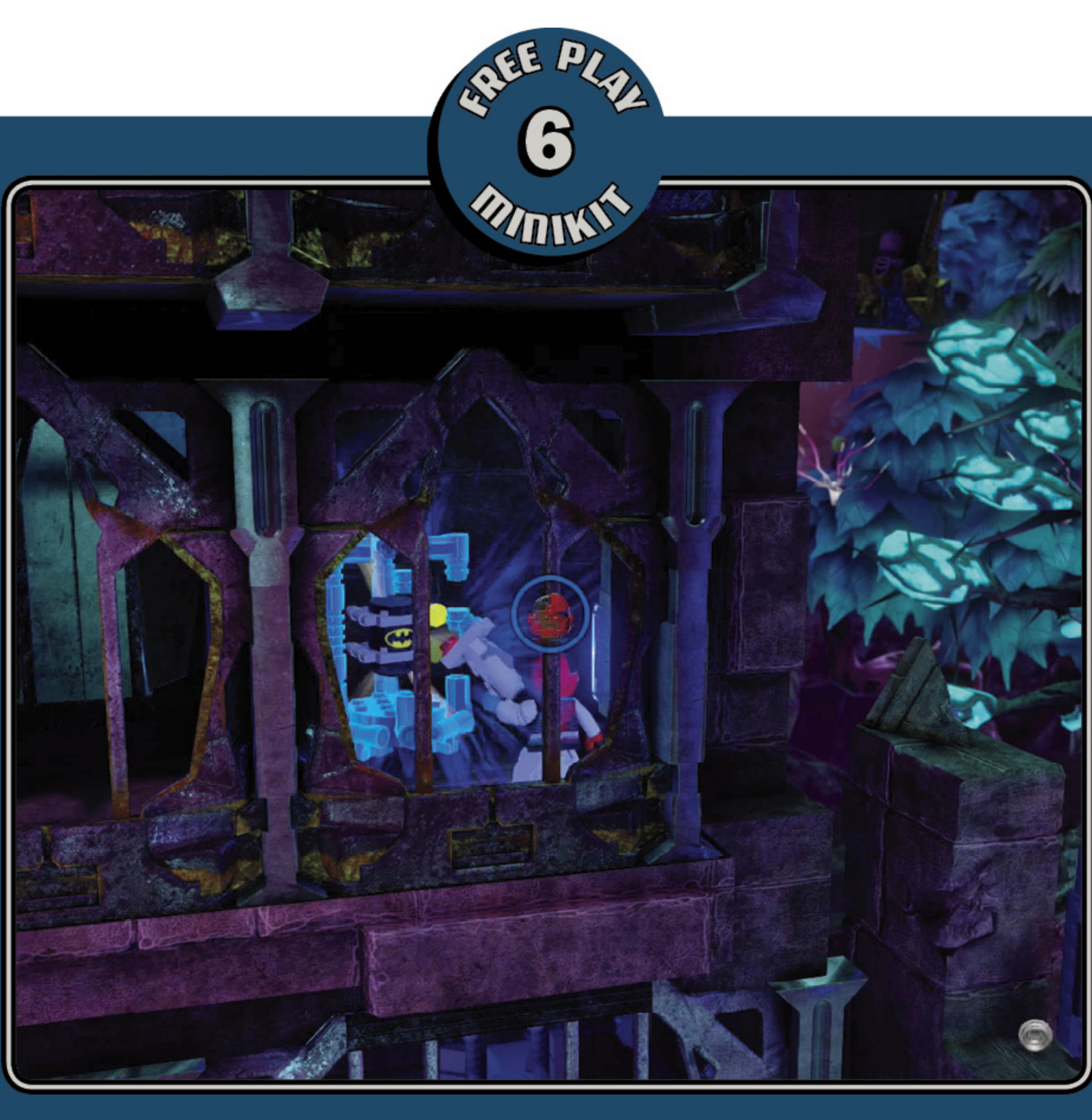
STORY MODE TOKEN



BLACK HAND

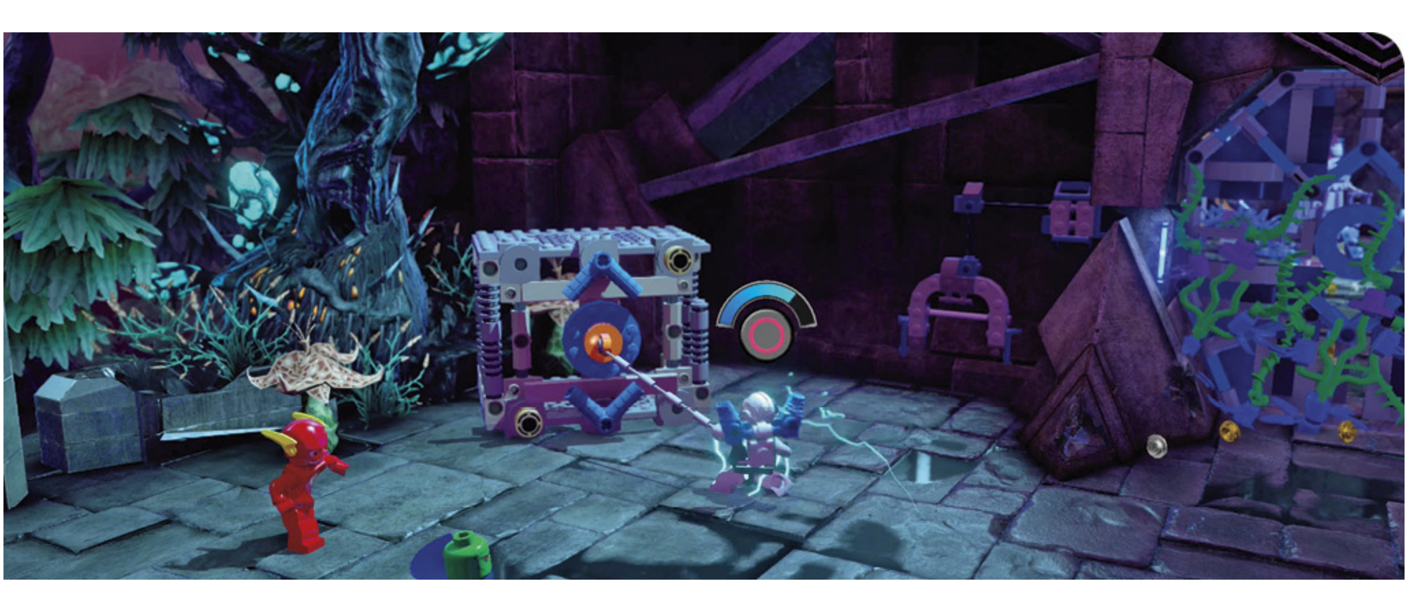
Fly into the foreground as Martian Manhunter and look for a silver rock that's crackling with electricity. Land on the small ledge on the right and use Martian Manhunter's mind control to command the Indigo tribesman in the nearby room. Direct the worker to pull a lever, and the electricity around the silver rock vanishes. Now use Cyborg in his Demolition Suit to destroy the rock and expose a Character Token!

FREE PLAY 6 MINIKIT



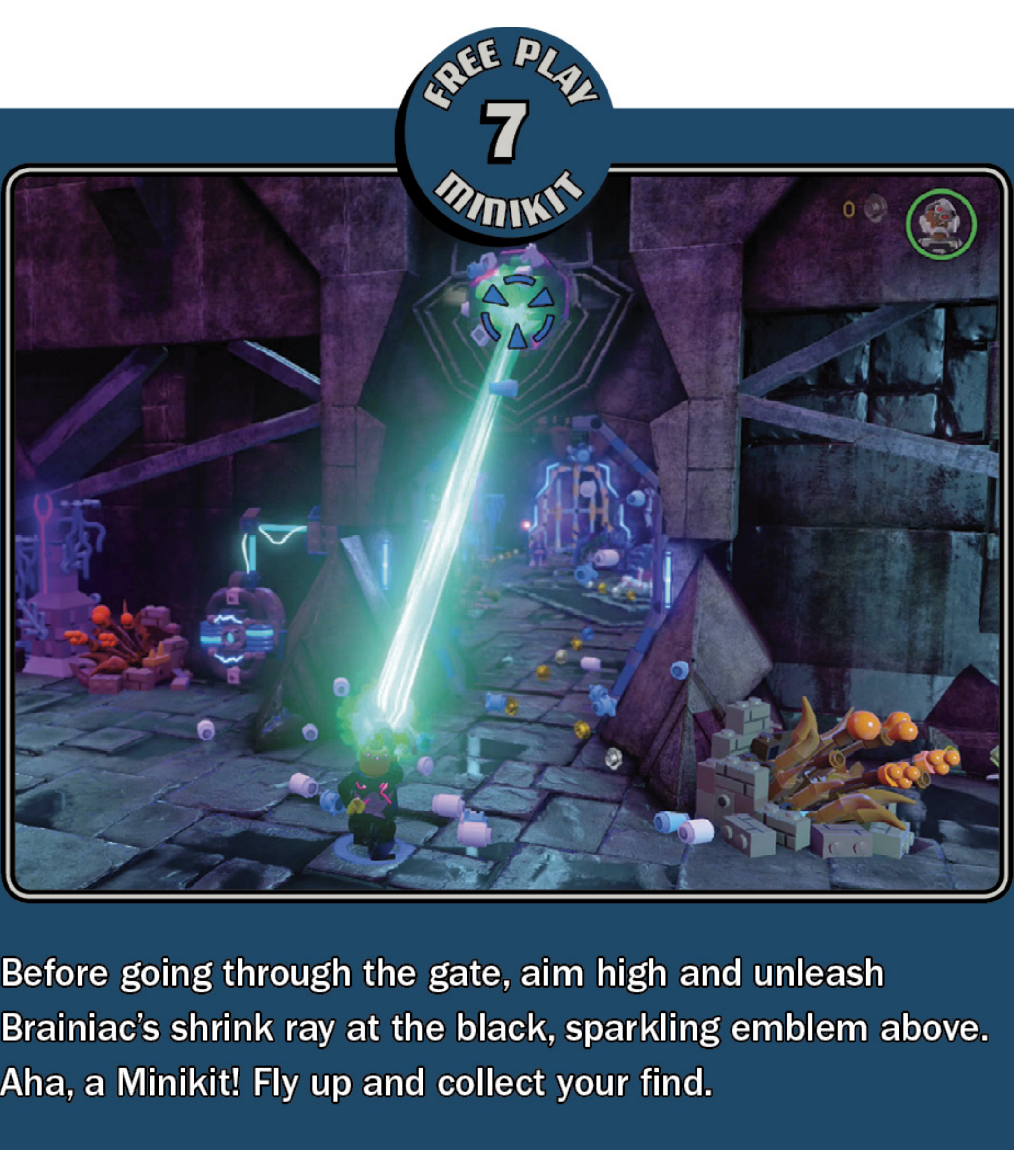
After riding up the elevator, slap on a Power or Demolition Suit and then fire a missile at the high silver bars on the left. Fly past the bars afterward and enter the holding cell beyond, then use magnetic power to liberate a Minikit!

After riding up the elevator, destroy some vines that are covering a crate. Use Cyborg to grapple the crate's hook and rip it apart, then build its bricks into an electric panel. Deposit the charge that Cyborg is still carrying in his Electricity Suit into the panel to open the nearby gate.



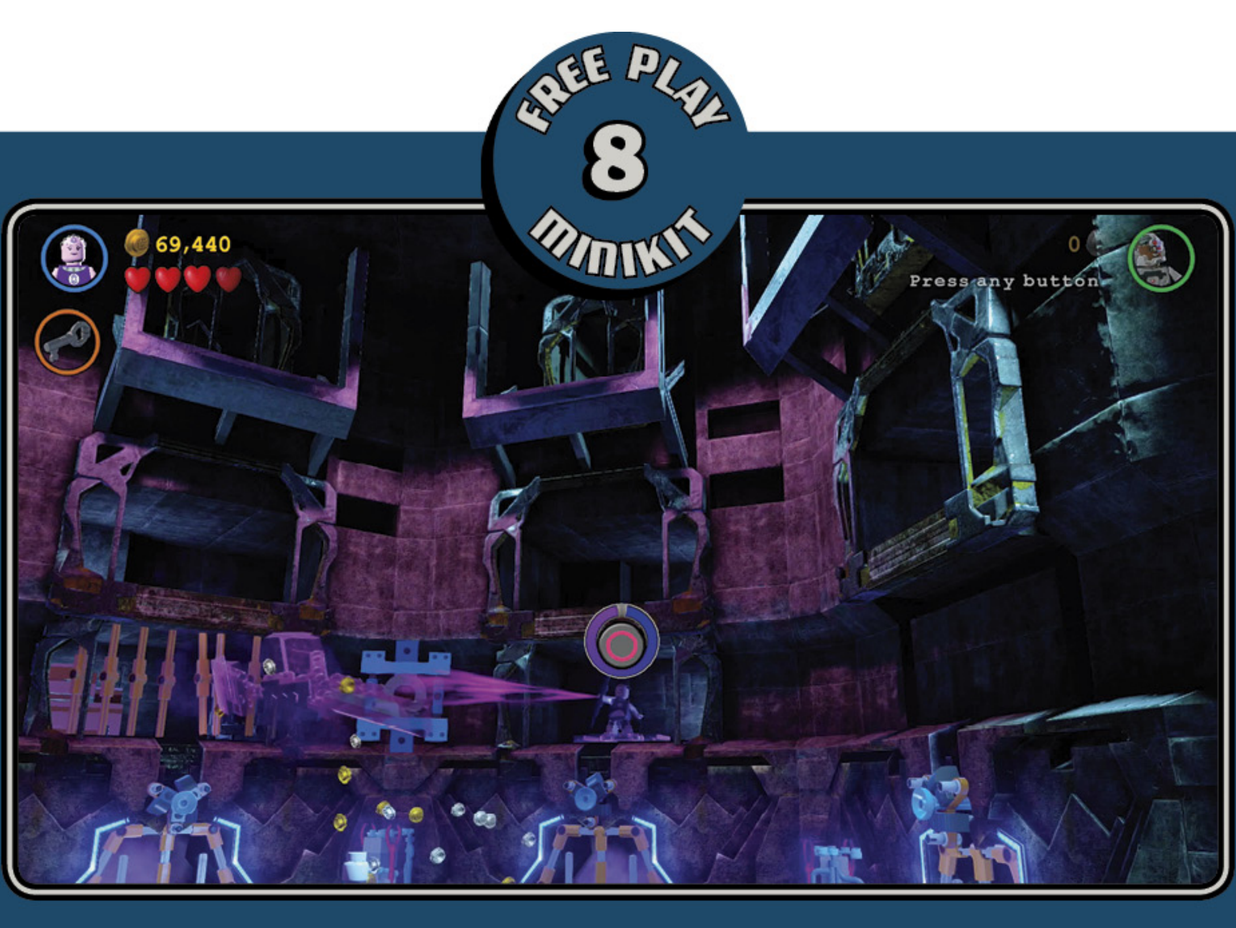
The next room is familiar, featuring several doors and a central statue. Secure the room, then break the vines covering the pressure pads. Move any hero onto one of the pressure pads near the statue. Move another hero onto the other pressure pad, and the statue spins around and opens the surrounding doors. Like last time, simply follow the studs to find your way through to the final battle. Don't miss the Purple Stud as you pass through the final door!

FREE PLAY 7 MINIKIT



Before going through the gate, aim high and unleash Brainiac's shrink ray at the black, sparkling emblem above. Aha, a Minikit! Fly up and collect your find.

FREE PLAY 8 MINIKIT



In Free Play, send your favorite Lantern flying up to the Lantern pad on the statue chamber's high right ledge. Activate the pad to construct some pliers that rip apart the bars of the cell on your left. Fly over and smash the crate in that cell, then build the bricks into a generator that powers a nearby sign, making a Minikit appear!

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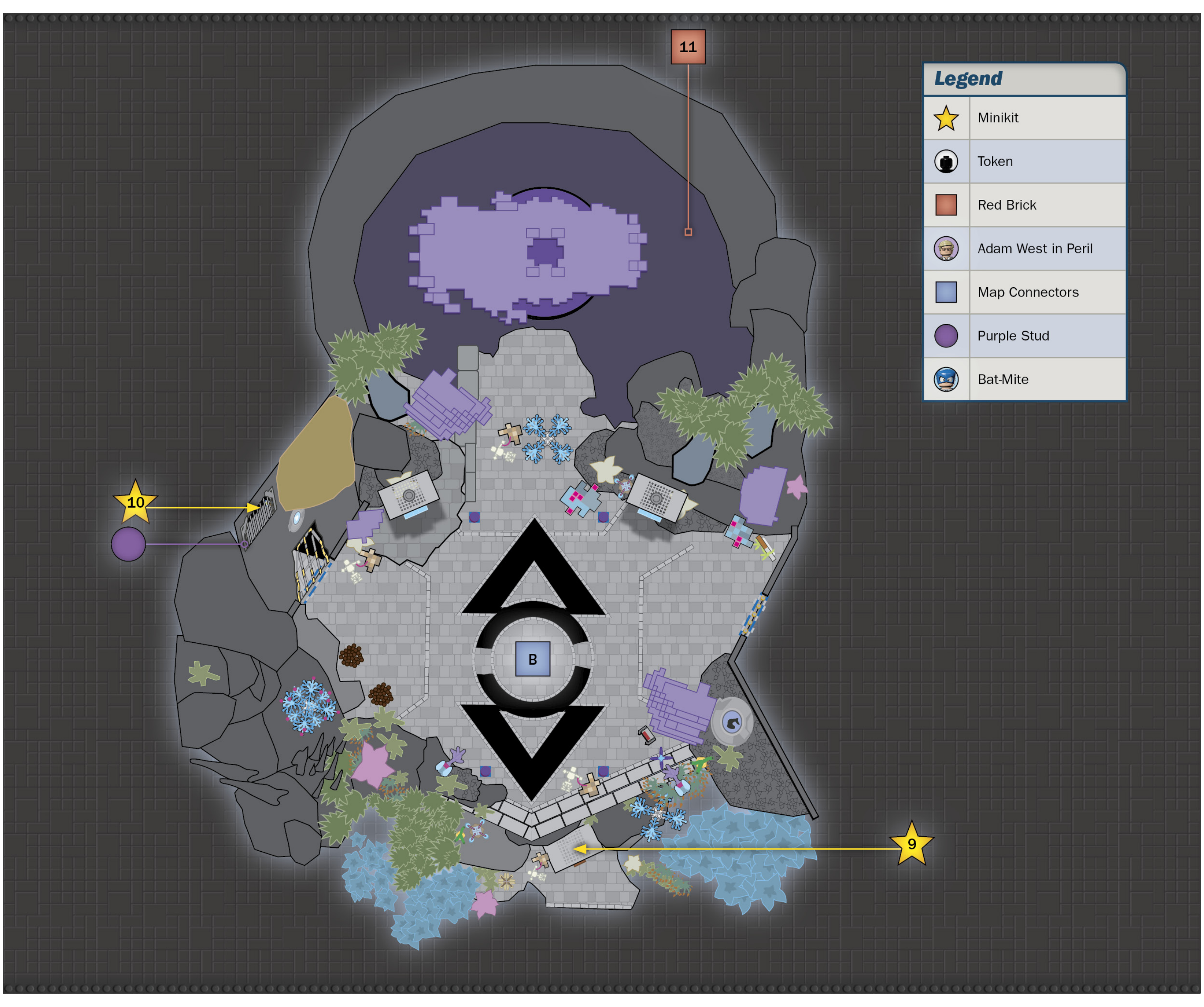
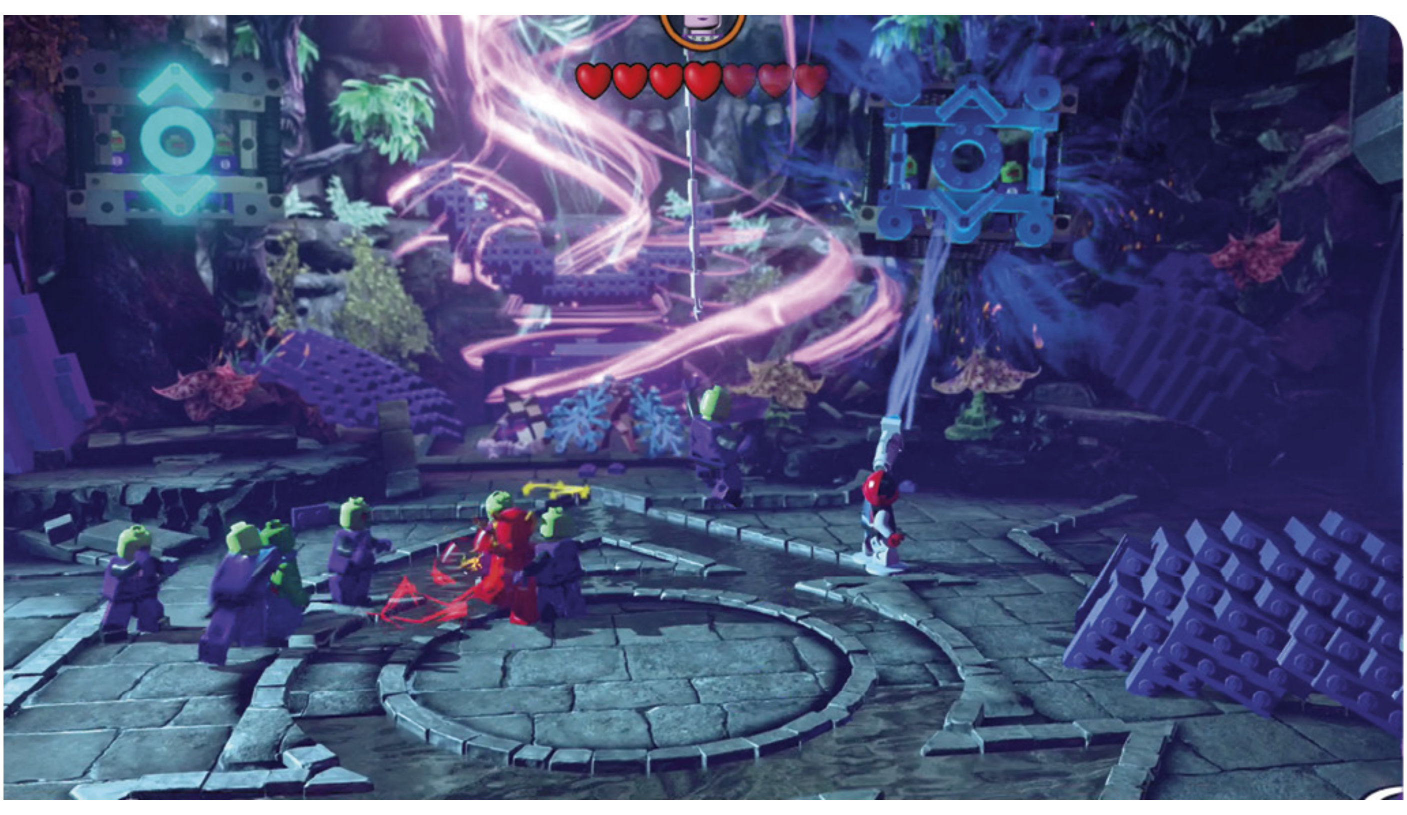
Objective 3: Restore the Lantern Battery

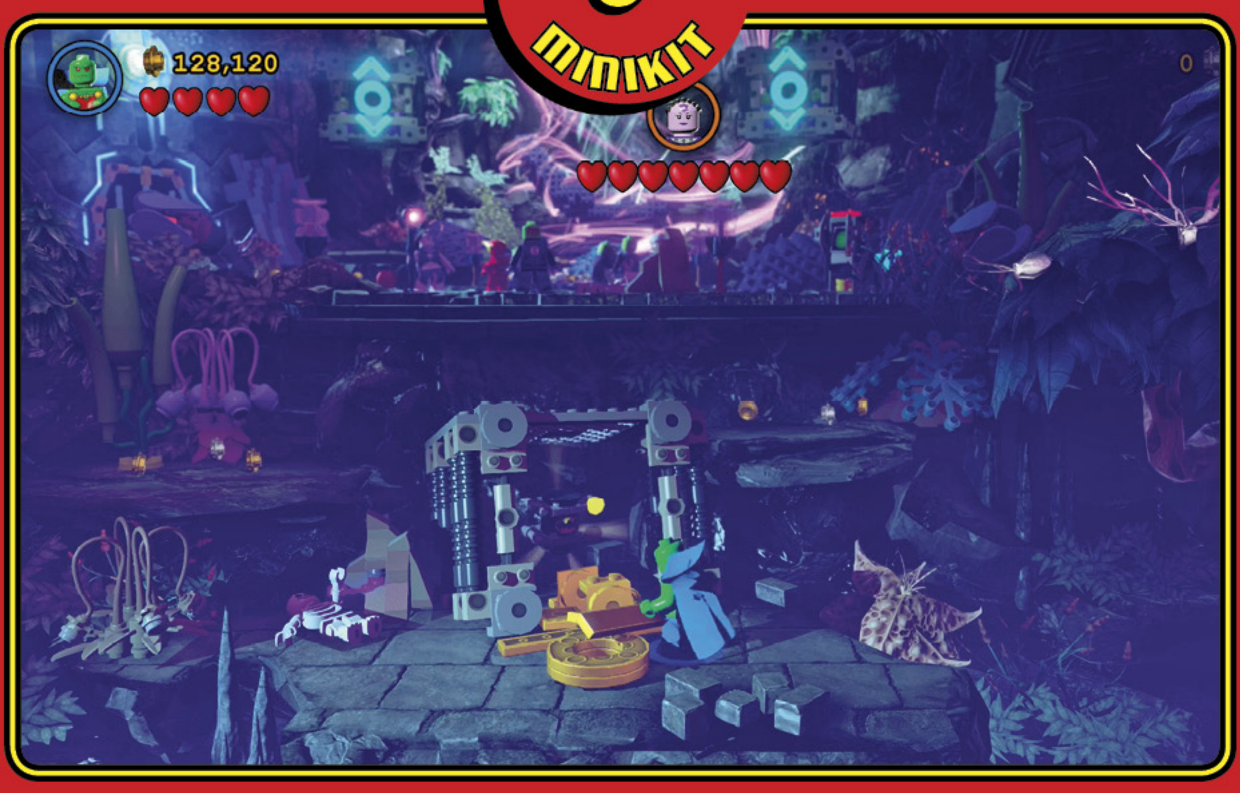


At last, you've caught up to Indigo–1 and the source of her tribe's problems—their Power Battery has been shattered! You need to fix it, but first you've got to deal with Indigo–1. Battle her tribe and attack the Lantern until she flees onto a hanging cage. Use Martian Manhunter's senses afterward to see that the cage is magnetic, then have Cyborg equip his Magnetic Suit and bring the cage crashing down.



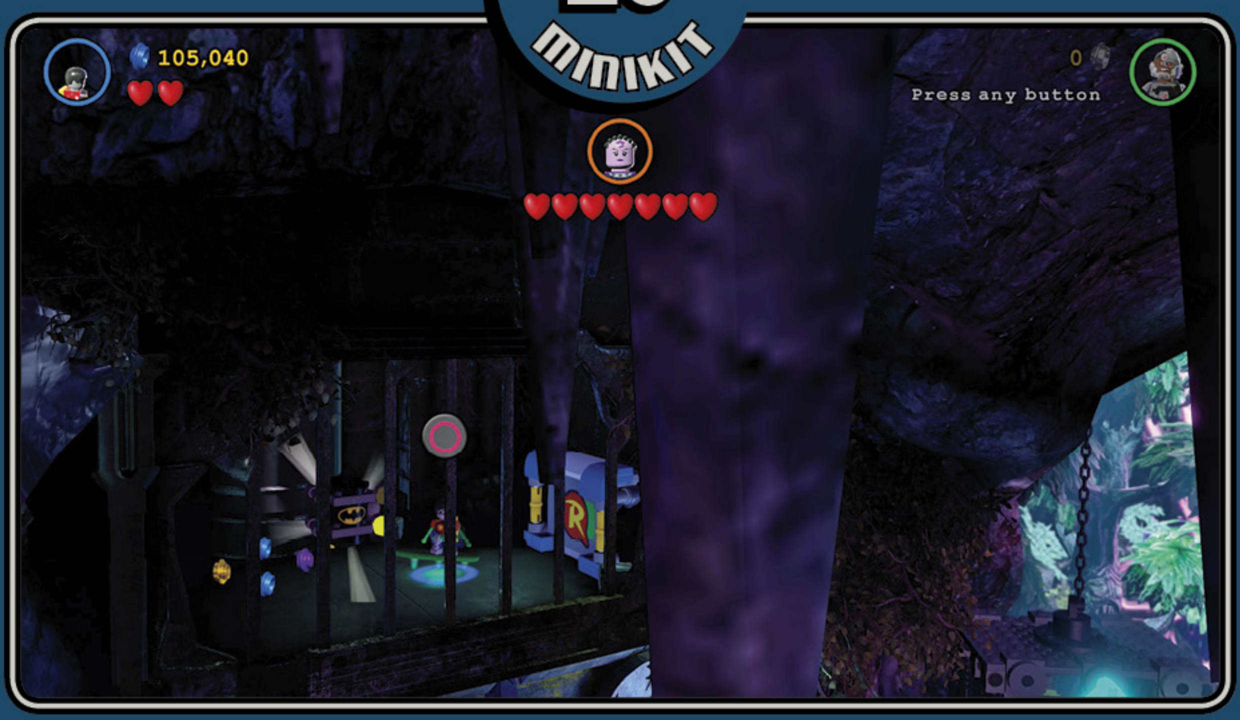
Hold the Attack button and target Indigo–1 to blast her with ranged attacks if you're having trouble catching up to her.

STORY MODE 9 MINIKIT



Fly Martian Manhunter into the foreground to find a cage that has fallen. Use his senses to see that the door is made of gold, then melt it down with his heat vision to get the Minikit within!

FREE PLAY 10 MINIKIT

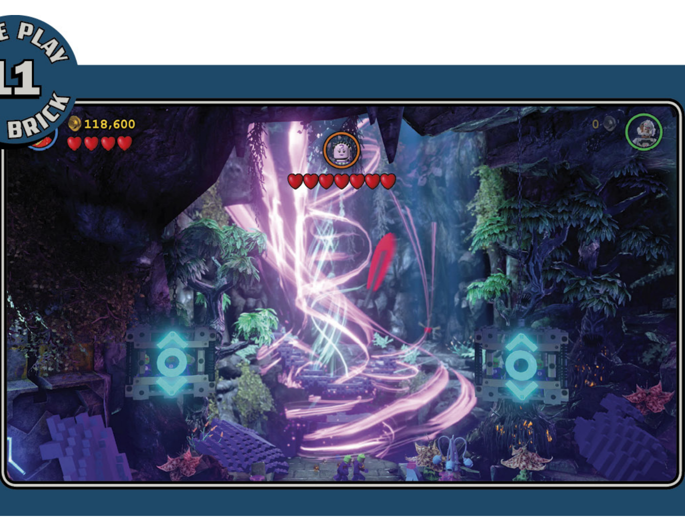


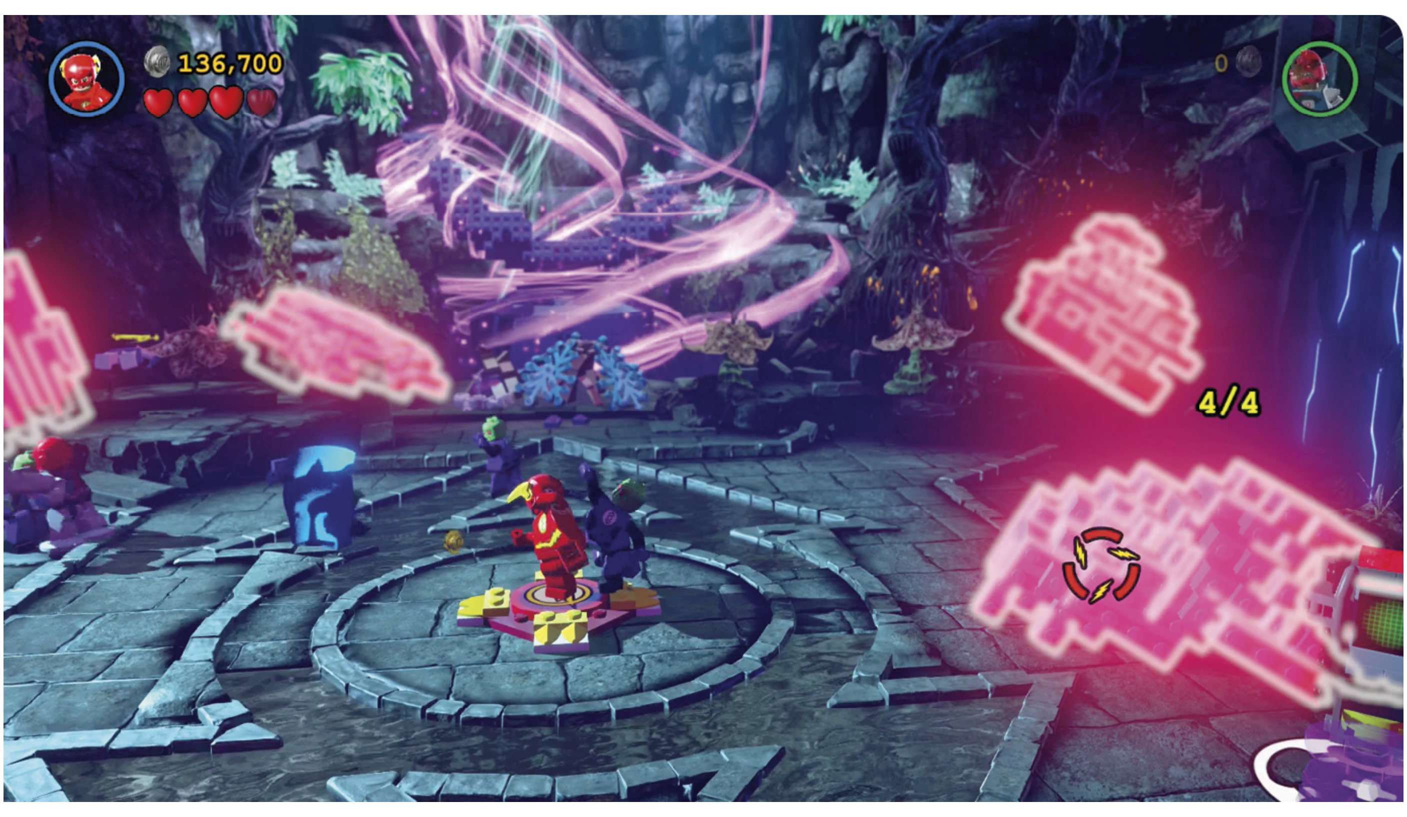
Use a Free Play character to dig up bricks from the two dirt mounds on the left. Build these into a Toy Wonder hatch, then toggle to Robin and send Toy Wonder through. It emerges in a high holding cell, right near a Minikit! And hey, there's a Purple Stud in here, too.

ATTRACT STUDS

Destroy the plants in the background to uncover a Plastic Man pad. Use the pad to transform the stretchy super hero into a feather that tickles a nearby statue, causing it to topple over. Hey, there's a Red Brick behind it! Fly over and pocket your prize.

FREE PLAY 11 RED BRICK





Yikes, that cage was full of goons! Battle them as you try to damage Indigo–1 some more. She eventually flees to another cage. Use Martian Manhunter's senses and Cyborg's Magnet Suit to bring down the cage, then build the bricks left behind by both cages into a Flash-Build pad. Move The Flash onto the pad and then target the four glowing objects around the room. He quickly rebuilds the shattered Power Battery, restoring a grateful Indigo–1 and her tribe to their normal state of harmony!

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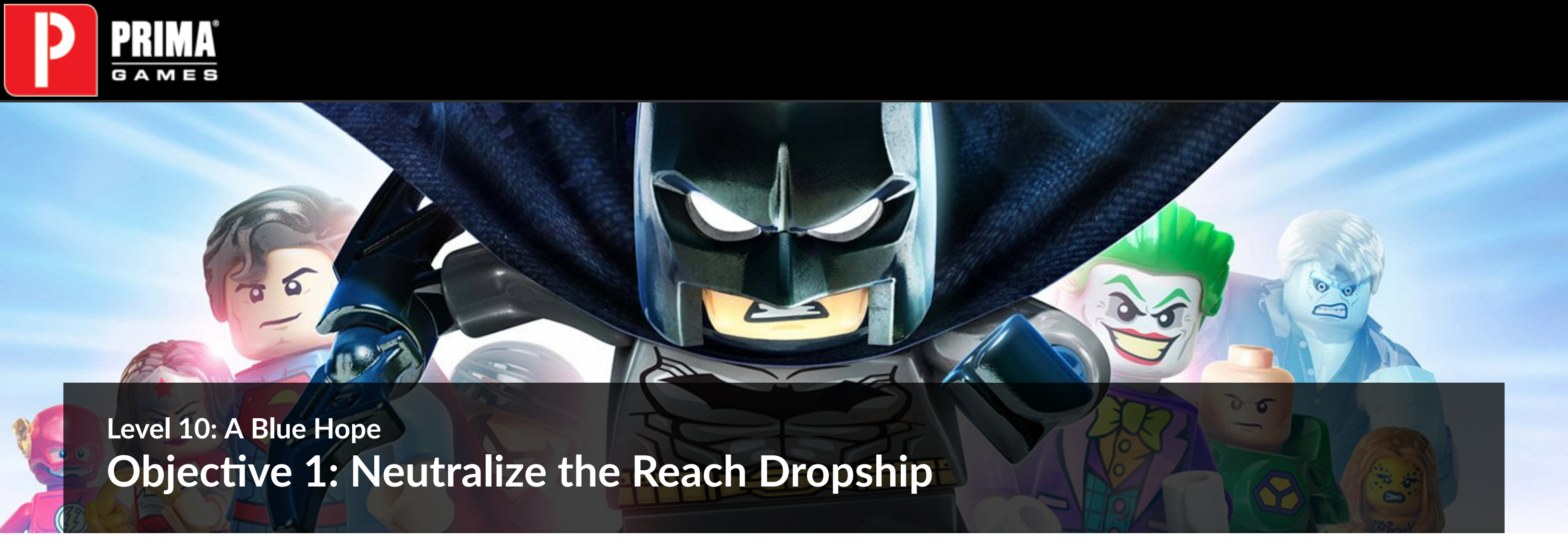


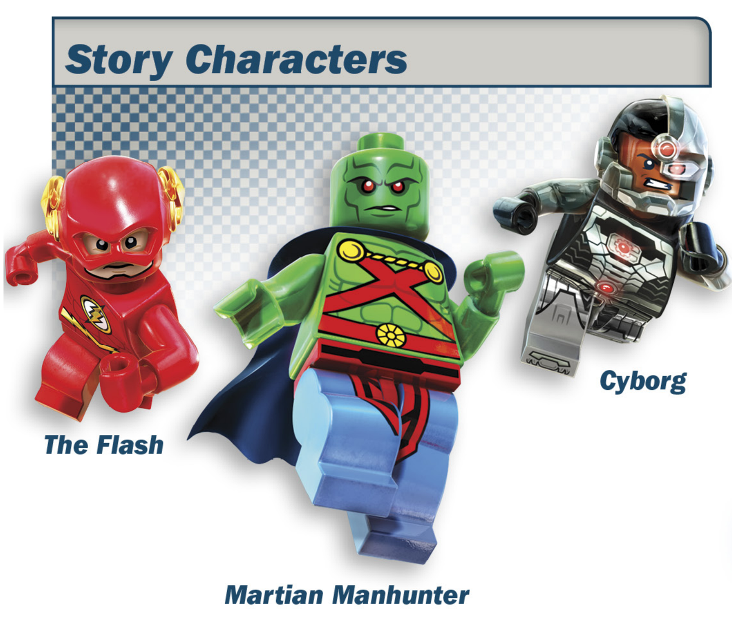
WALKTHROUGH
10
LEVEL

A Blue Hope

The Story Thus Far ...

One heroic Lantern has been rescued, but there are still two more to find! Next on the League's list is Saint Walker, a noble Blue Lantern who hails from the tropical planet Odym. Here's hoping you receive a warmer reception this time!

Story Characters



True Hero Stud Requirement

100,000

Tokens

Icon	Character	Area	Mode	Notes
	Blue Beetle	2	Free Play	Complete Bat-Mite's fetch quest (diving ability required).
	Captian Cold	2	Free Play	Fly beneath the final area and open the magnetic plant.
	Reach Warrior	2	Free Play	Fly beneath the final area, shrink the boulder, and then use the Toy Wonder hatch.

Adam West in Peril!

Area	Mode	Notes
2	Free Play	Shrink the big, black boulder atop the hill beyond the first tentacle, then build the bricks that fall down into stairs.

Minikits

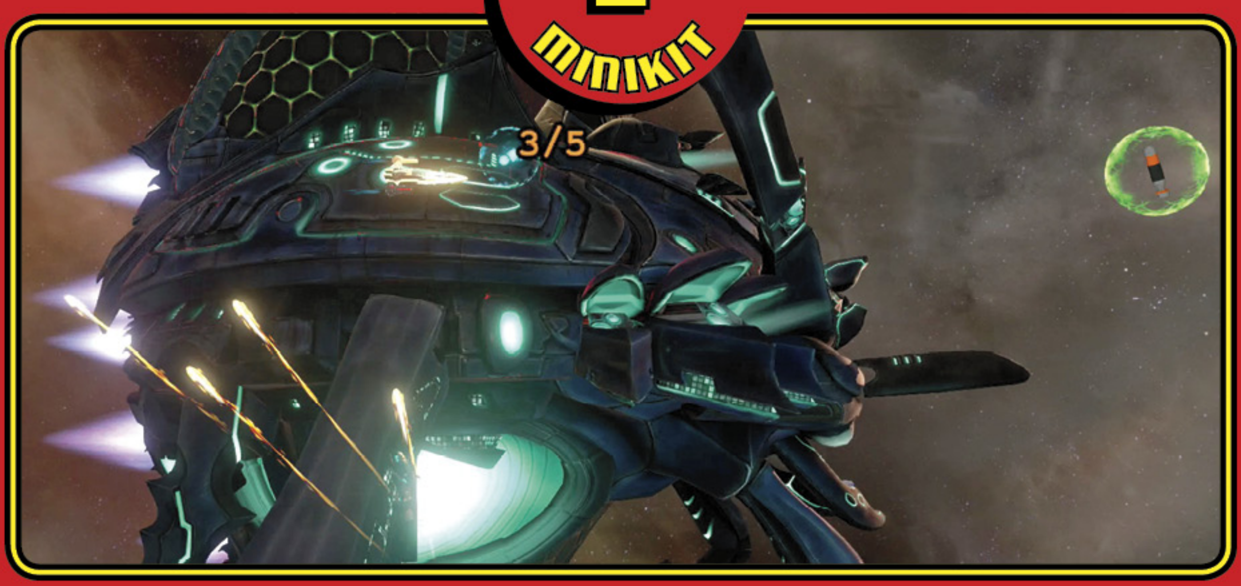
No.	Area	Mode	Notes
1 (Not on Map)	1	Story	Shoot down five satellites that orbit the Reach mothership.
2 (Not on Map)	1	Story	Use a missile to destroy the silver asteroid near the bottom of the mothership.
3	2	Free Play	Dive into the small pool of water to the left of the starting path.
4	2	Free Play	Shrink the boulder atop the starting point, blast the monster, light up the cave and then laser the gold orb.
5	2	Free Play	Destroy five silver flowers around Odym (some can only be reached in Free Play).
6	2	Free Play	Light up the dark cave near to the left of the starting point, then laser the gold wall.
7	2	Story	Knock down the bugs above the Venus flytrap, then use Cyborg's Magnet Suit to feed them to the flytrap.
8	2	Story	Fly up and blast three pink birds around the final area with Martian Manhunter's heat vision.
9	2	Story	Use Martian Manhunter's true form to smash the cracked wall behind the magnetic monster.
10	2	Free Play	In the final area, have Solomon Grundy use the swampy spot on the right, then activate the water pump and laser the gold flower.

Red Brick

No.	Effect	Area	Mode	Notes
10	Adam West in Peril Detector	2	Free Play	Shrink the boulder near the magnetic monster, then use the Plastic Man pad and shatter the glasses.

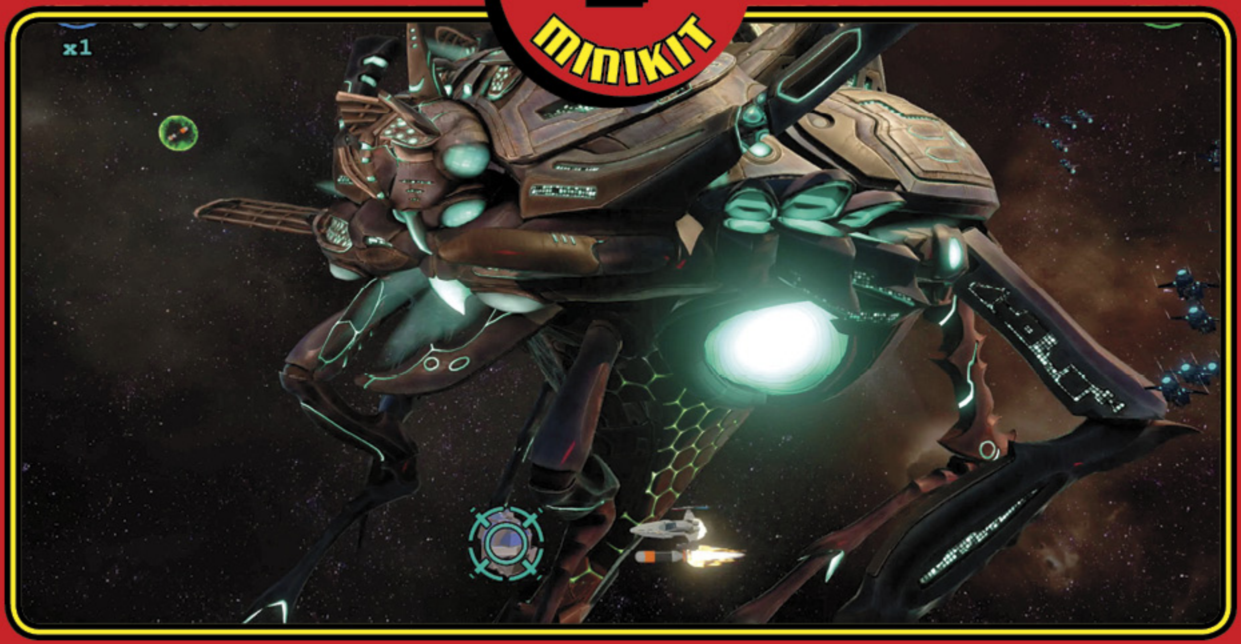
Oh no, the evil Reach are attacking Odym! This doesn't bode well for Saint Walker. You'd better disable the big bugs' mothership before you land. Fly circles around the Reach mothership, blasting their fighter ships to smithereens. Collect the power-ups that they drop to gain shields and better weapons.

STORY MODE 1 MINIKIT



Shoot down five satellites that orbit the Reach mothership, and you receive a Minikit! The satellites are dark and can be tough to spot, but a counter appears each time you destroy one, letting you know how many are left.

STORY MODE 2 MINIKIT



Collect a missile power-up and press the Interact button to fire it at the silver asteroid that drifts near the bottom of the mothership. Out pops a Minikit!

4,300
x2
Press any button

8,300
x3
x2
Combo!
20

Defeat the first wave of Reach fighters, and a giant tentacle emerges from the mothership. Collect a missile (destroy enemy fighters to discover them) and press the Interact button to fire it at the tentacle. Hit the tentacle with two missiles to destroy it.

The Reach aren't done yet! Their second wave of fighters features giant insects that can withstand more damage. Once you've cleared them out, another tentacle emerges from the ship. Use more missiles to obliterate the tentacle, and a third wave of baddies arrives. Use missiles to destroy the big worms in this final wave, then blast the last tentacle to cripple the Reach mothership.

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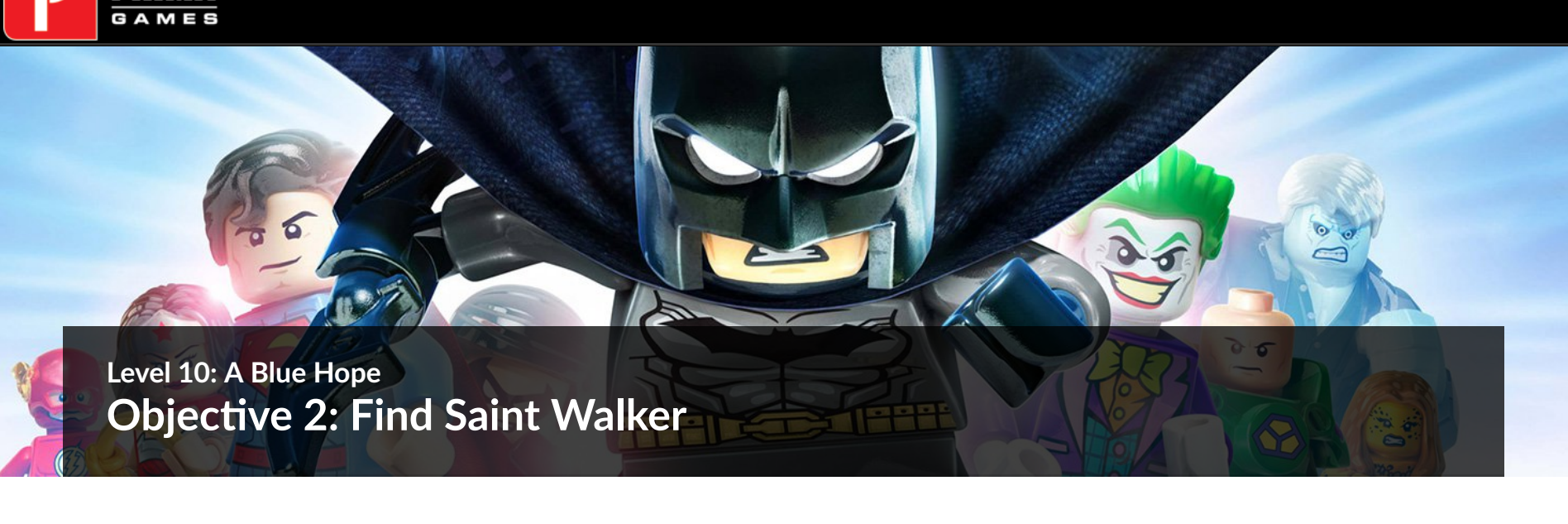
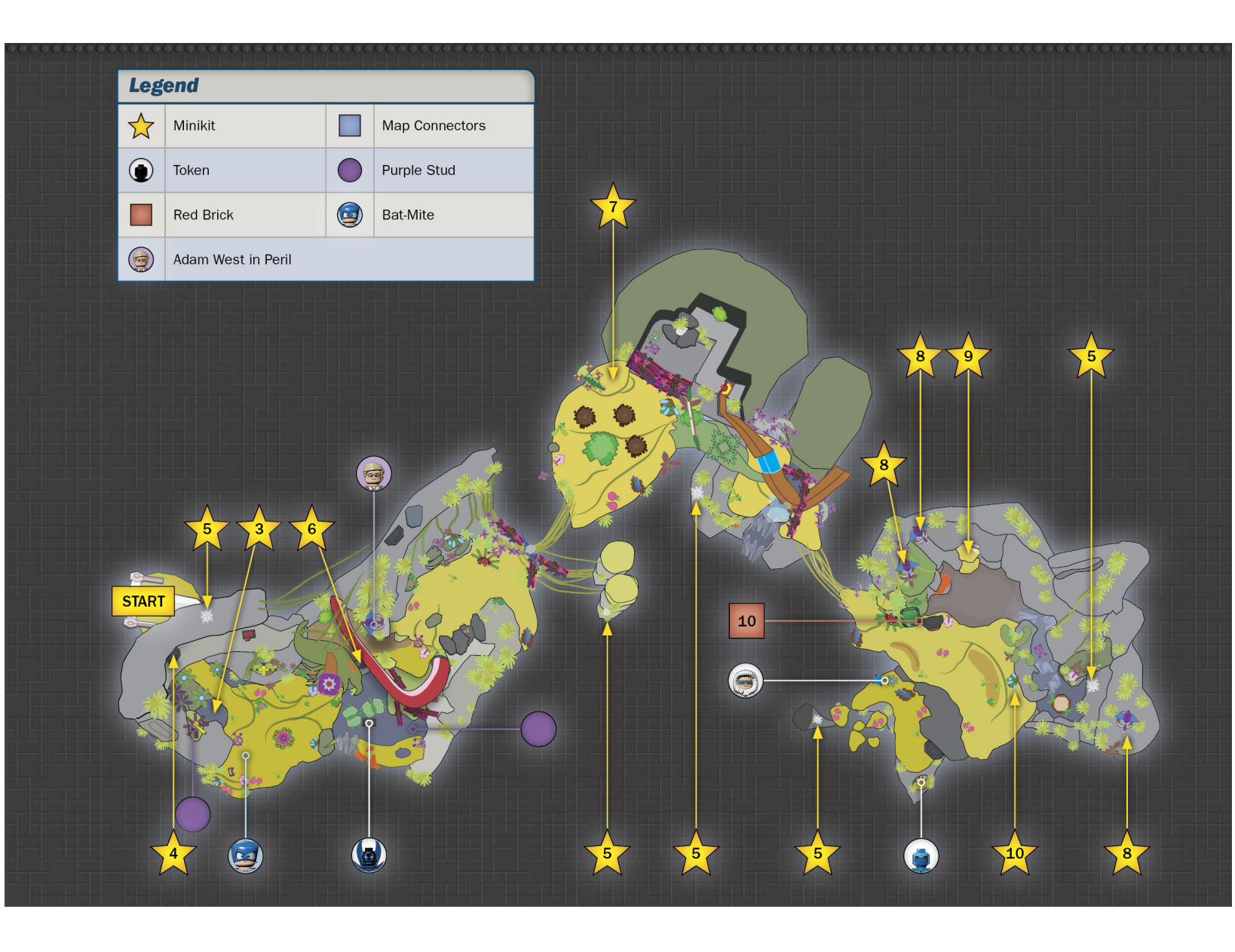
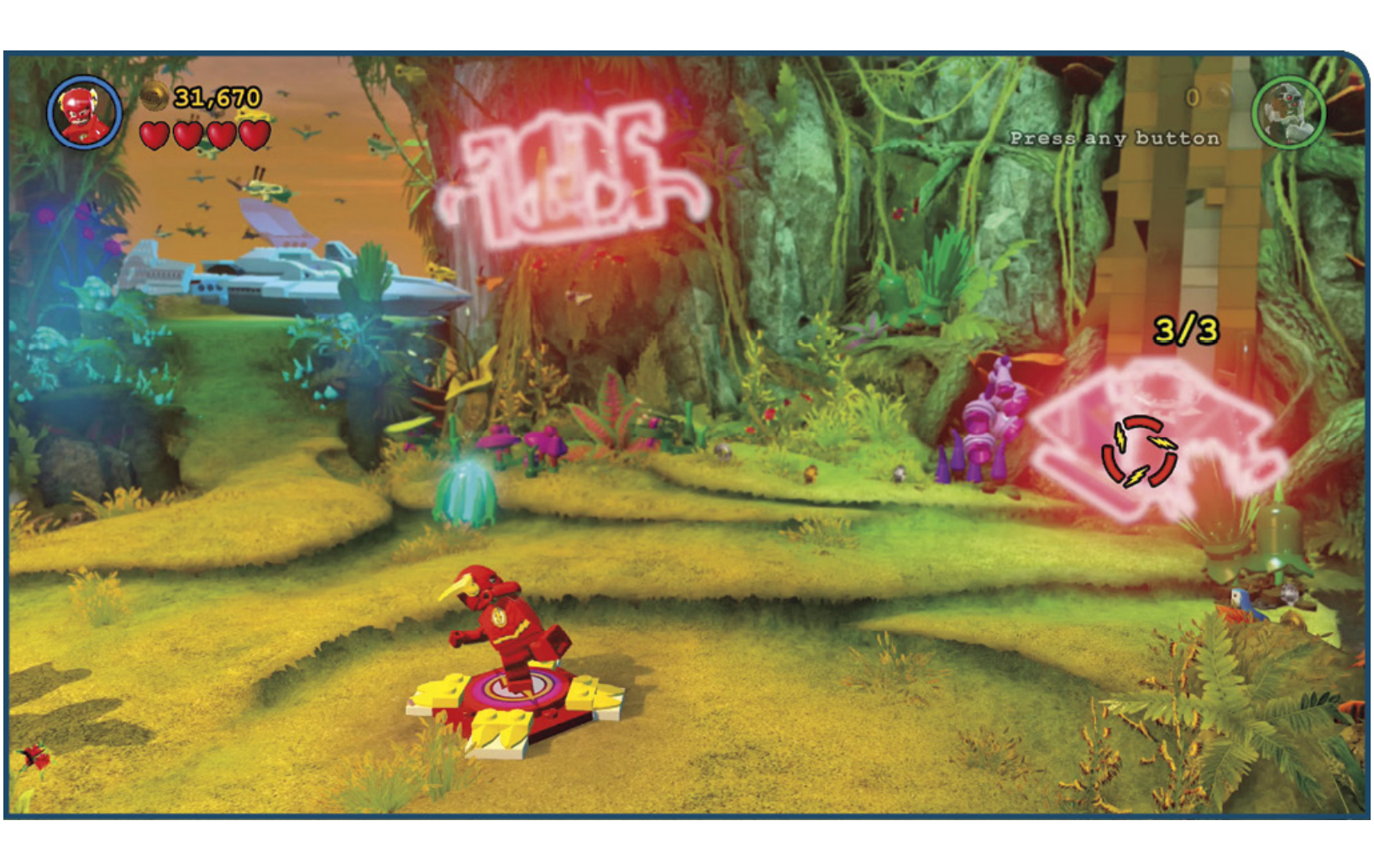


Level 10: A Blue Hope

Objective 2: Find Saint Walker

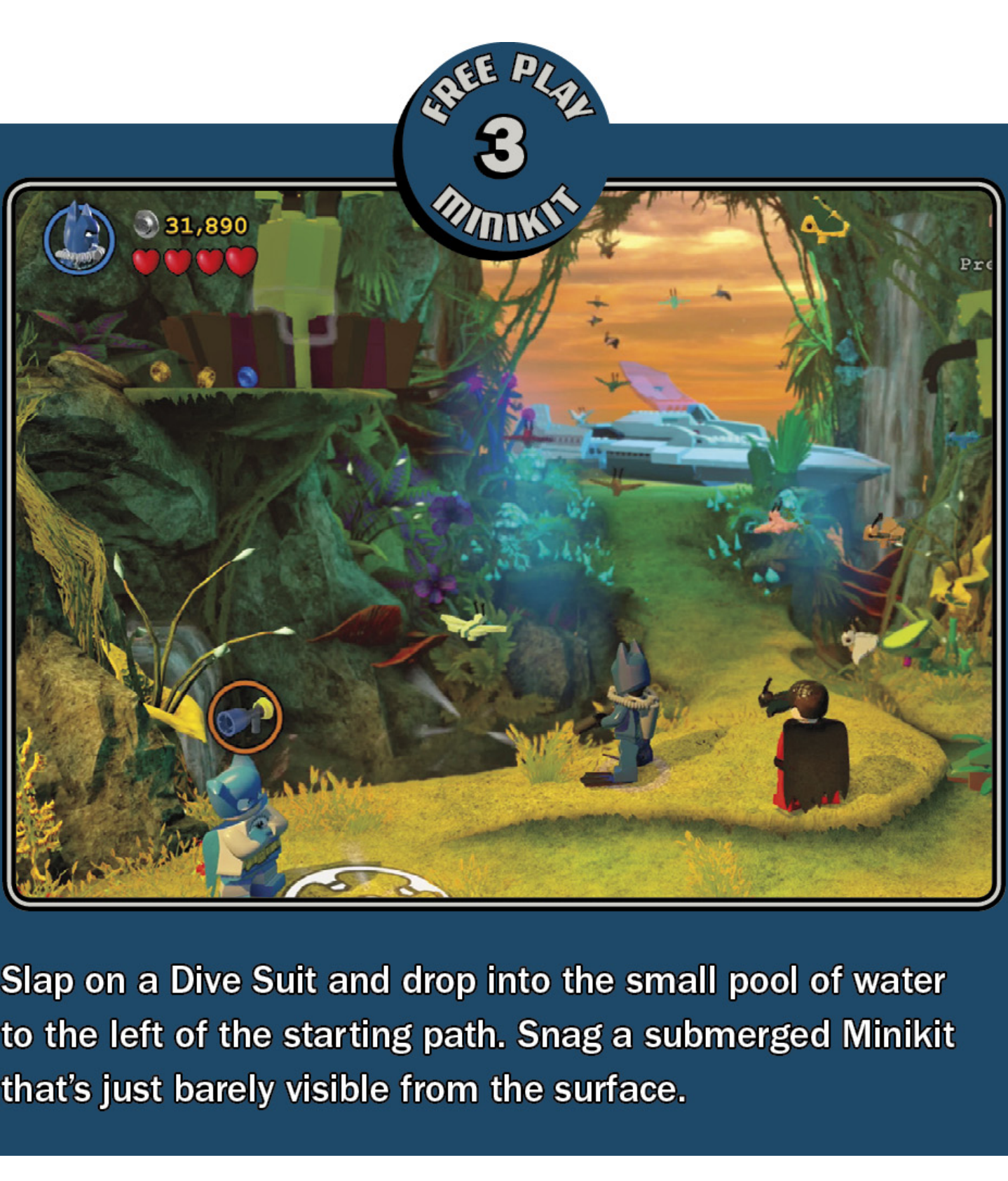


You've disabled the Reach mothership, but an army of Reach soldiers and scarabs has already invaded Odym! Wipe out the baddies that ambush you on the planet, then smash a pink flower to uncover a Flash-Build pad. Tag to The Flash and use the pad to build a big wood chipper out of the surrounding objects.



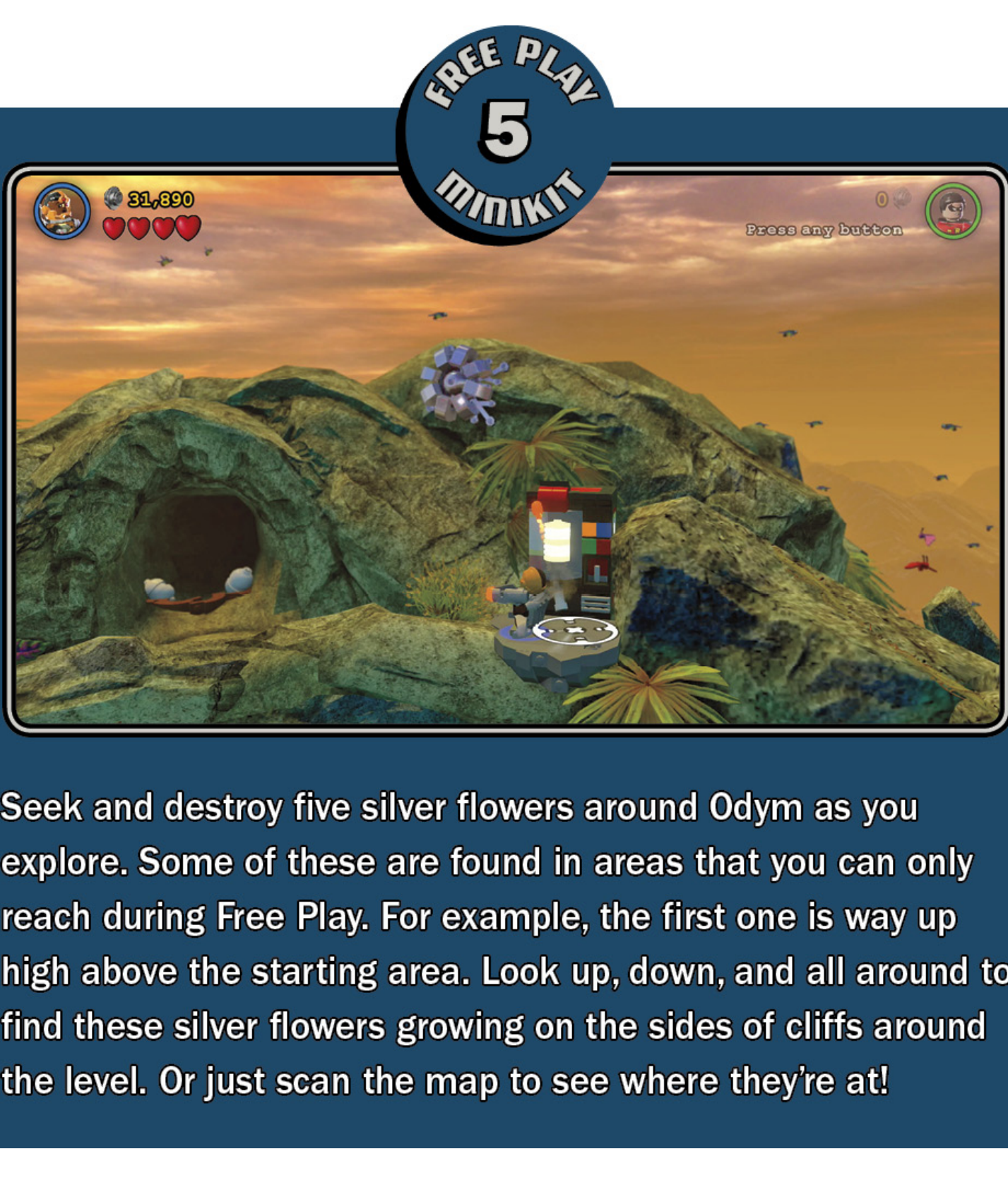
After building the wood chipper, fly Martian Manhunter up to the ledge on the left and collect a Purple Stud! There's another one in the water on the right, but you can't grab it during Story Mode.

FREE PLAY 3 MINIKIT



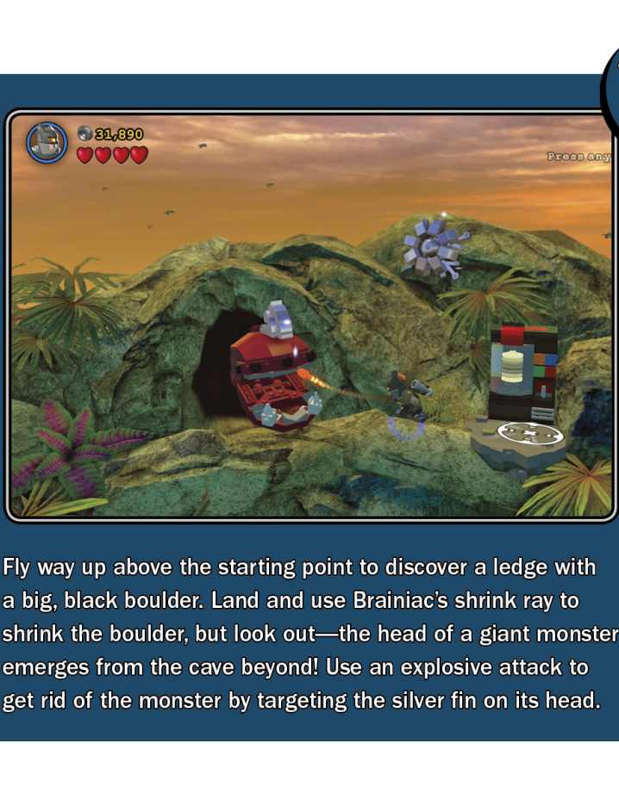
Slap on a Dive Suit and drop into the small pool of water to the left of the starting path. Snag a submerged Minikit that's just barely visible from the surface.

FREE PLAY 5 MINIKIT

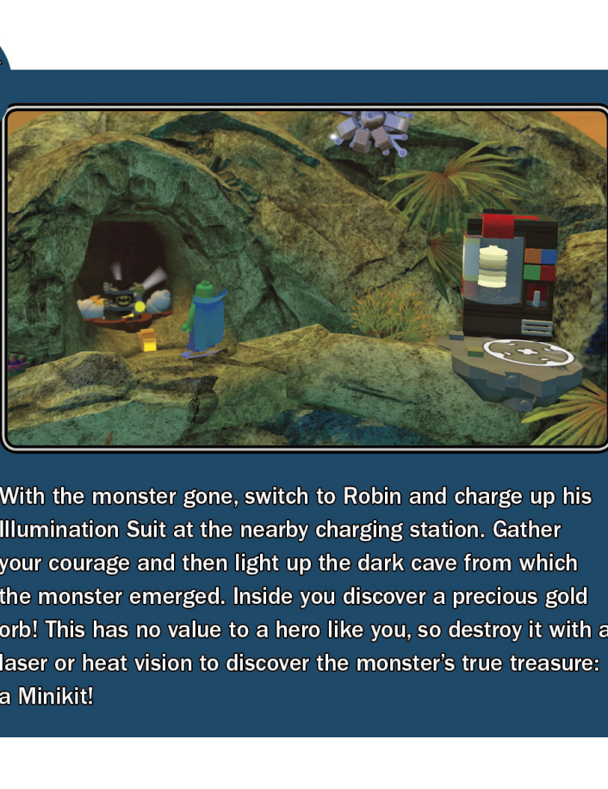


Seek and destroy five silver flowers around Odym as you explore. Some of these are found in areas that you can only reach during Free Play. For example, the first one is way up high above the starting area. Look up, down, and all around to find these silver flowers growing on the sides of cliffs around the level. Or just scan the map to see where they're at!

FREE PLAY 4 MINIKIT

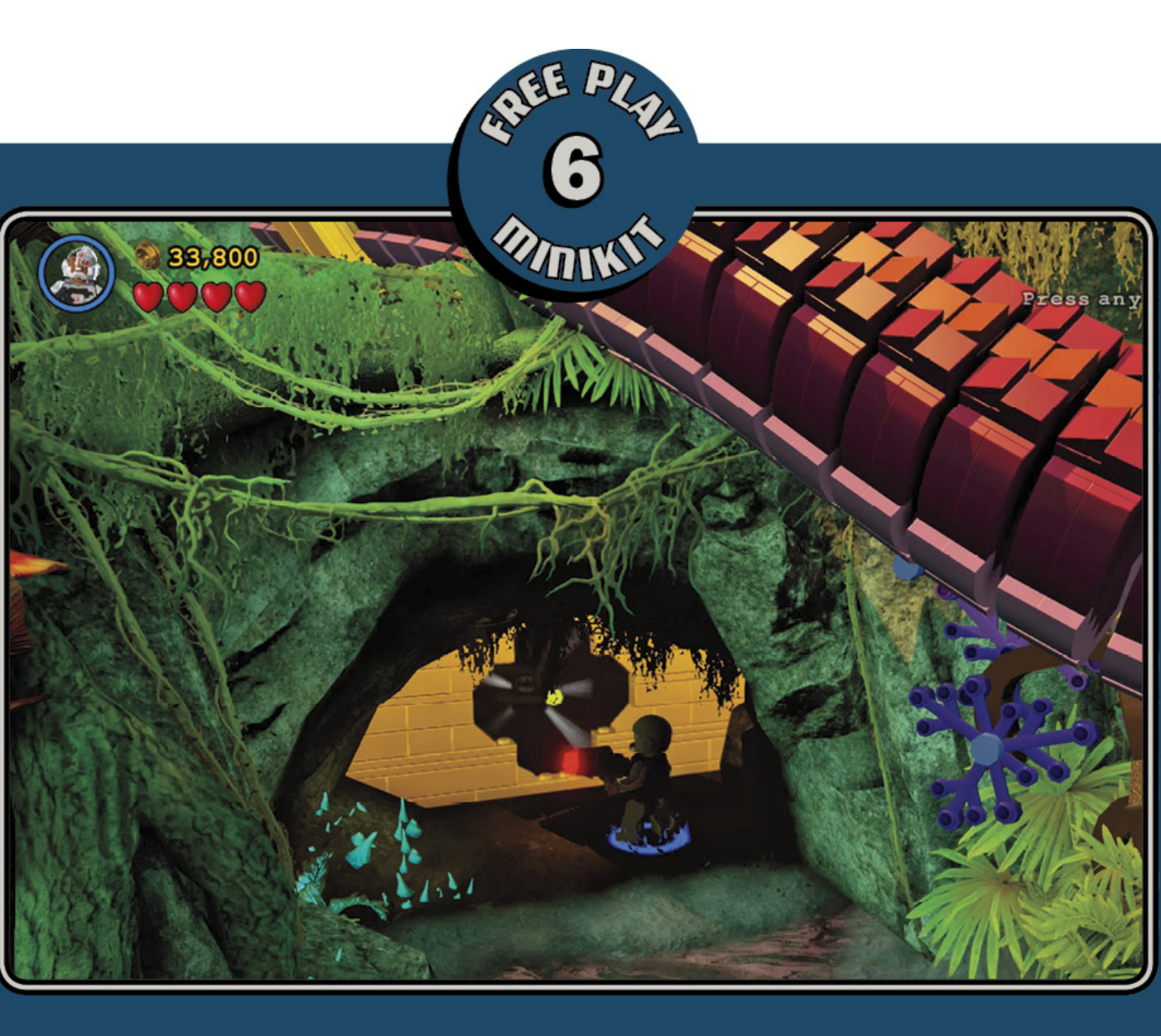


Fly way up above the starting point to discover a ledge with a big, black boulder. Land and use Brainiac's shrink ray to shrink the boulder, but look out—the head of a giant monster emerges from the cave beyond! Use an explosive attack to get rid of the monster by targeting the silver fin on its head.



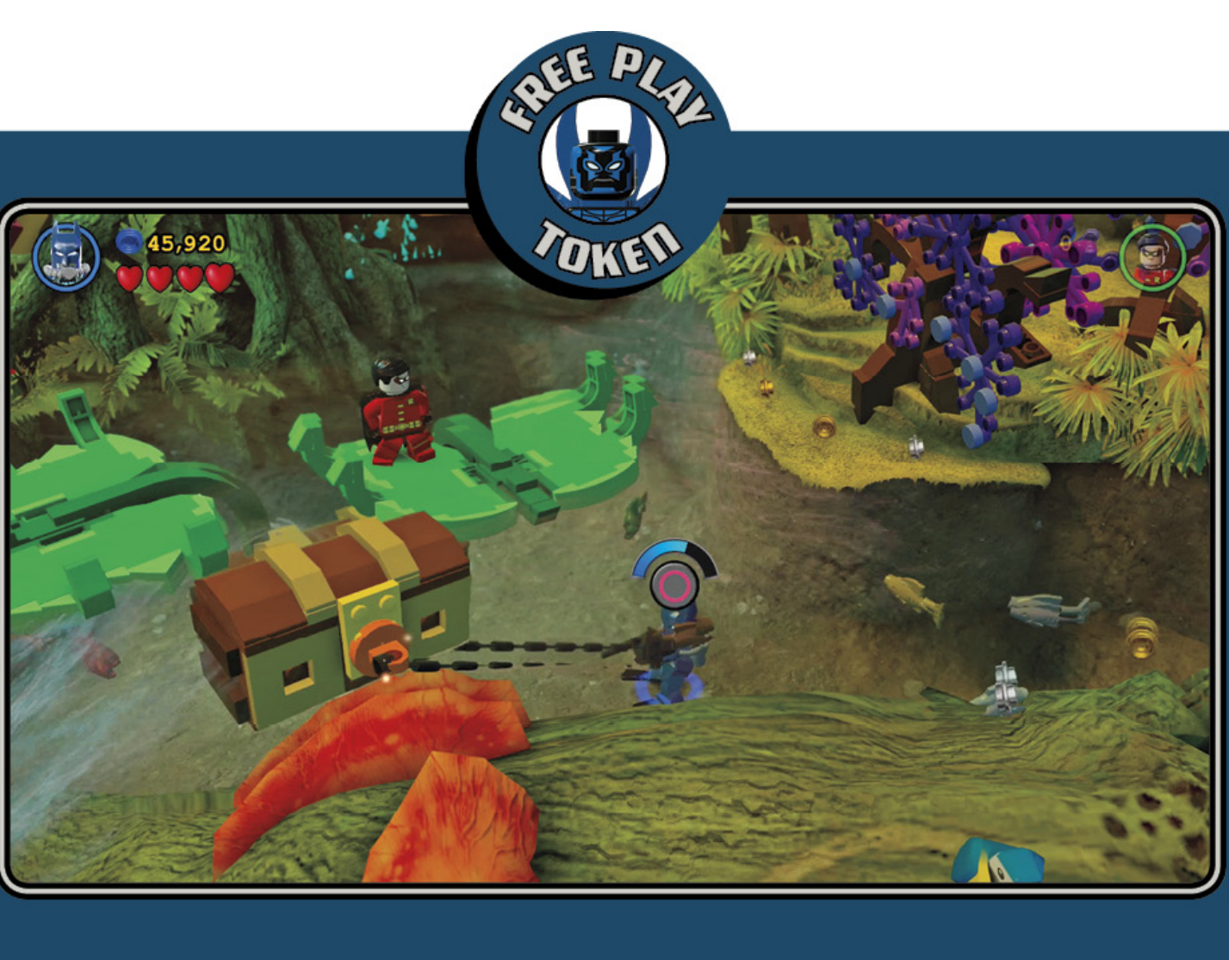
With the monster gone, switch to Robin and charge up his Illumination Suit at the nearby charging station. Gather your courage and then light up the dark cave from which the monster emerged. Inside you discover a precious gold orb! This has no value to a hero like you, so destroy it with a laser or heat vision to discover the monster's true treasure: a Minikit!

FREE PLAY 6 MINIKIT



Use the charging station on the high ledge above the starting point to fill Robin's Illumination Suit full of juice, then drop from the ledge and go to the right. Hop across the lilypads on the lake to reach a dark cave in the background. Light up the cave to discover a gold wall, then use a laser or heat vision to trace a Lantern-shaped pattern in the wall. Hop through the hole to collect another Minikit!

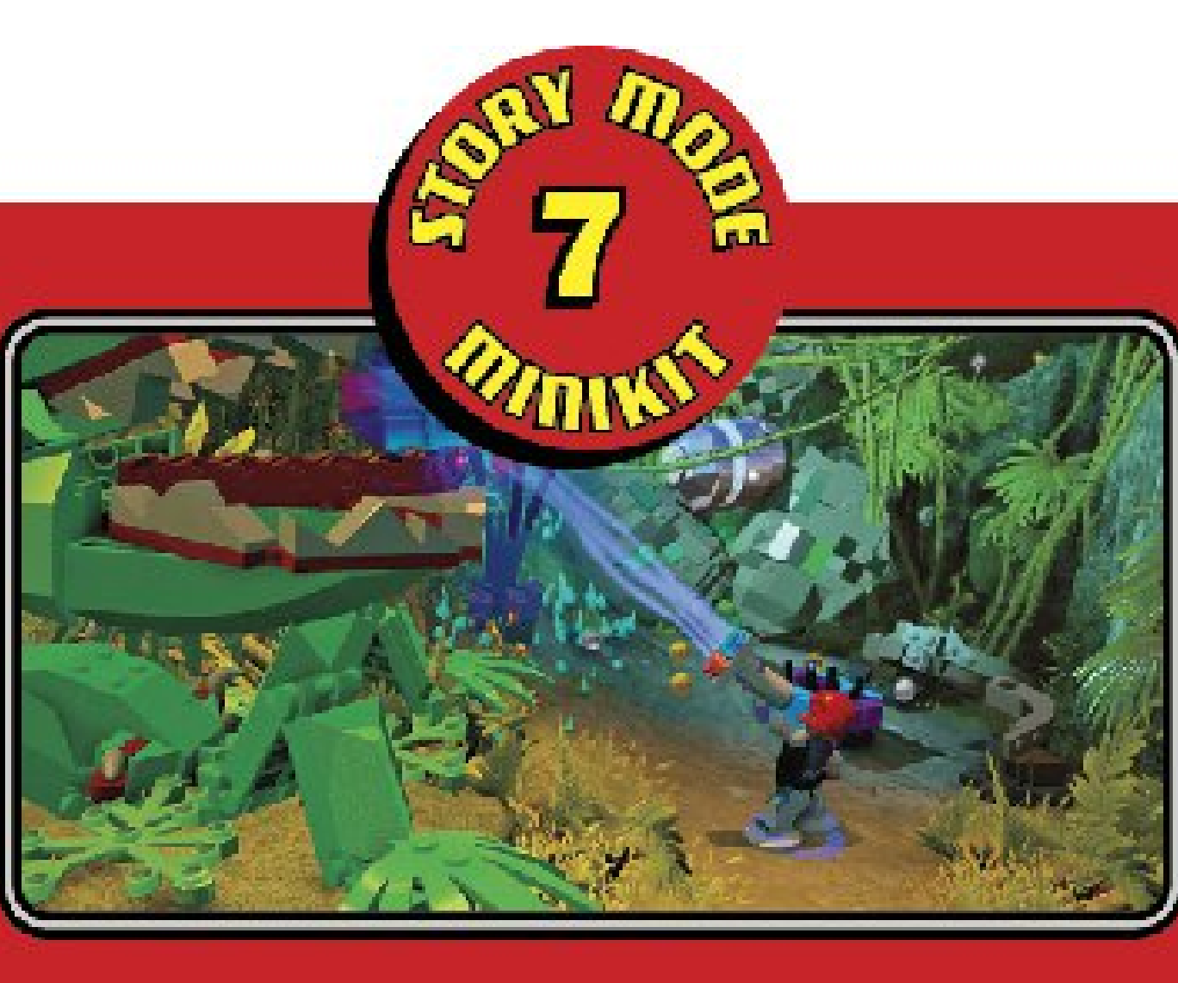
FREE PLAY TOKEN



BLUE BEETLE

Batman's number one fan, Bat-Mite, stands to the left of the starting point. Chat with Bat-Mite, then slap on a Dive Suit and leap into the lake on the right. Smash the big rock that's weighing down a chest here, then grapple the chest's orange hook to bust it open. Hey, there's the item that Bat-Mite is looking for! Bring it back to Bat-Mite and trade it in for a Token.

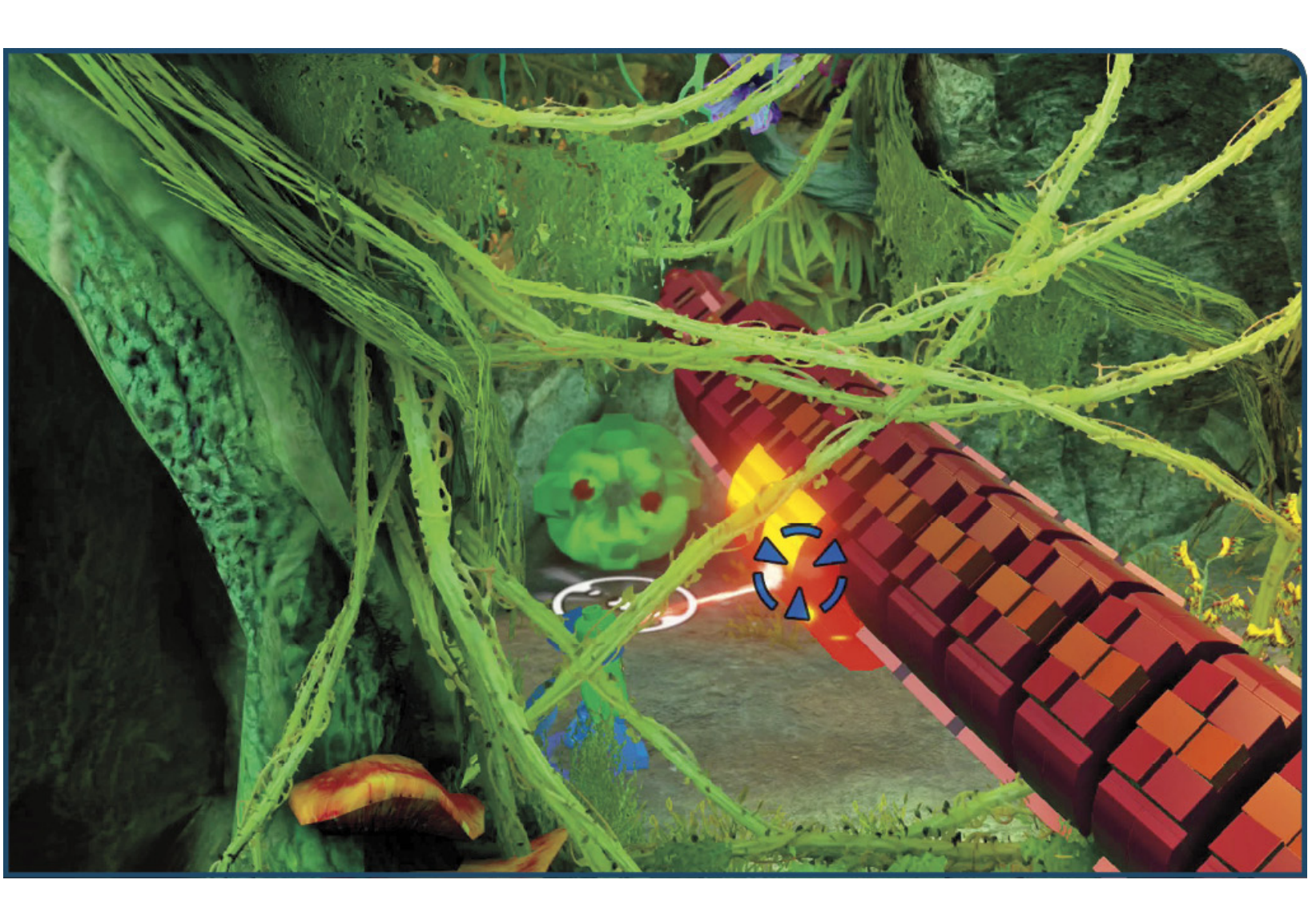
STORY MODE 7 MINIKIT



After the Venus flytrap munches up the scarab, aim and shoot down three magnetic bugs above the flytrap. Use Cyborg's Magnet Suit to lift and feed all three bugs to the flytrap afterward, and it'll spit out a Minikit!

The wood chipper chips up some nearby wood, exposing a sensor spot. Use Martian Manhunter to detect a portal in the wall, then travel through to reach a ledge with a giant tentacle. Fire Martian Manhunter's heat vision at the gold part of the tentacle to wound it and make it retract.

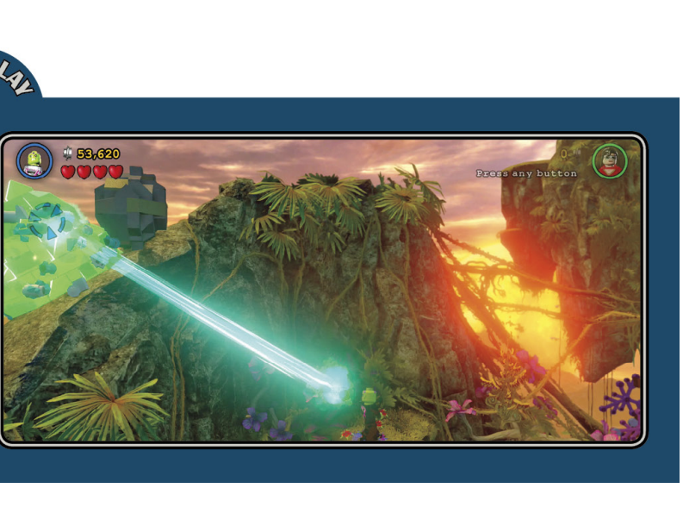
Wounding the tentacle enrages a huge monster, whose head comes burrowing up from the ground on the right. Move Martian Manhunter to the right and use his senses again to detect a silver boulder above the monster's head. Tag to Cyborg and use his Demolition Suit to destroy the boulder, taking aim from below. This brings a rockslide down on the monster's head, causing it to flee and exposing a vine that Cyborg and The Flash can use to join Martian Manhunter on the higher ground.

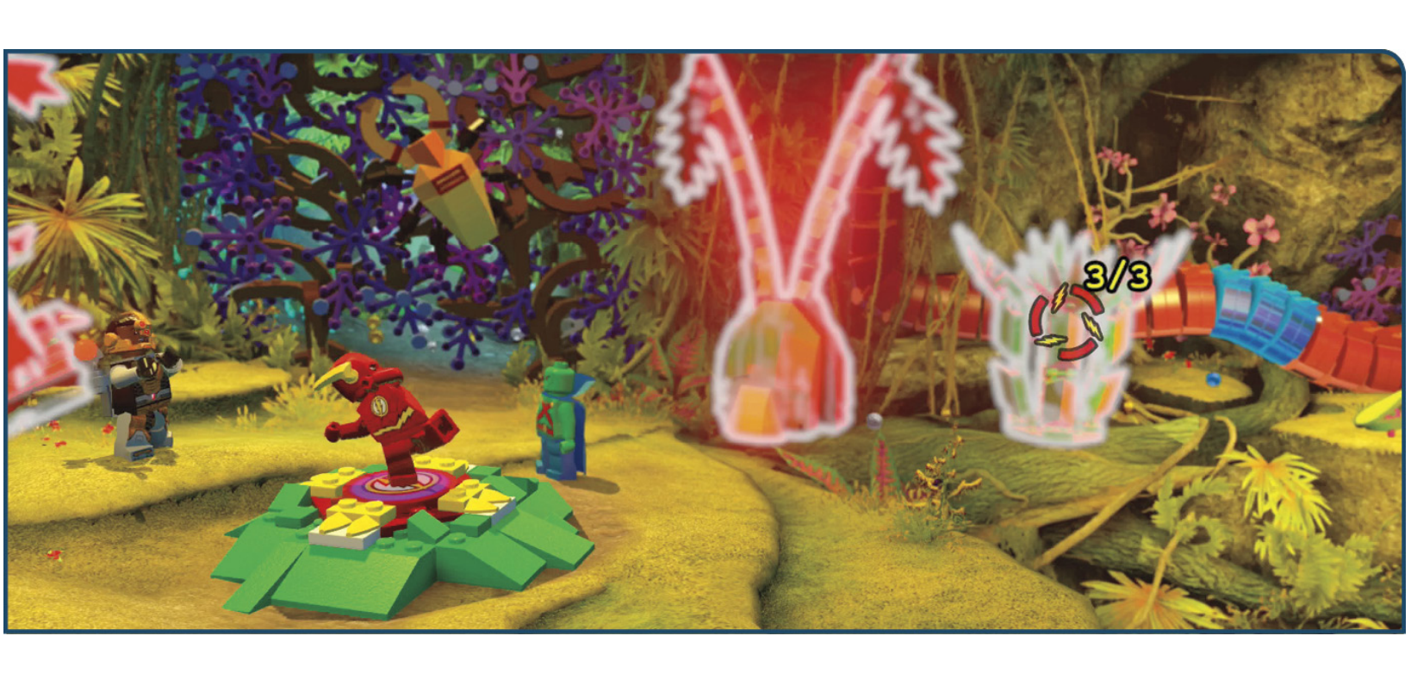


FREE PLAY

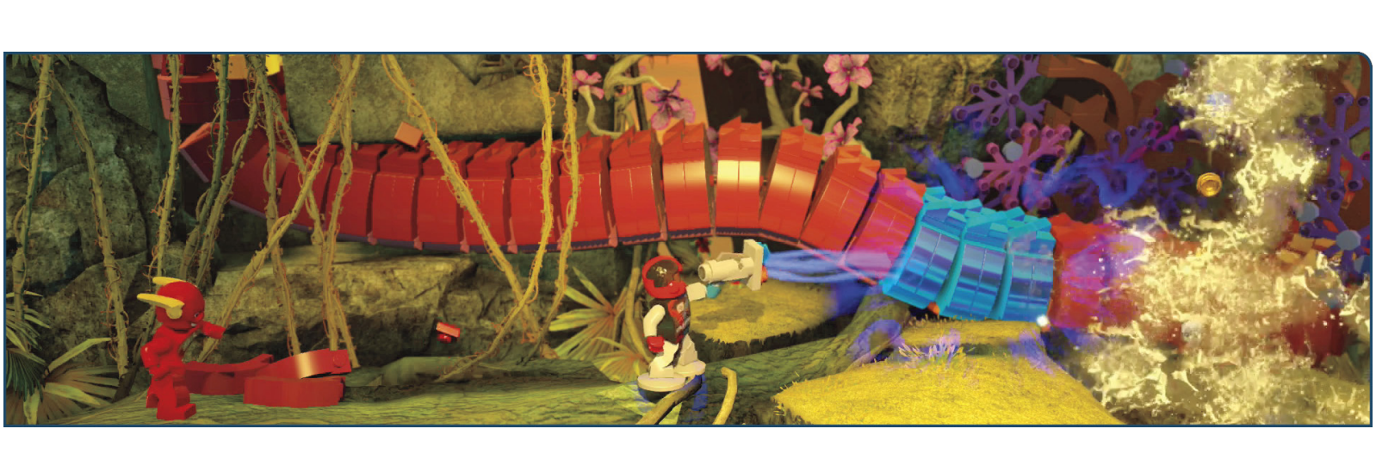
ADAM WEST IN PERIL!

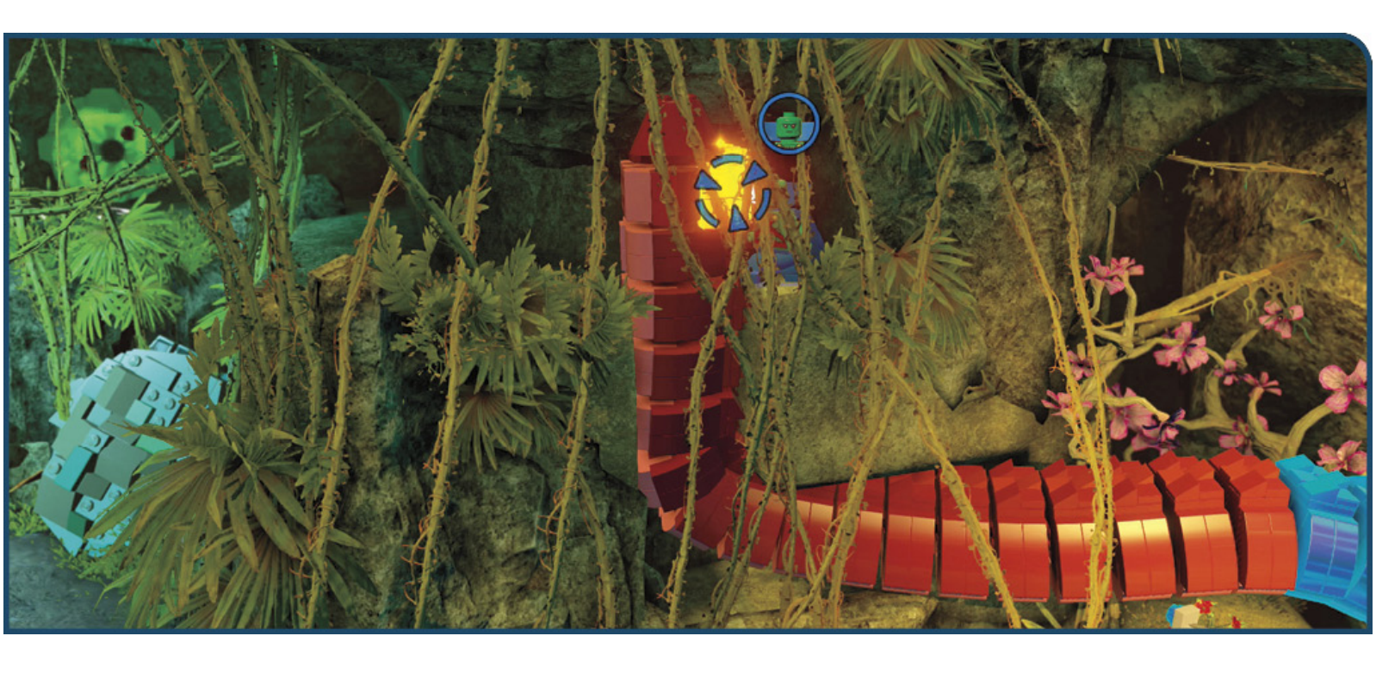
Those desperate cries—they can only be coming from Adam West's velvety voice! Leap up to the highest ledge above the spot where the monster appeared and then use Brainiac's shrink ray to shrink a big, black boulder above you. This frees the rock behind the boulder to tumble down and scare off a big bird that's about to have Adam for a snack! Build the bricks beneath the bird's nest into a staircase afterward so that Adam can safely escape.





Advance and use Cyborg's Demolition Suit again to destroy the silver part of the Reach dropship that's in your way. More insects attack you beyond, and a giant scarab blocks your path. Destroy everything in sight and then use the bricks to build another Flash-Build pad. Have The Flash use this to construct a giant Venus flytrap that gobbles up the scarab (yuck), letting you continue on with your mission.

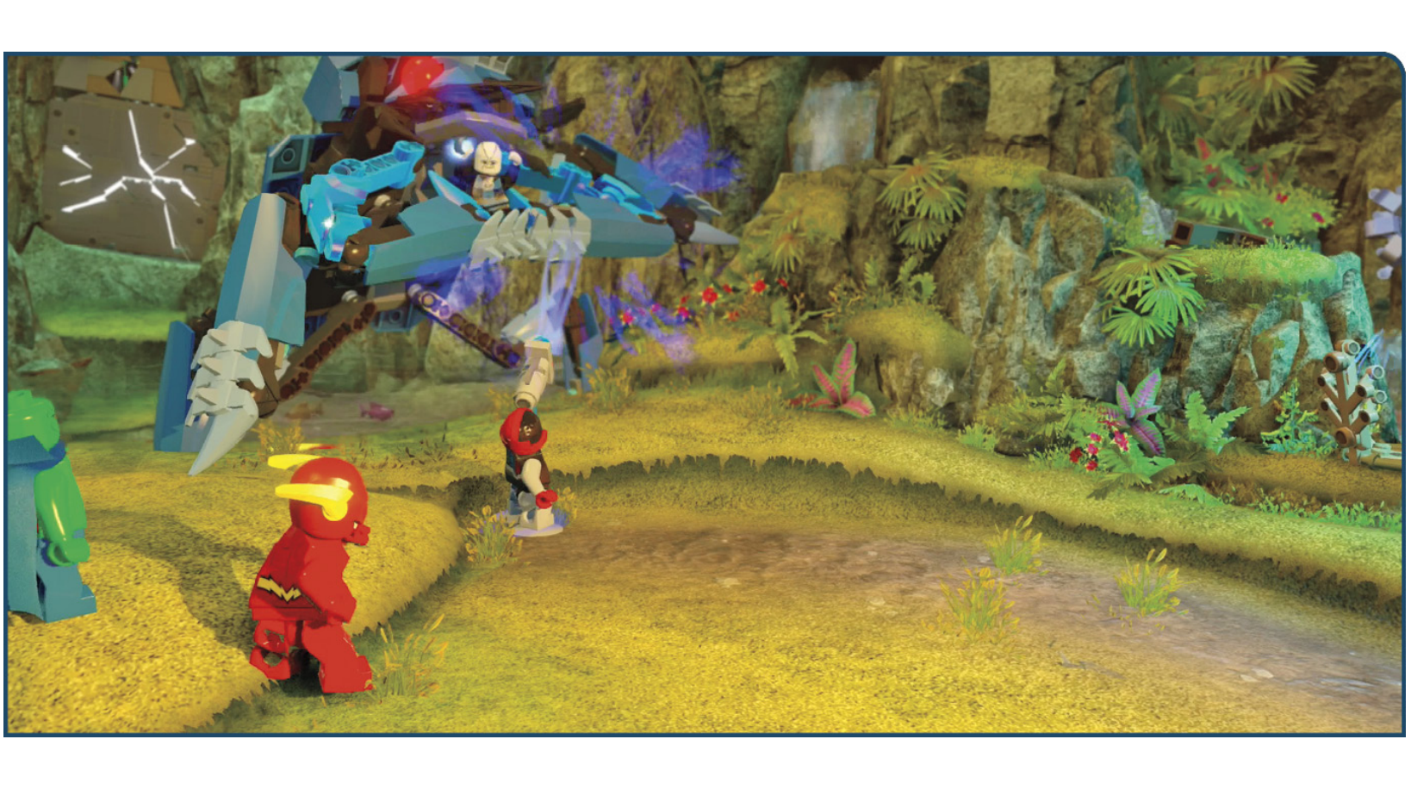




Destroy the silver object in the wall beyond the flytrap to expose a portal. Send Martian Manhunter through the portal, and he emerges on a narrow ledge. Another tentacle is in his way. Tag to Cyborg and use his Magnet Suit to move the magnetic part of the tentacle so that Martian Manhunter can pass.

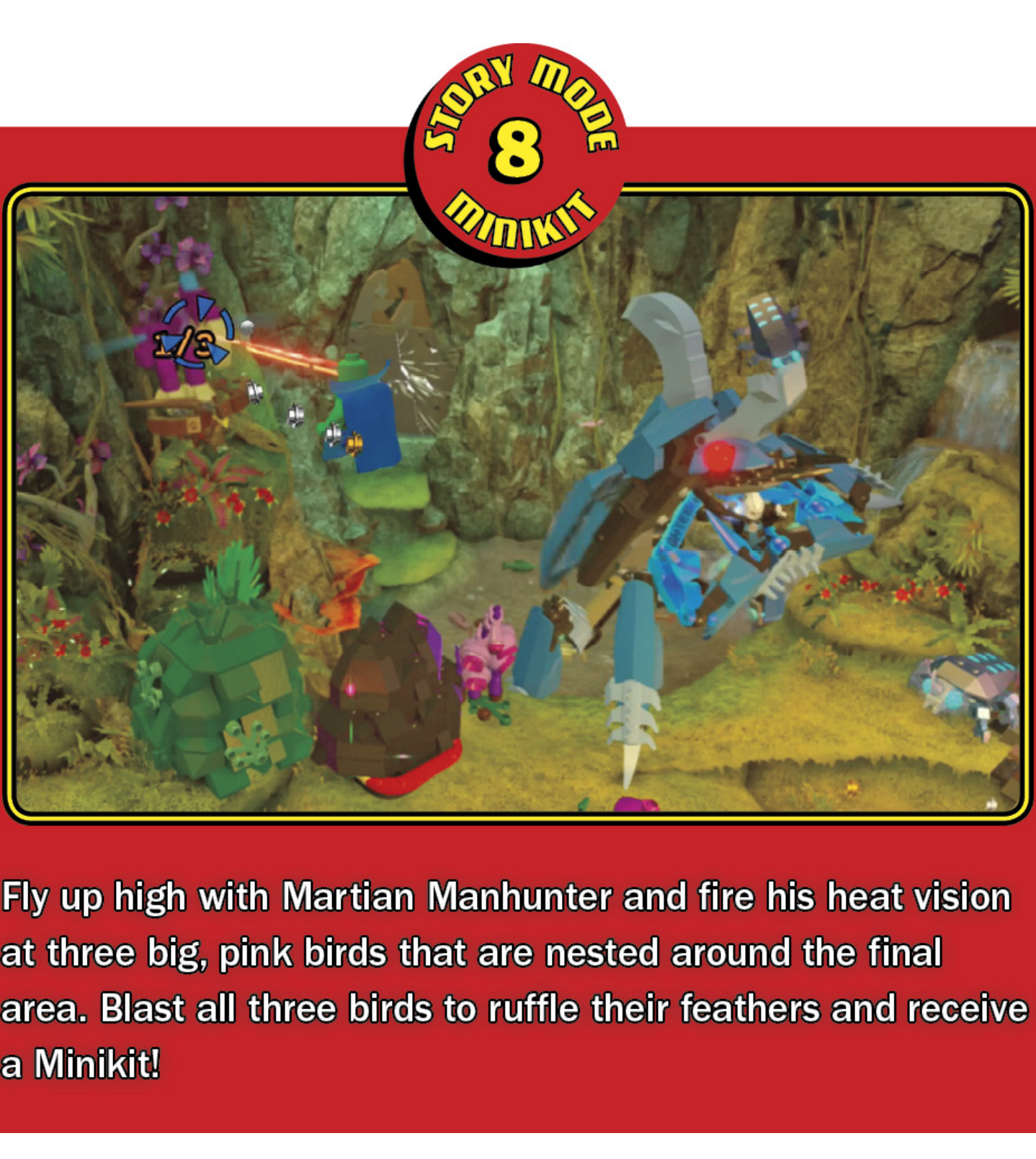
After Martian Manhunter moves past the tentacle, tag back to him and unleash his heat vision on the gold part of the tentacle. This makes the tentacle retract—advance to the right to reach the final area.

SAVING SAINT WALKER



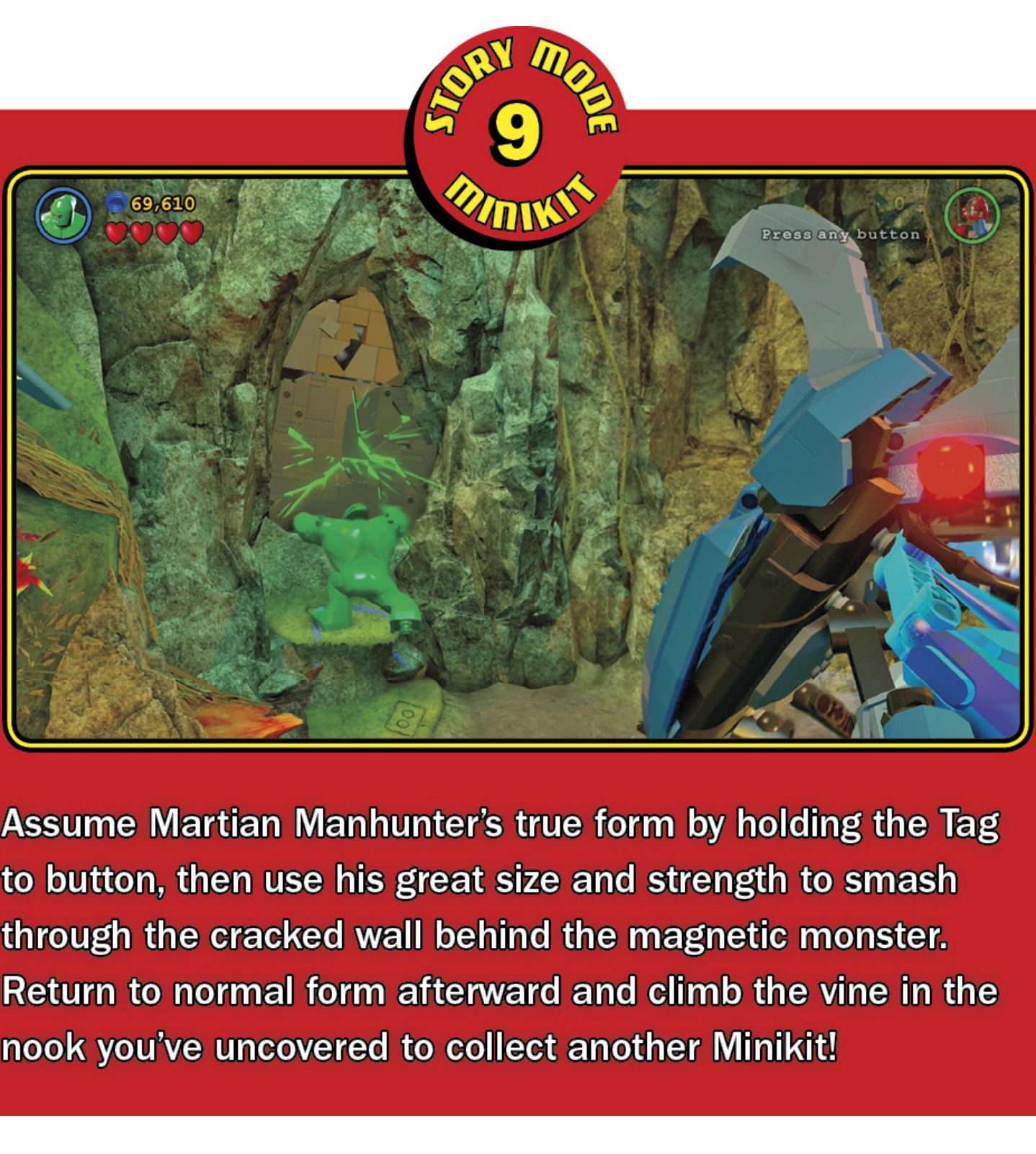
What's this? A giant Reach scarab has snatched up Saint Walker! Fortunately, this big, ugly bug is covered in magnetic armor. Simply approach it and use Cyborg's Magnet Suit to rip Saint Walker free.

STORY MODE 8 MINIKIT



Fly up high with Martian Manhunter and fire his heat vision at three big, pink birds that are nested around the final area. Blast all three birds to ruffle their feathers and receive a Minikit!

STORY MODE 9 MINIKIT

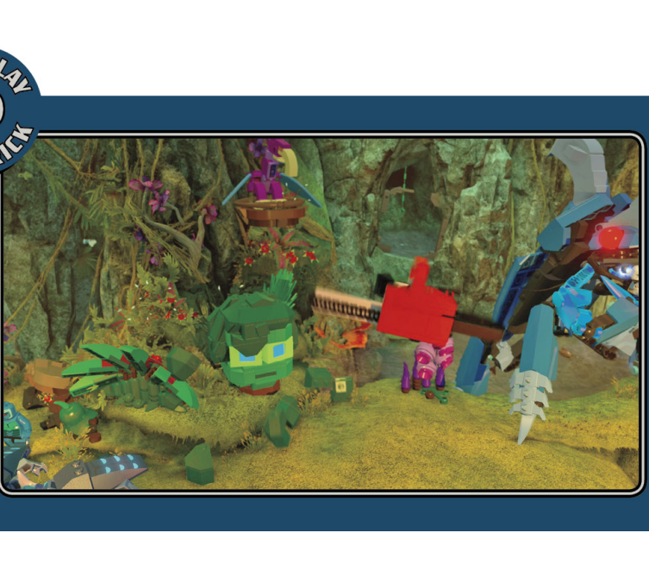


Assume Martian Manhunter's true form by holding the Tag to button, then use his great size and strength to smash through the cracked wall behind the magnetic monster. Return to normal form afterward and climb the vine in the nook you've uncovered to collect another Minikit!

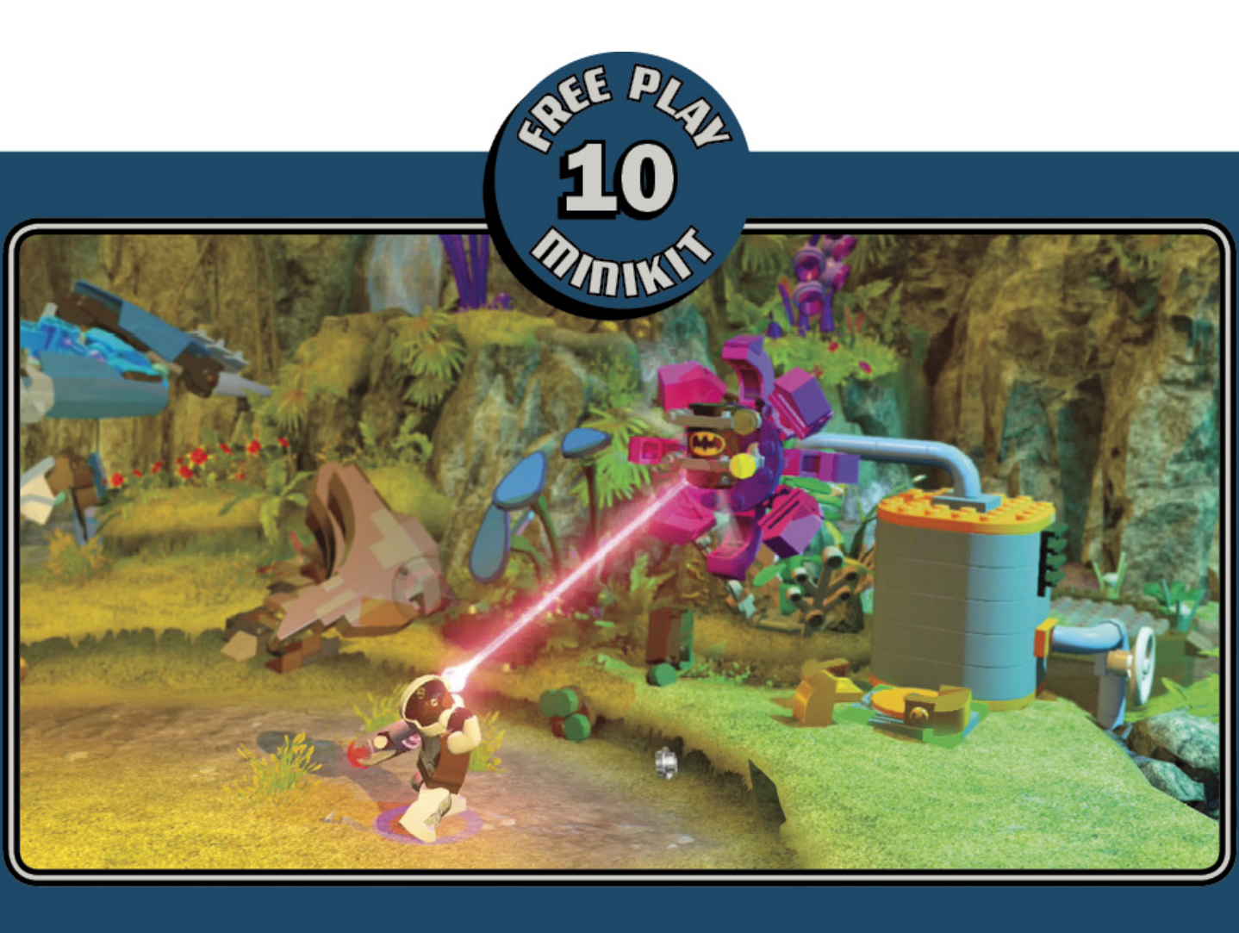
FREE PLAY 10 RED BRICK

ADAM WEST IN PERIL DETECTOR

In Free Play, switch to Brainiac and aim his shrink ray at the black, sparkling boulder near the Reach's magnetic monster. This reveals a Plastic Man pad. Use it to shift the stretchy super hero into a chainsaw that slices up a nearby shrub into his own likeness. Use a Sonar Suit, or a character such as Vibe or Kevin Smith, afterward to shatter the shrub's stylin' glasses and expose a Red Brick!

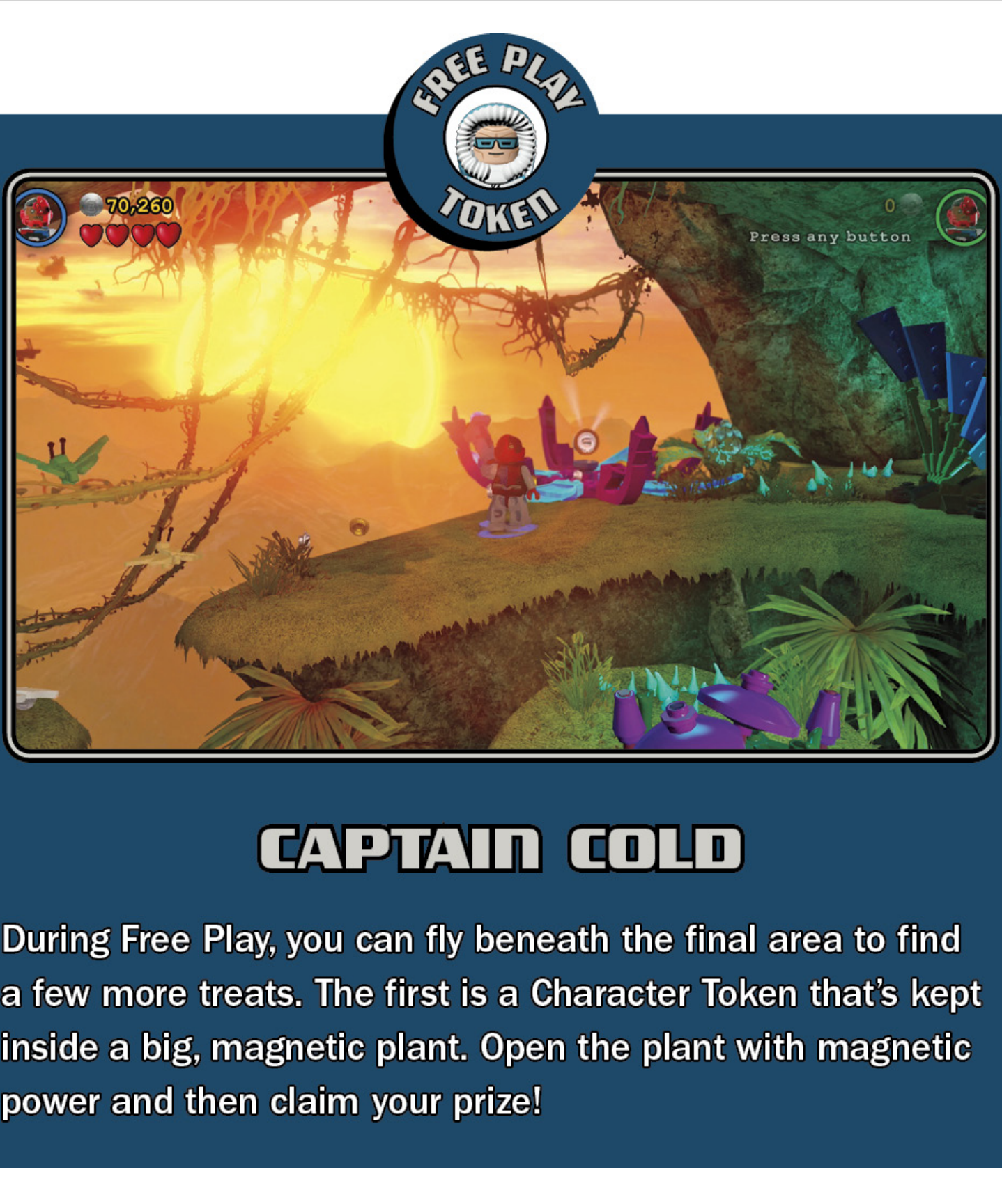


FREE PLAY 10 MINIKIT



Change your Free Play character to Solomon Grundy, and then send the gentle giant burrowing into the swampy spot on the right. He emerges with a big watering contraption. Change to a normal sized character and then stand on the button in front to make the contraption water a nearby flower. The flower grows and blossoms, revealing a gold orb. Laser the orb to expose a Minikit!

FREE PLAY TOKEN



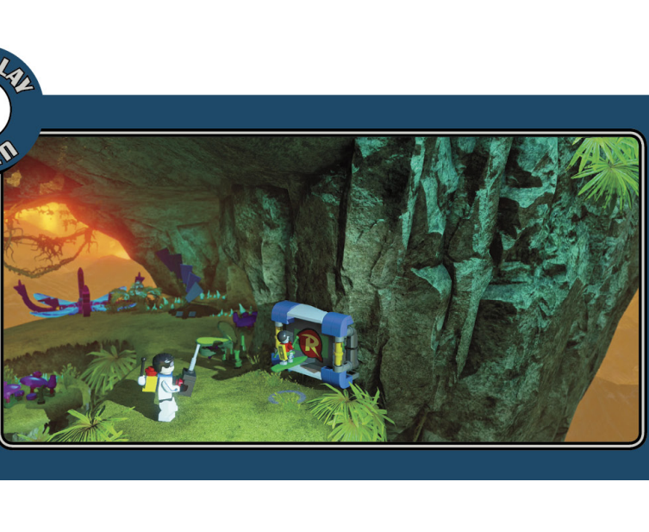
CAPTAIN COLD

During Free Play, you can fly beneath the final area to find a few more treats. The first is a Character Token that's kept inside a big, magnetic plant. Open the plant with magnetic power and then claim your prize!

FREE PLAY TOKEN

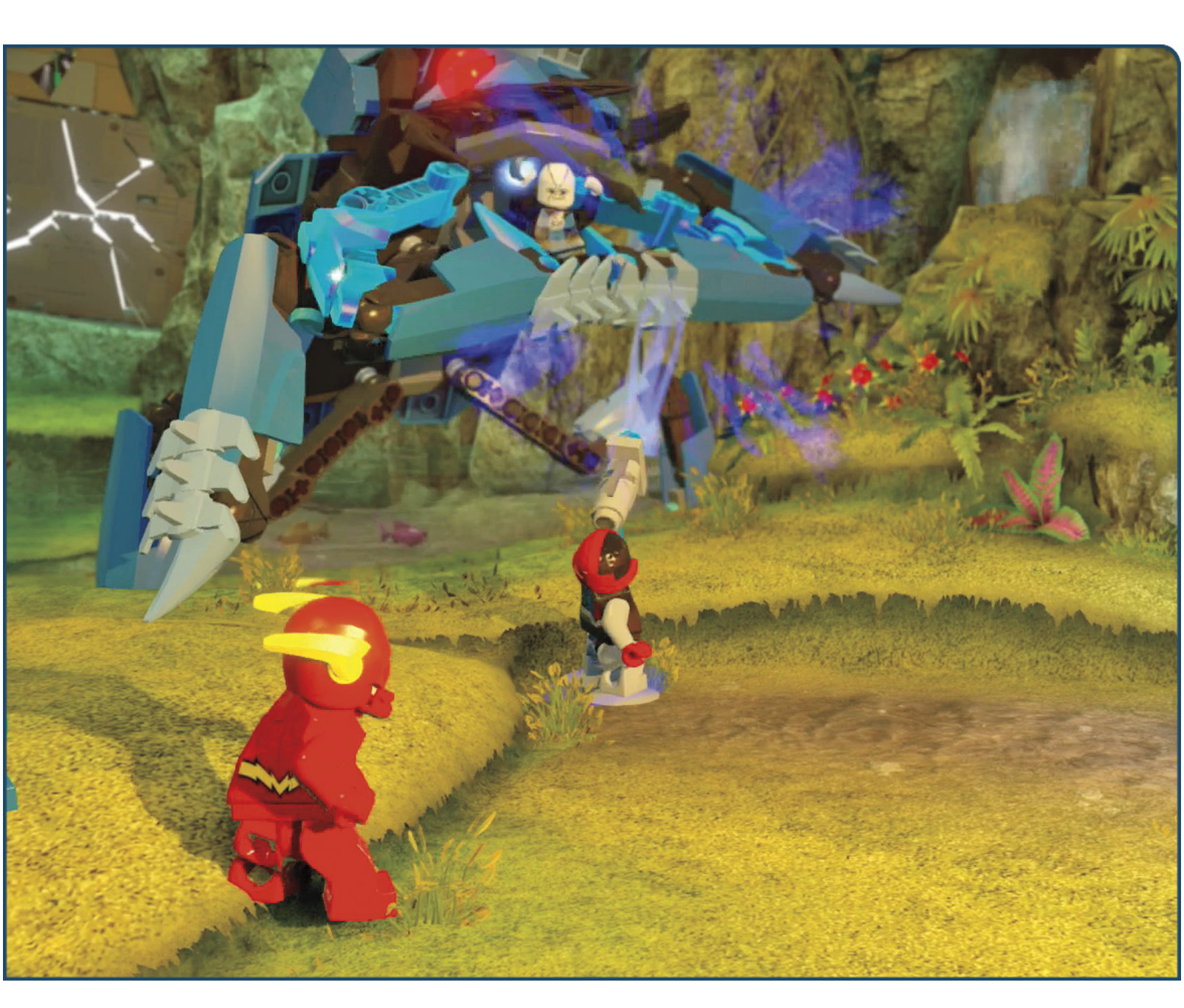
REACH WARRIOR

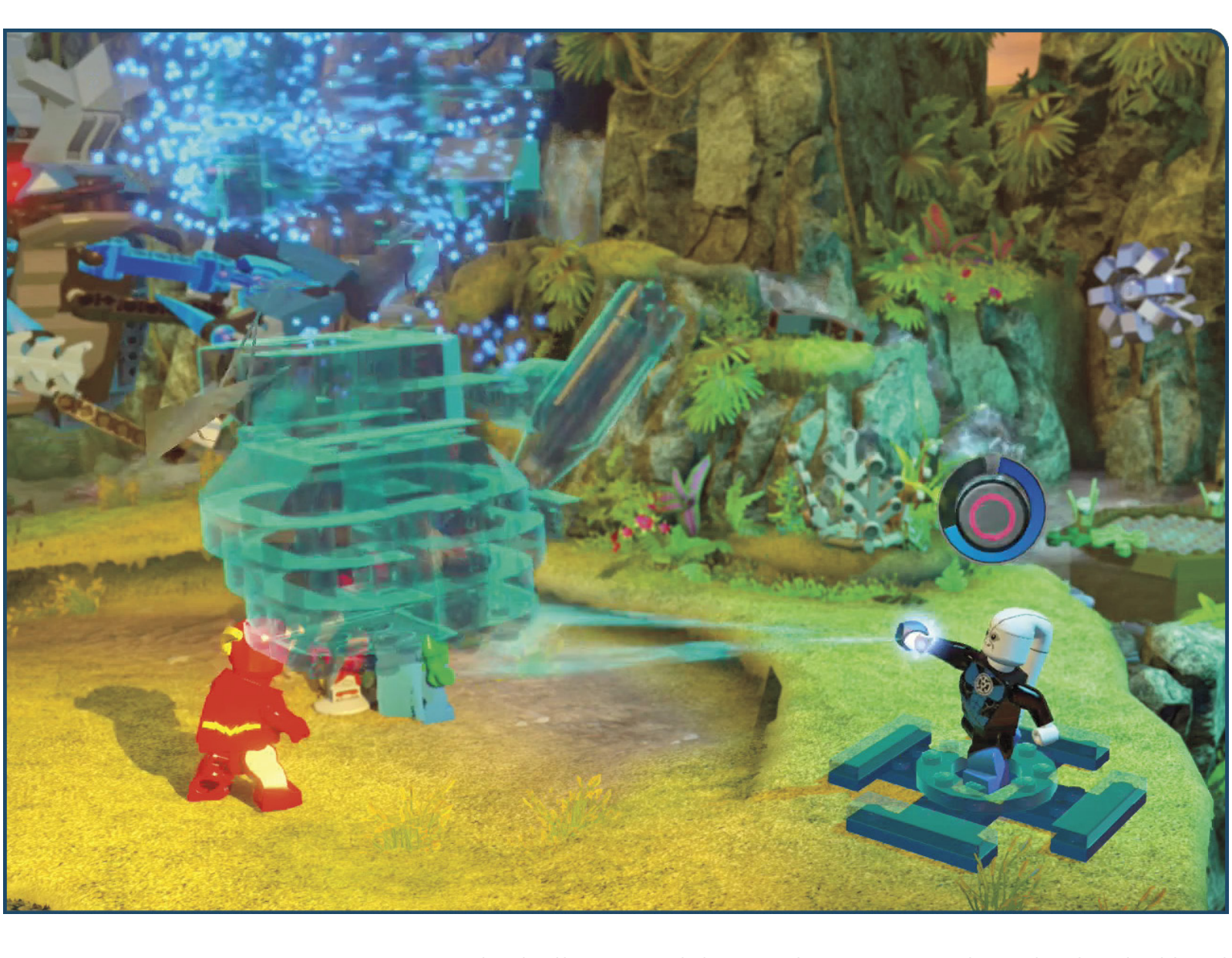
Fly down to the Free Play area beneath the magnetic monster and use Brainiac's shrink ray to miniaturize a big, black boulder. This uncovers a Toy Wonder hatch. Change to Robin, equip his Techno Suit, and send his Toy Wonder surfing through to snatch the Character Token below you!



After freeing Saint Walker, use Martian Manhunter's senses to detect a suspicious mound of dirt nearby. Tag to Saint Walker and hold the Interact button to dig in the dirt (all Lanterns can dig).

Keep digging until you unearth some bricks, then use them to build a Lantern pad. Stand on the pad and then hold the Interact button again to create a Lantern Construct that brings this mission to a swift finish!





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Level 12: All The Rage

Objective 1: Breach the Security Gates

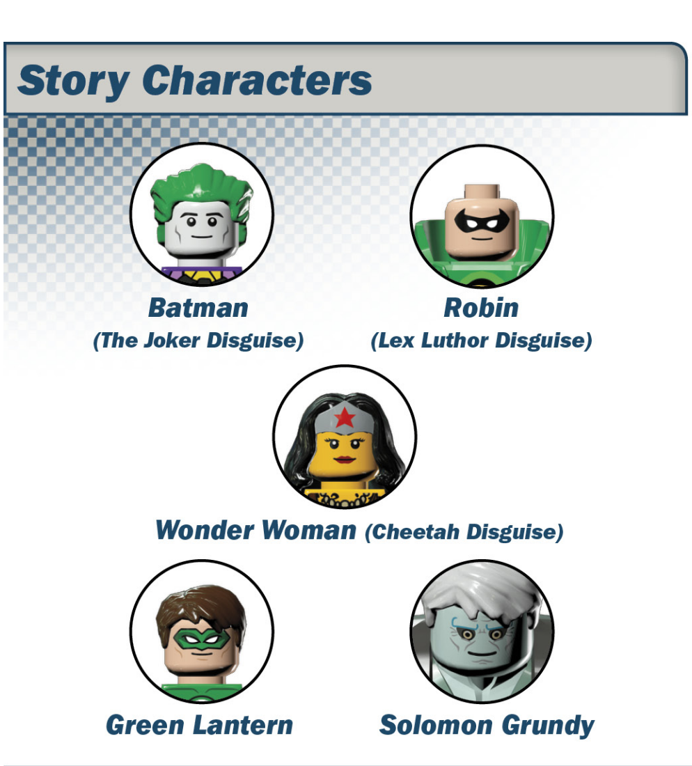
WALKTHROUGH
12
LEVEL

All the Rage

The Story Thus Far ...

Martian Manhunter, Cyborg, and The Flash have done their part in rescuing and recruiting the three heroic Lanterns. Now it's time for Batman and his incognito team to infiltrate the less-friendly Lanterns' homeworlds and steal their Power Batteries! First on their list is the fiery planet Ysmault, home of the Red Lanterns. Our heroes have disguised themselves as villains, but that's no guarantee against having to duke it out down here!

Story Characters



True Hero Stud Requirement

40,000

Tokens

Icon	Character	Area	Mode	Notes
	Bleez	1	Story	Grapple and pull down the bee hive near the start.
	Red Lantern Warrior	2	Story	Throw Robin's twirl pole into the socket beyond the lava and then grab the pole.
	Atrocitus	2	Free Play	Complete Bat-Mite's fetch quest (super senses required).

Adam West in Peril!

Area	Mode	Notes
1	Free Play	Fly over to the right of the second security gate and then use stealth to pull the lever.

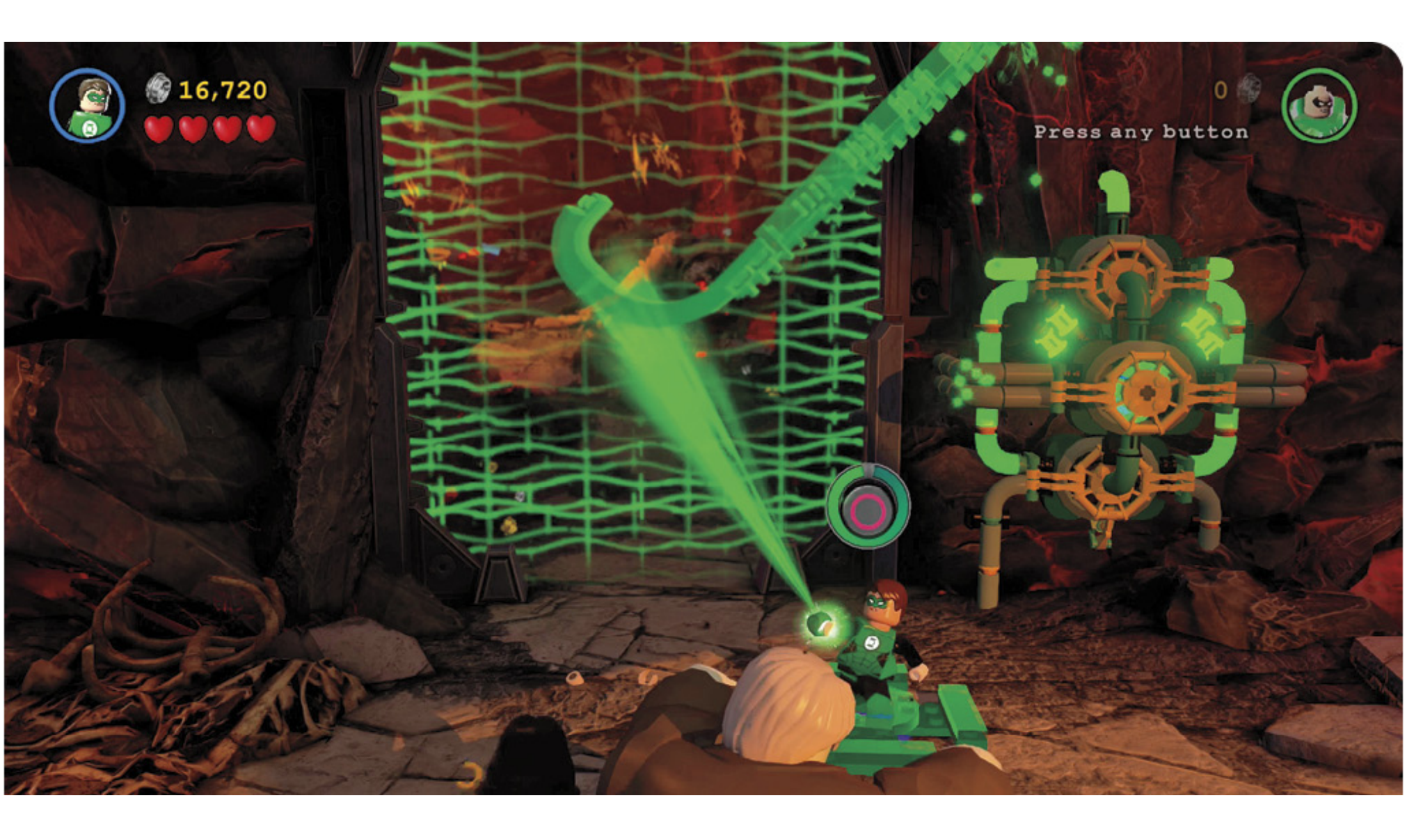
Minikits

No.	Area	Mode	Notes
1	1	Story	Fly up high and collect it from the skull mountain.
2	1	Free Play	Destroy five gold skulls around the area.
3	1	Free Play	Use sonar to shatter the downed ship's glass cockpit.
4	1	Free Play	Use Robin's Illumination Suit to light up the dark cave, then destroy the silver rock.
5	1	Free Play	Destroy the gold object beyond the Lantern bridge, then build its bricks and ride the boat.
6	2	Story	Use Solomon Grundy to smash through the background wall, then use Green Lantern to dig up the Minikit.
7	2	Free Play	Charge Robin's Illumination Suit and light up the dark cave, then destroy the gold object.
8	2	Story	Dig the dirt mound to the left of the waterfall, build the skull and then smash it.
9	2	Story	Dig the dirt mound to the right of the waterfall, build the Lantern pad and then use it.
10	2	Story	Smash three longhorn skulls around the final battle arena.

Red Brick

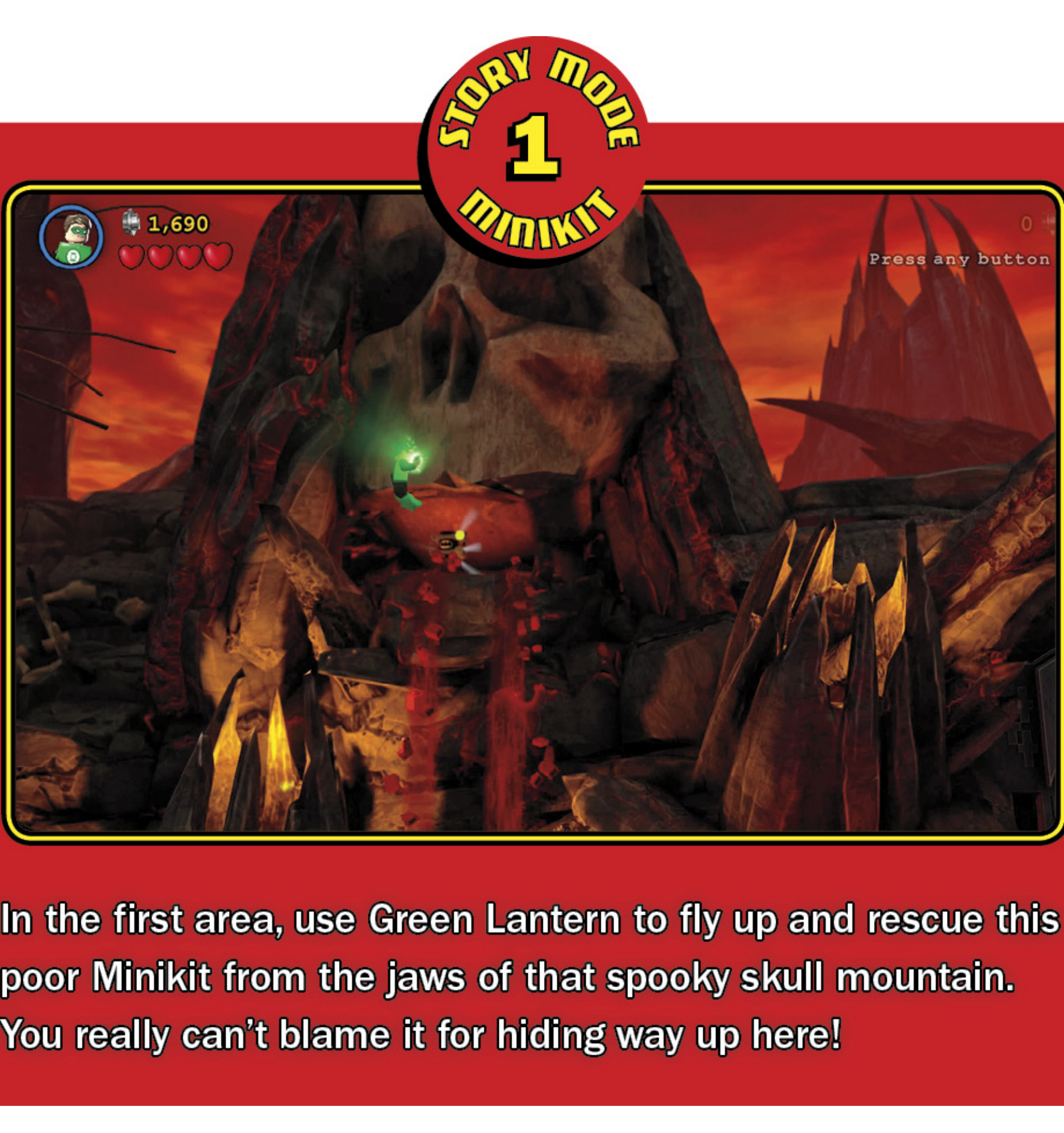
No.	Effect	Area	Mode	Notes
12	Festive Hats	2	Free Play	Hack the techno panel in the foreground at the start, build the Plastic Man pad, use it, and destroy the silver boulder.

The Red Lanterns are really steamed up! Defeat the first wave that attacks you and then use Green Lantern to dig up the suspicious mound of dirt near the security gate. Build the bricks you uncover into a Lantern pad, then use the pad to construct a crowbar that pries open the nearby panel. Use a Batarang afterward to destroy the green node that's revealed and lower the gate so you may advance.



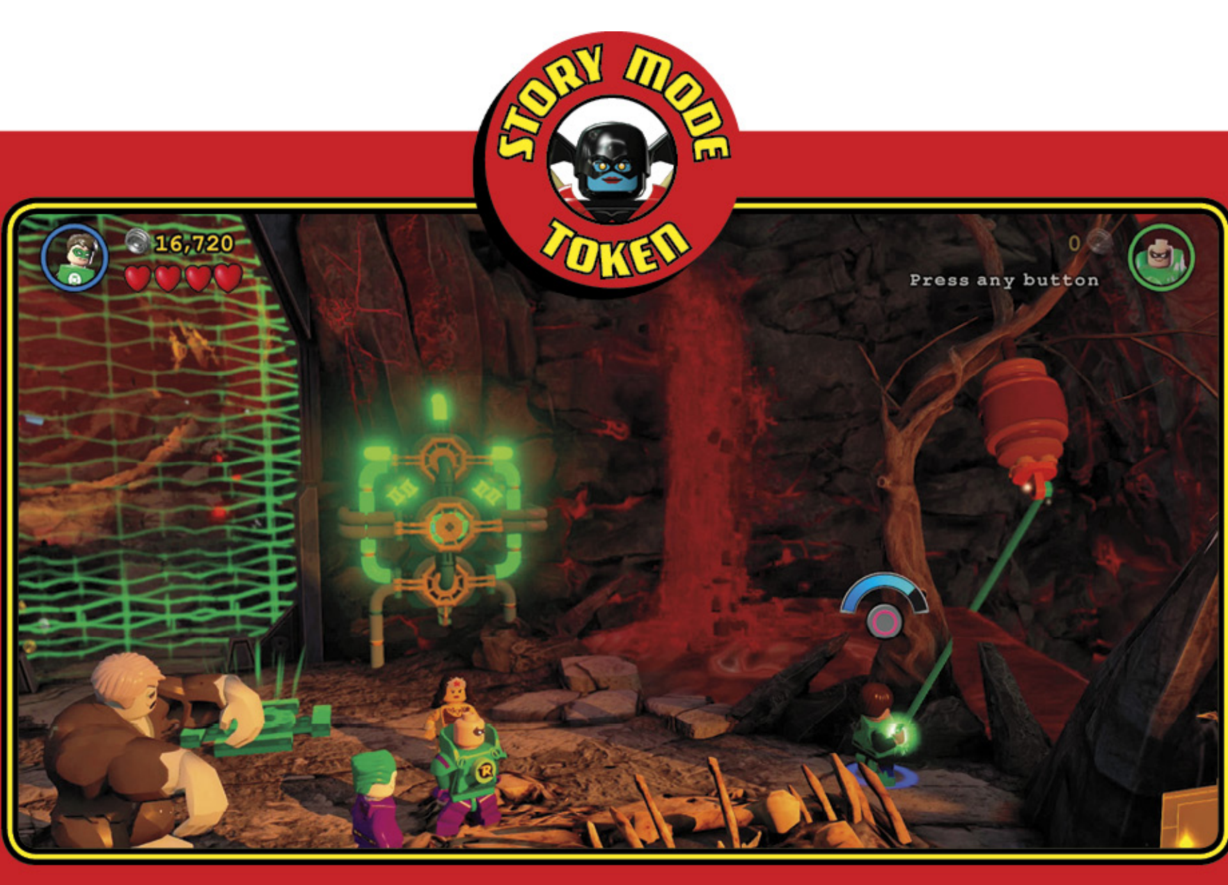
Check behind the cockpit of Wonder Woman's invisible jet to pick up a Purple Stud!

STORY MODE
1
MINIKIT



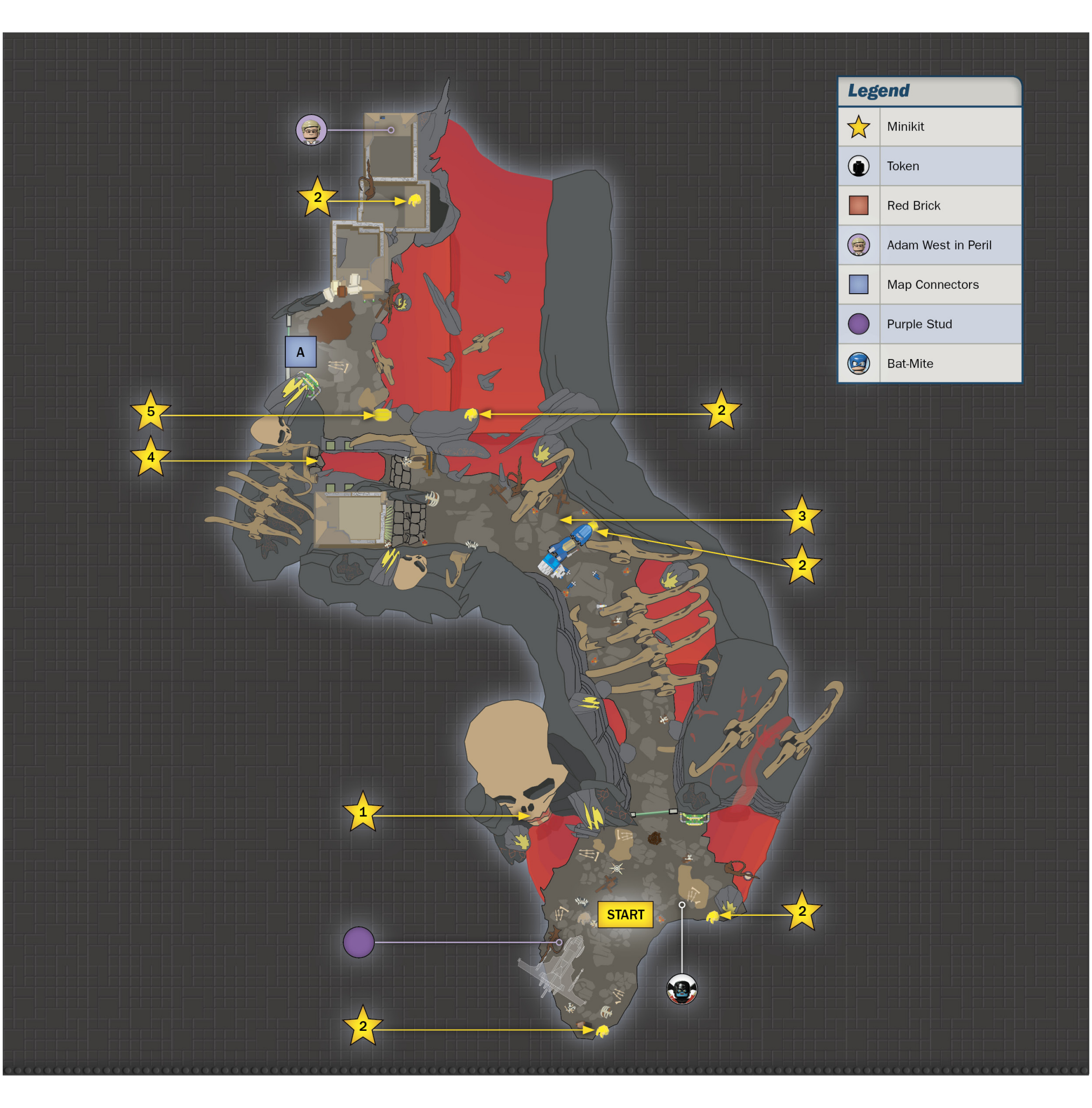
In the first area, use Green Lantern to fly up and rescue this poor Minikit from the jaws of that spooky skull mountain. You really can't blame it for hiding way up here!

STORY MODE
TOKEN



BLEEZ

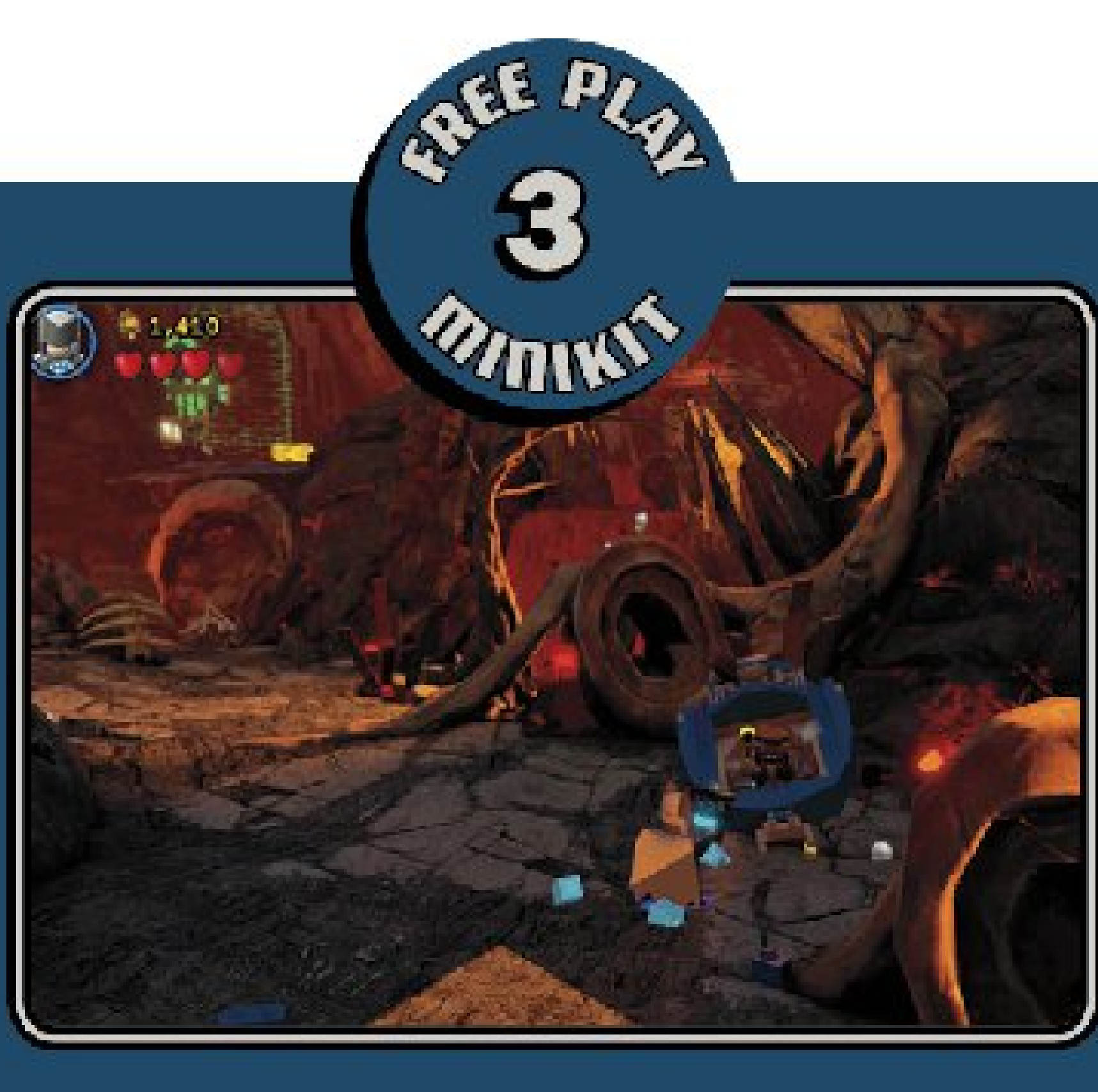
Grapple and pull down the beehive on the right side of the starting area. It crumbles on the ground, exposing a sticky-sweet Character Token!



FREE PLAY
2
MINIKIT

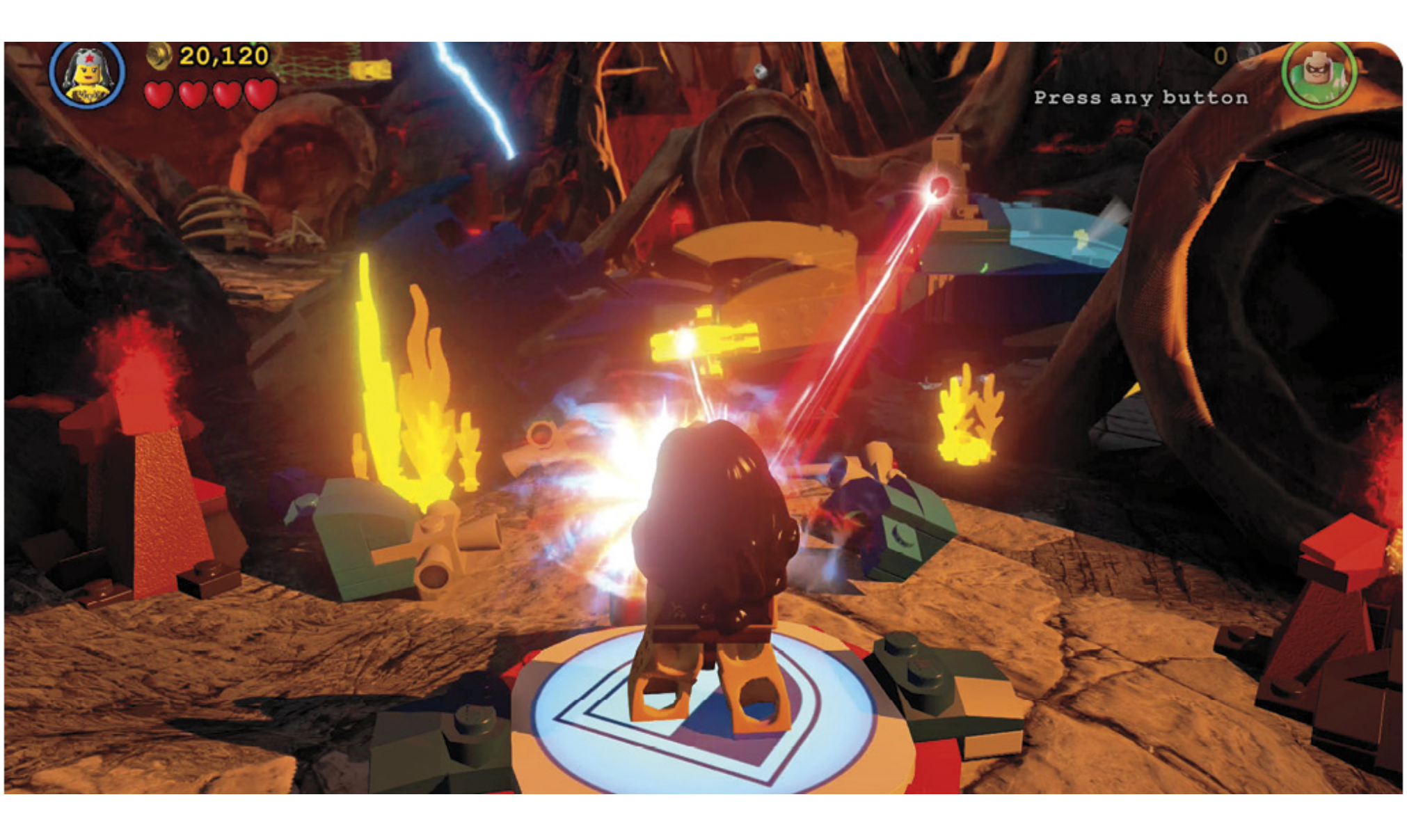
In Free Play, use a character that has a laser or heat vision to melt and destroy five gold skulls around Ysmault. Look up, down, and all around to find them, or just check the map to quickly track them down! This can only be accomplished in Free Play, for Green Lantern's ring laser has no effect on gold objects.

FREE PLAY
3
MINIKIT



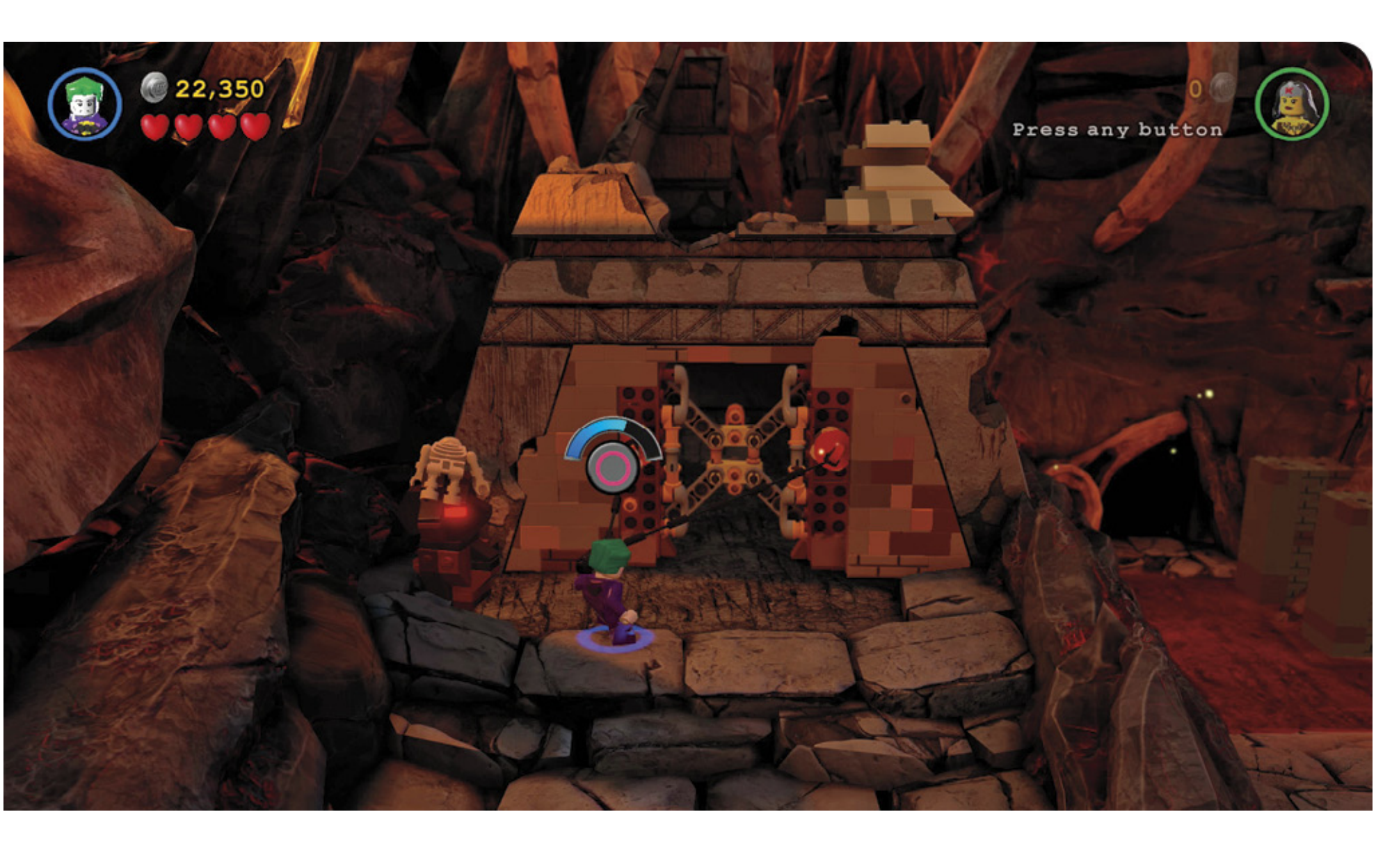
During Free Play, switch to a character that can unleash sonar attacks, and then shatter the downed ship's glass cockpit to rescue a Minikit!

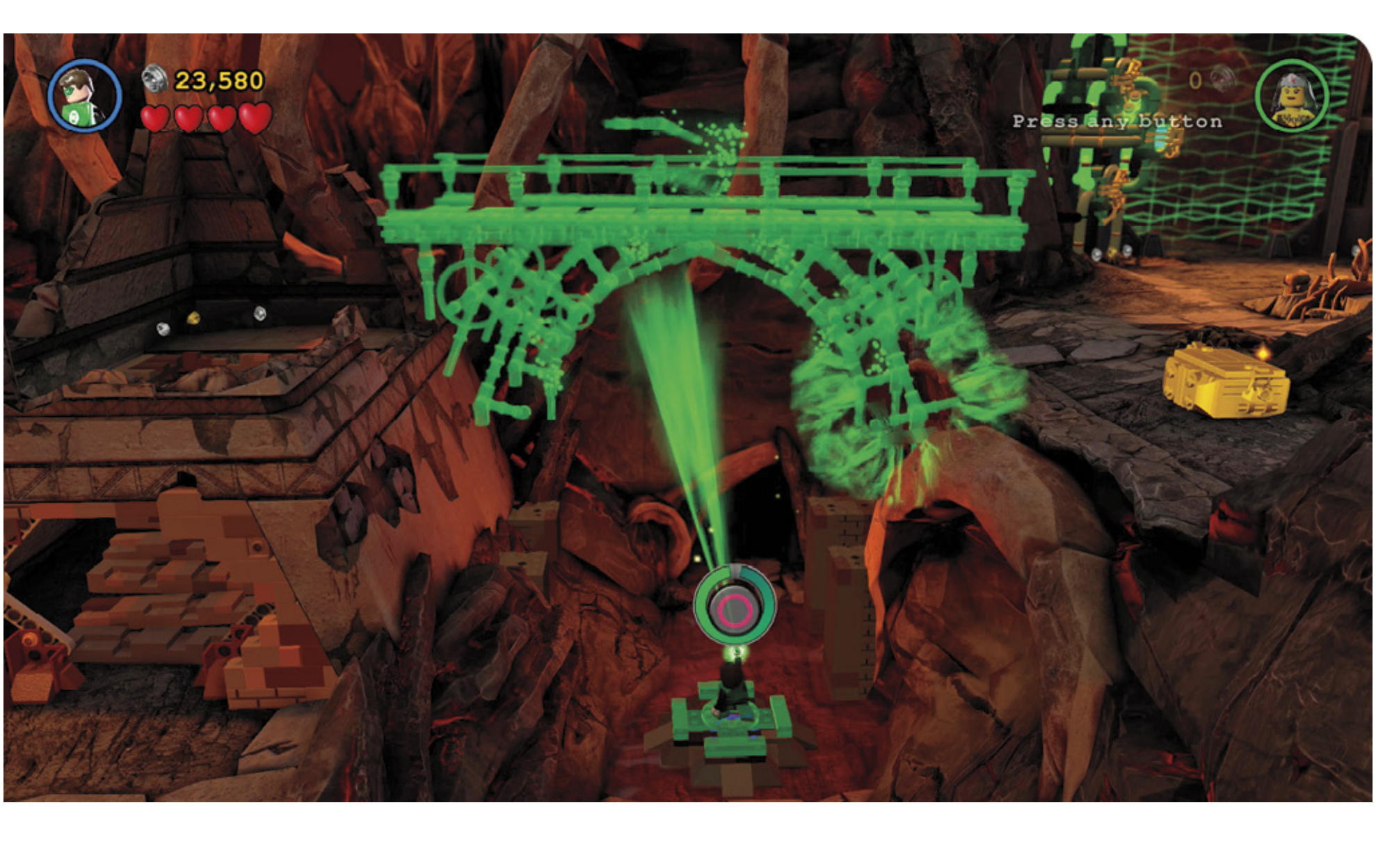
Beyond the security gate, a downed ship begins firing a laser that uncovers a shield deflect pad. Tag to Wonder Woman and move her onto the pad, then reflect the laser at the two gold panels on the ship's side. Blasting both panels reveals a gold gun. Destroy this as well to make the ship explode and clear the way forward.



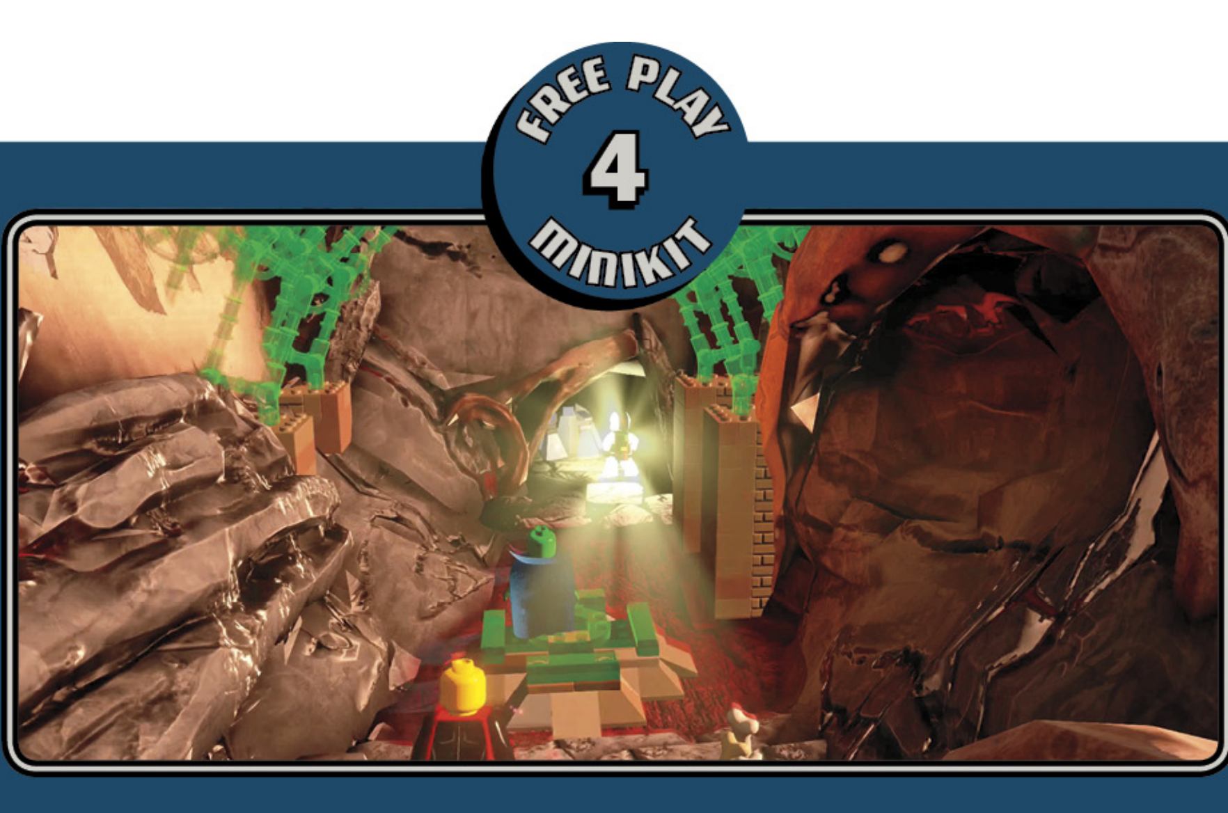
Use Solomon Grundy's great strength to smash through the cracked wall beyond the ship. Tag to Batman or Green Lantern afterward and grapple the two orange hooks behind the wall. Pulling out both hooks causes some bricks to tumble down to a lower area.

Build the bricks into a Lantern pad, then use the pad as Green Lantern to create a bridge above you. Now everyone can head across to reach the next security gate!



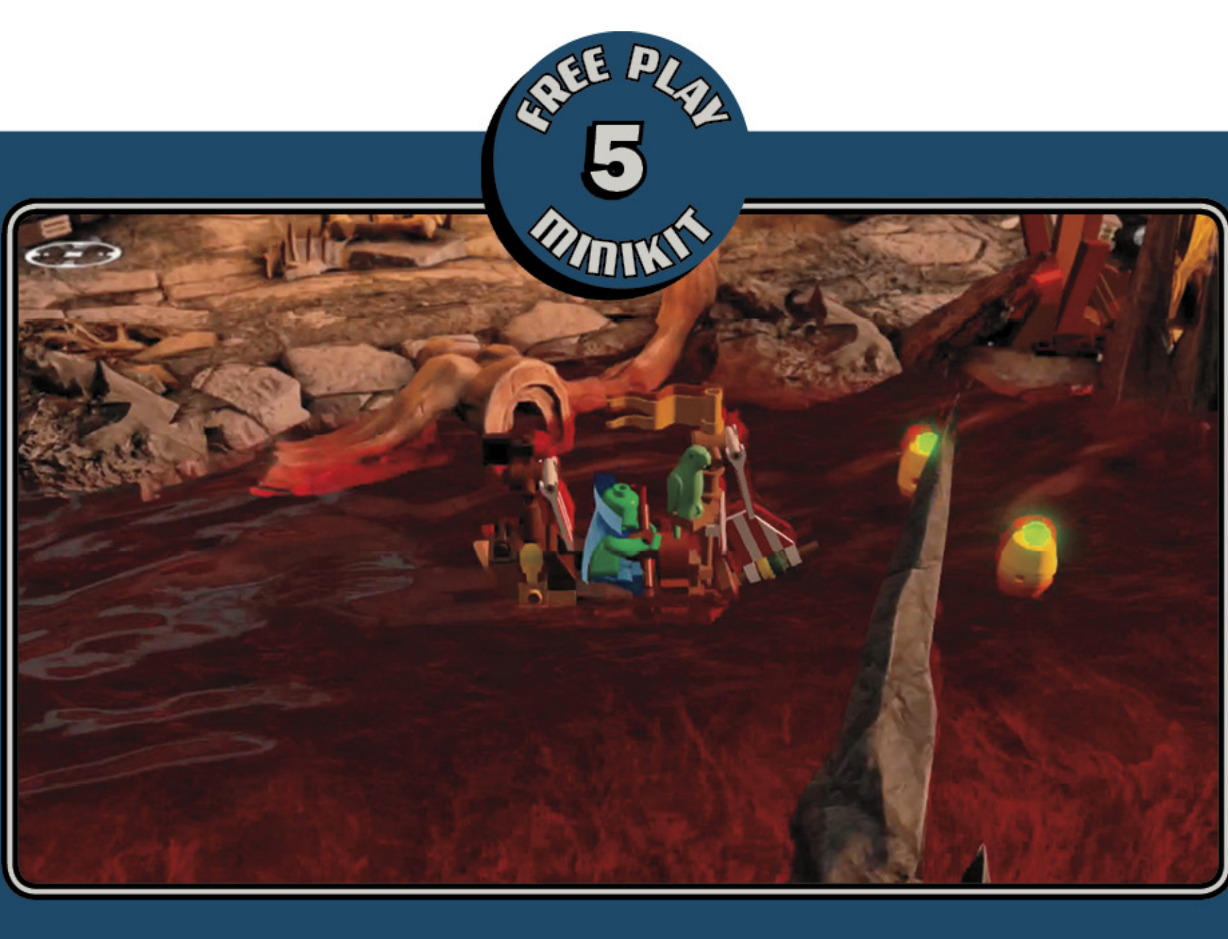


FREE PLAY
4
MINIKIT



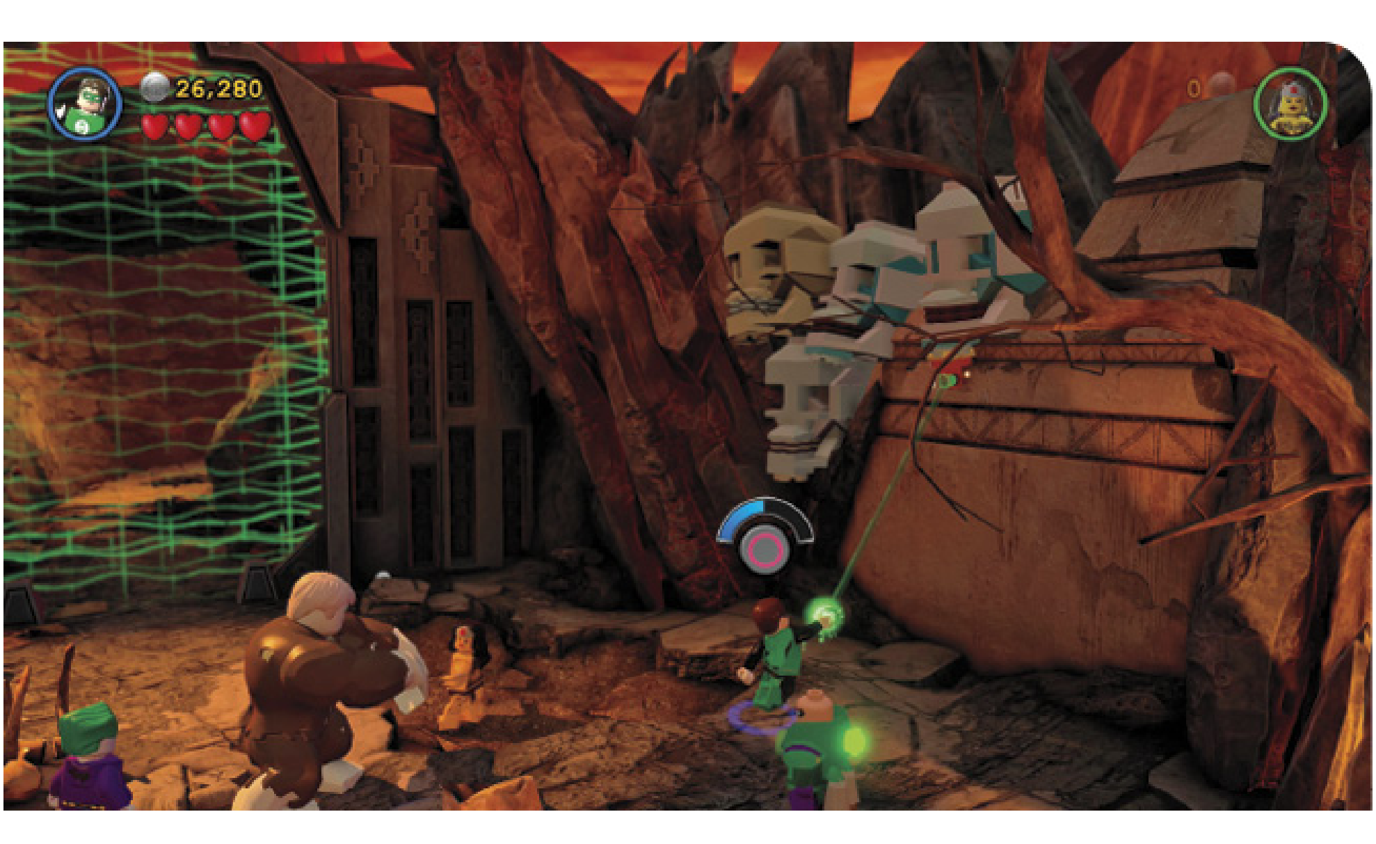
After crossing the Lantern bridge, change your Free Play character to Robin and charge his Illumination Suit at the nearby station. Backtrack across the bridge afterward and go down to the Lantern pad. Double-jump from the pad to reach a dark background cave, then light up the cave to discover a silver rock. Change to a character with explosive attacks and destroy the rock to expose a Minikit!

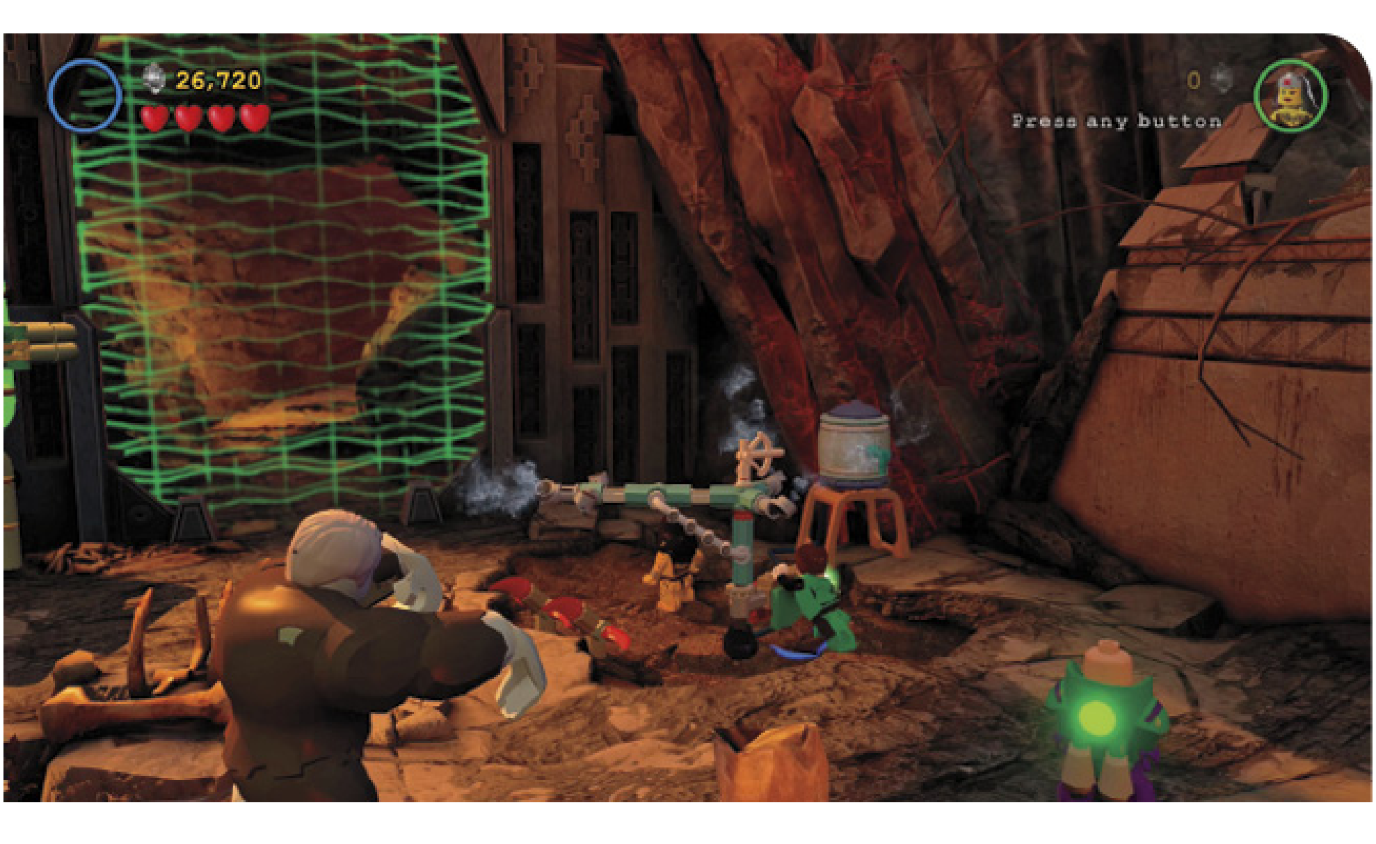
FREE PLAY
5
MINIKIT



After crossing the Lantern bridge, use a laser or heat vision to destroy the gold crate near the Illumination Suit charging station. Build the bricks that spill out into a boat, then hop aboard and ride through the checkpoint. You are rewarded with a Minikit!

THE SECOND GATE



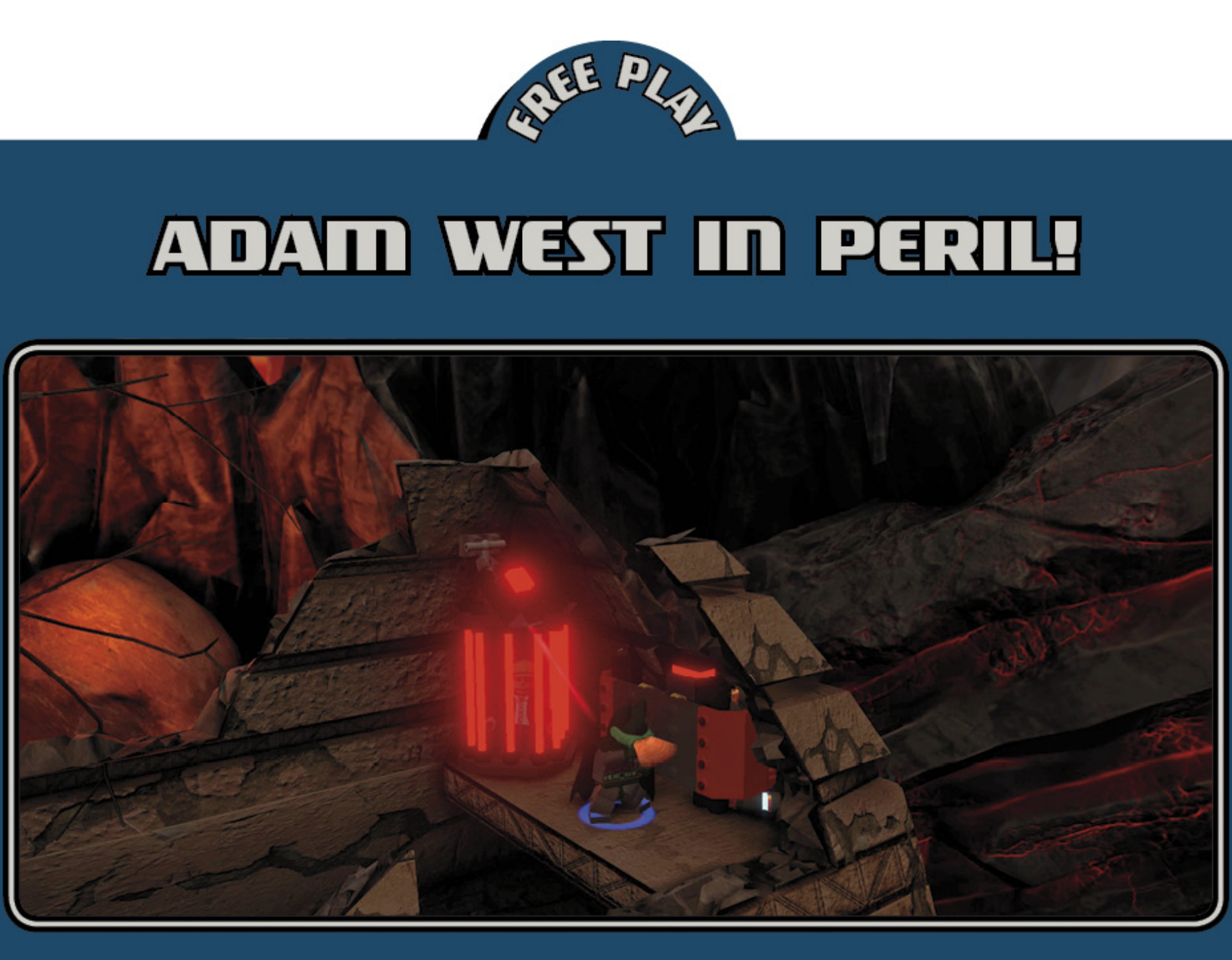


Use Solomon Grundy's muscles again to rip a chunk out of the wall to the right of the second security gate. Throw the chunk of wall at the skulls above afterward to knock one down and expose an orange hook. Grapple the hook to bring the rest of the skulls crashing down.

Build the skulls' bricks into a water sprinkler with a spinner handle. Push the green side of the spinner to rotate the sprinkler all the way around, making the ground all swampy. The sprinkler then breaks, but that's OK; it's done its job!

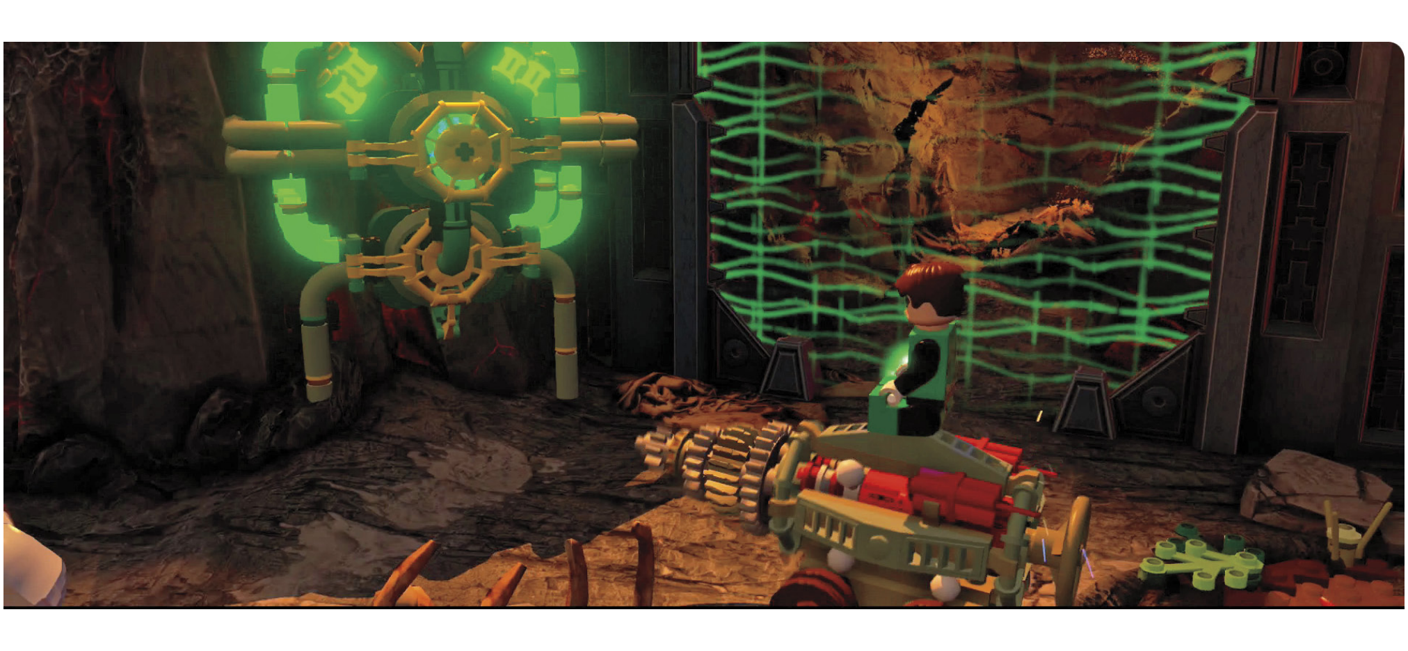
FREE PLAY

ADAM WEST IN PERIL!



Before passing through the second security gate, fly over to the right to find your old buddy Adam West. He's not on Ysmault for a steamy spa treatment—he's being held in captivity! Land and switch to a stealthy character (Batman's Sensor Suit does the trick. Just hold the Interact button) and then pull the lever near Adam's holding cell to send him skipping off to safety.

Tag to Solomon Grundy and press the Interact button to burrow into the swampy soil that the sprinkler created. Solomon Grundy emerges with an industrial drill vehicle. Hop on and ride the drill vehicle to destroy the security gate's power node and open the way to the next area.



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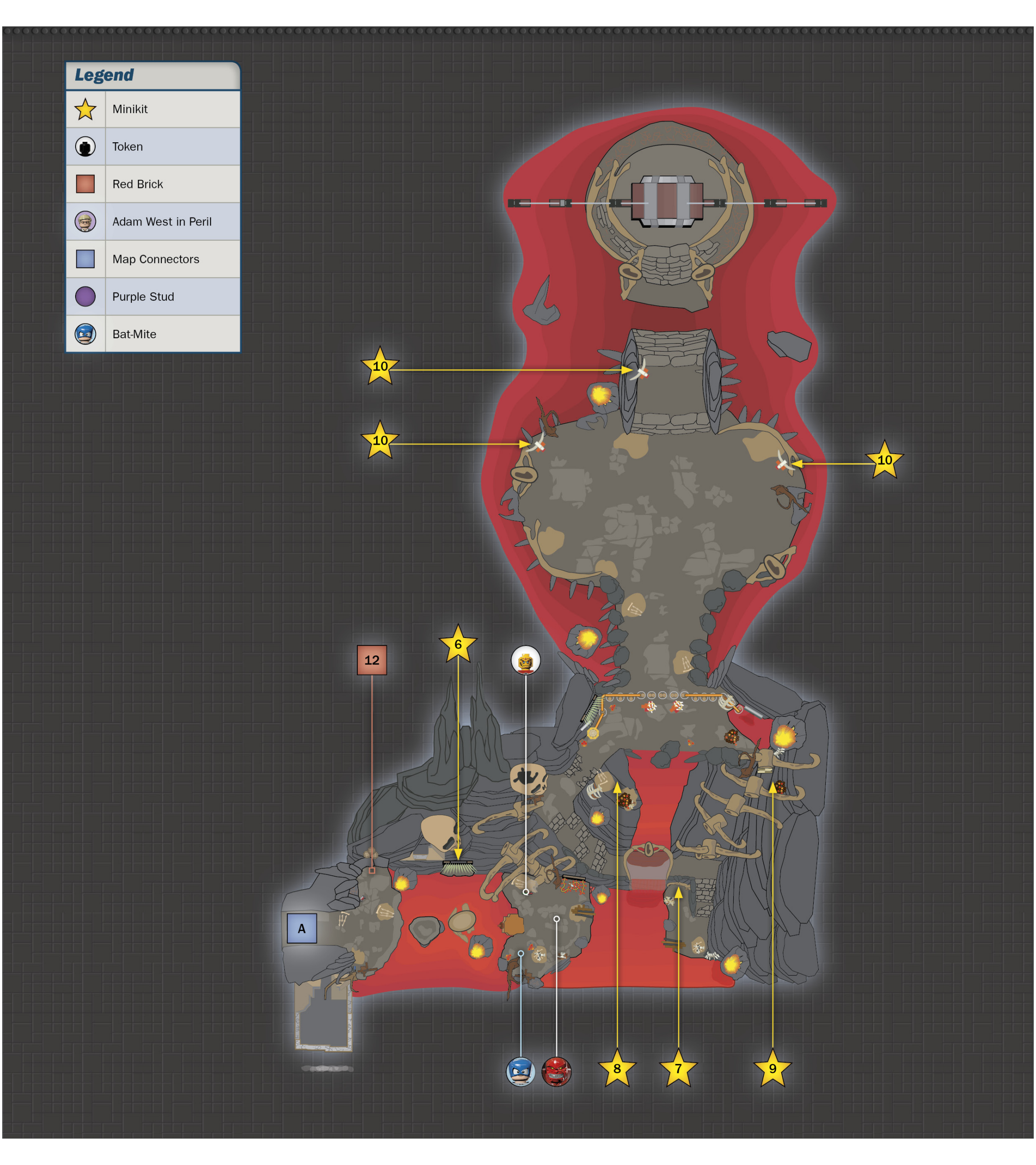
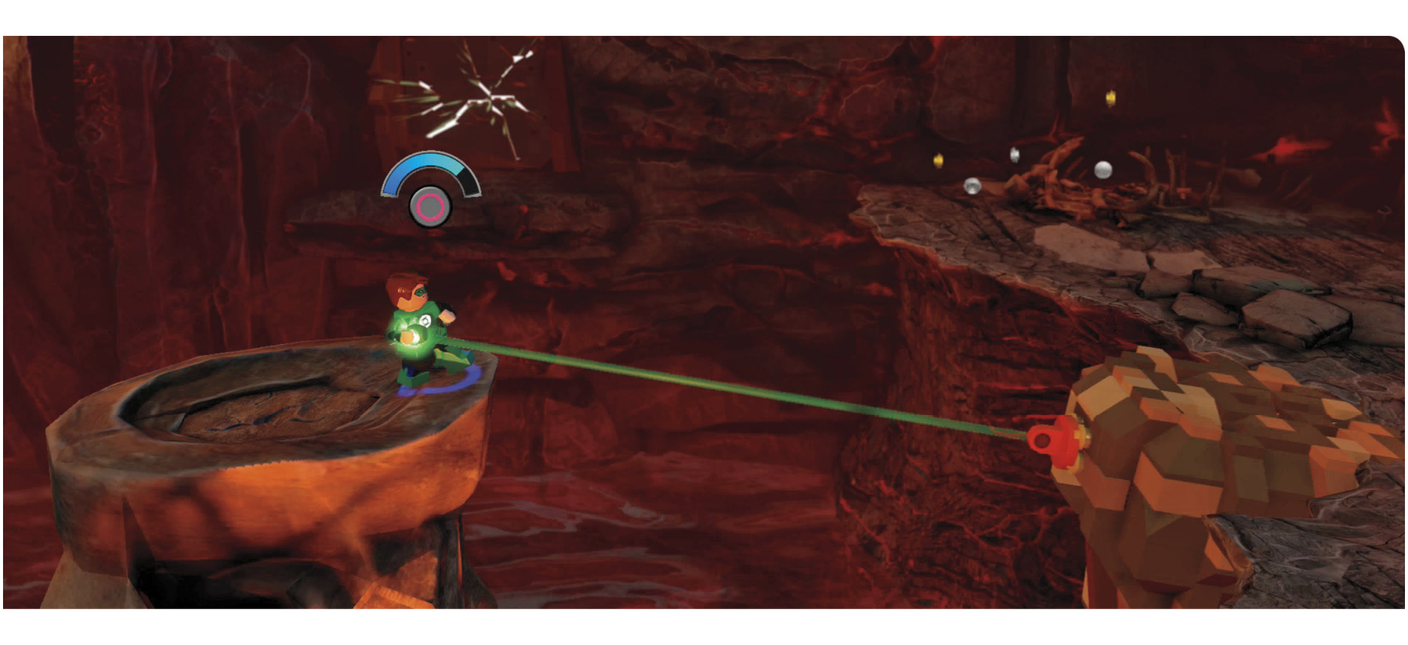
Level 12: All The Rage

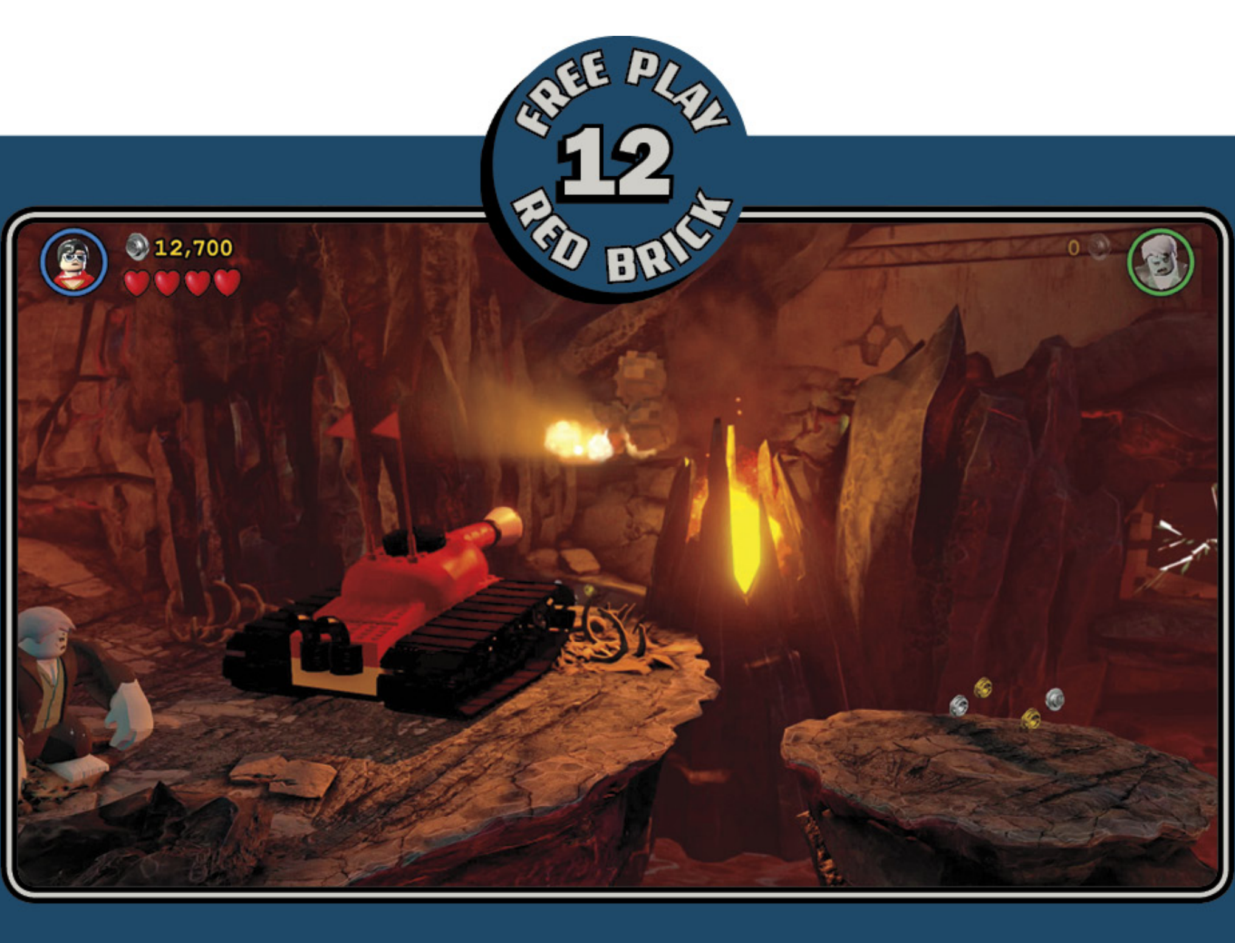
Objective 2: Steal the Red Lantern's Power Battery!





The heat is growing intense; you must be getting close! Leap across the second area's lava lake until you can't go any farther, then grapple the orange hook on the right to pull a large chunk of rock close to you. Those that can't fly can now cross over to solid ground.

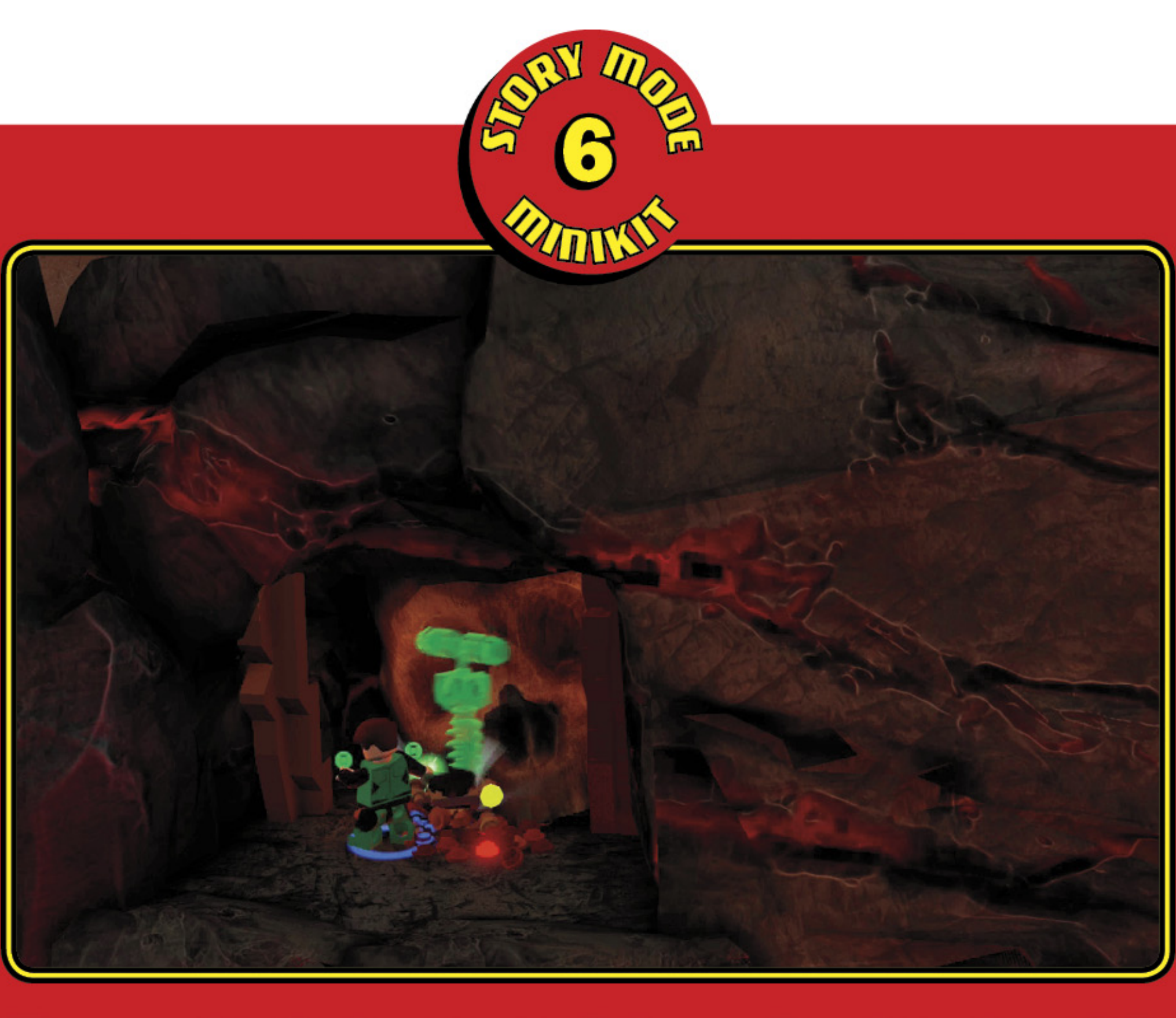
FREE PLAY 12 RED BRICK



FESTIVE HATS

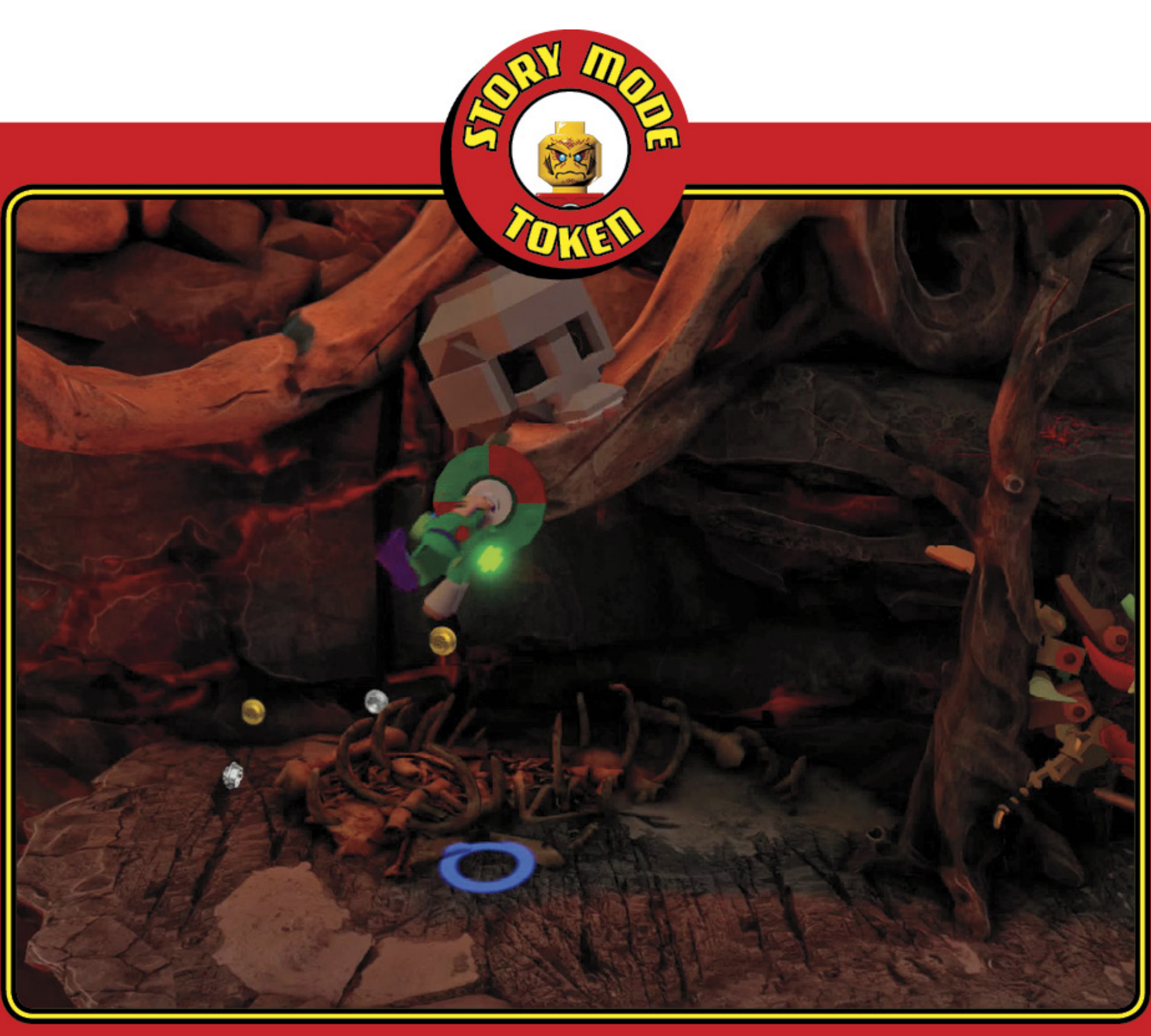
In Free Play, switch to a character that can hack the techno panel in the foreground of the second area's starting ledge. This opens a hatch above you, causing bricks to spill out. Build these into a Plastic Man pad, then activate it to make the stretchy super hero take the form of a tank and shoot a silver boulder down from the background bank. Blast the silver boulder with an explosive attack afterward to discover a Red Brick!

STORY MODE 6 MINIKIT



After crossing the lava, tag to Solomon Grundy and carefully leap to the background ledge with the cracked wall. Smash through the wall to discover a mound of dirt, then tag to Green Lantern and fly over. Dig in the dirt to discover a Minikit!

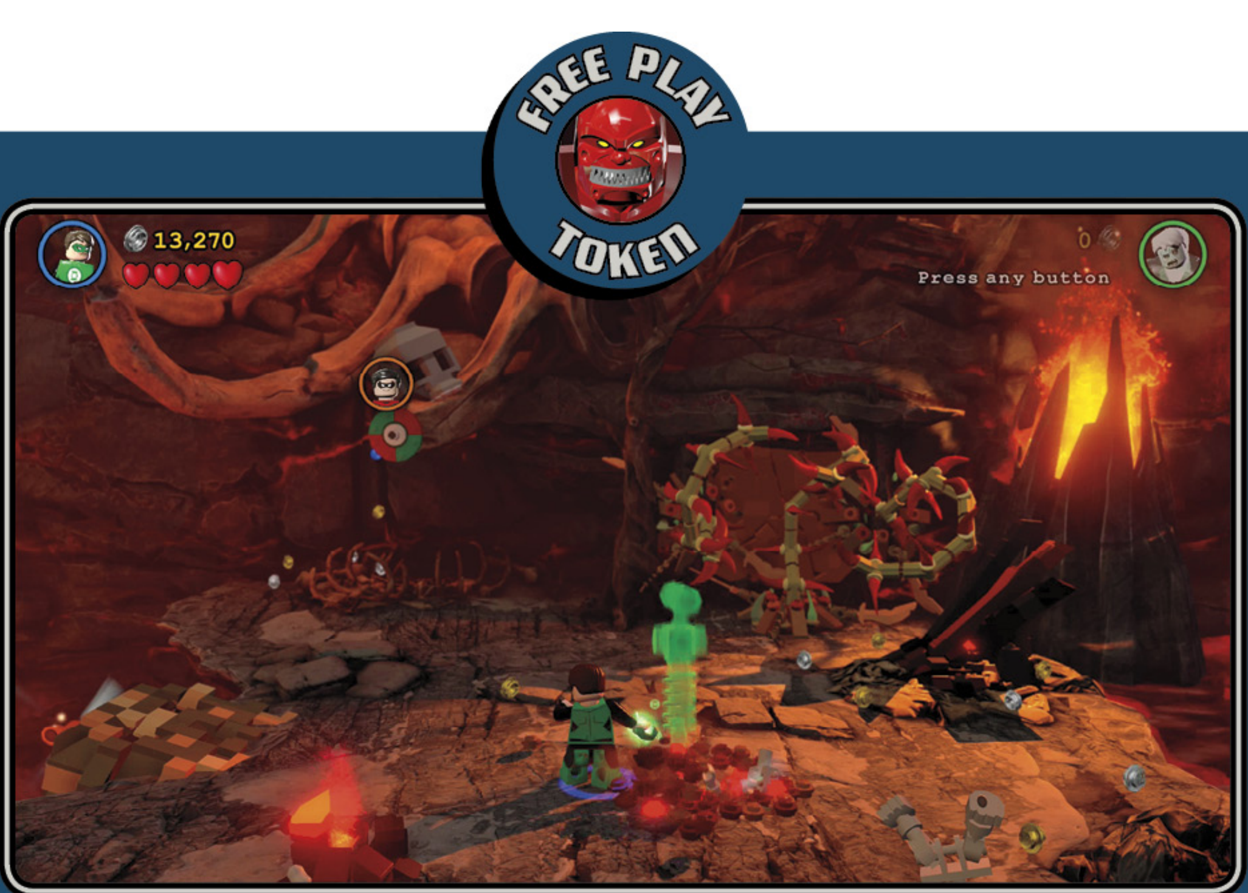
STORY MODE TOKEN



RED LANTERN WARRIOR

Once you're across the lava, tag to Robin and throw his twirl pole into the nearby wall socket. Leap up and grab the pole afterward to bring a skull crashing down. Ysmault may be filled with these creepy things, but this one happens to contain a Character Token!

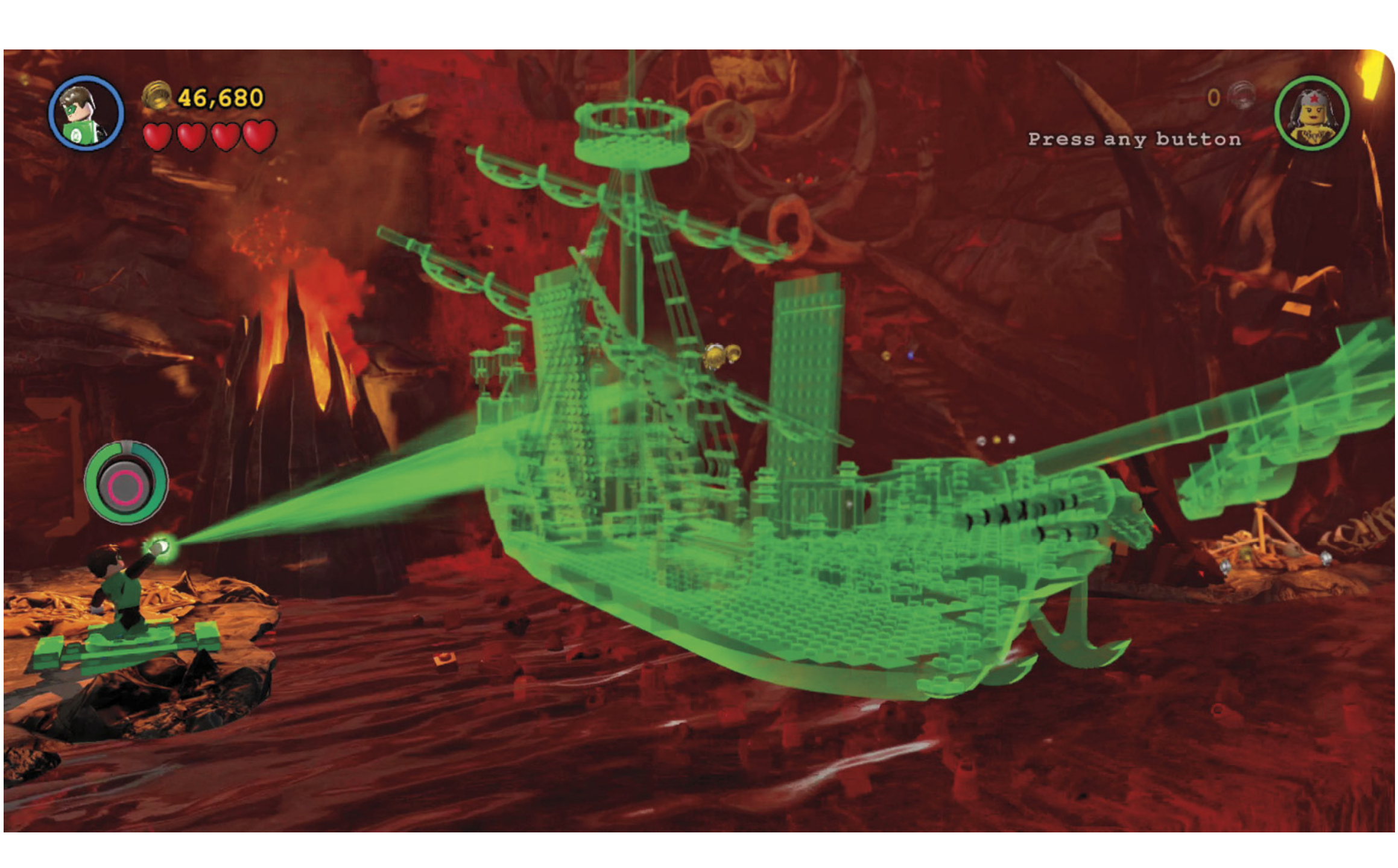
FREE PLAY TOKEN



ATROCITUS

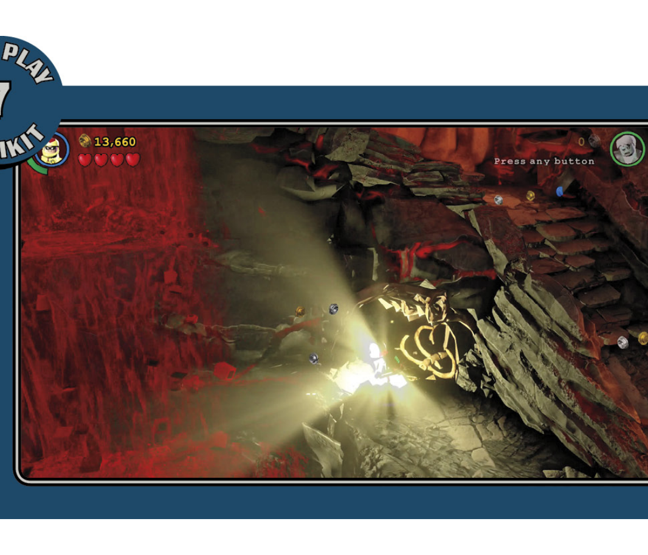
During Free Play, Bat-Mite awaits you just across the lava. Find him in the foreground and talk to him, then use a character with super senses to detect a suspicious mound of dirt nearby. Dig there to uncover the item that Bat-Mite is after, then return it to Bat-Mite for your Token treat!

Advance until you notice a cracked wall with some big vines growing around it. Destroy the vines and use Solomon Grundy to smash through the wall, causing bricks to spill out. Tag to another character and build these into a Lantern pad, then tag to Green Lantern and use the pad to construct a big ship whose gangplanks let you cross the next stretch of lava.

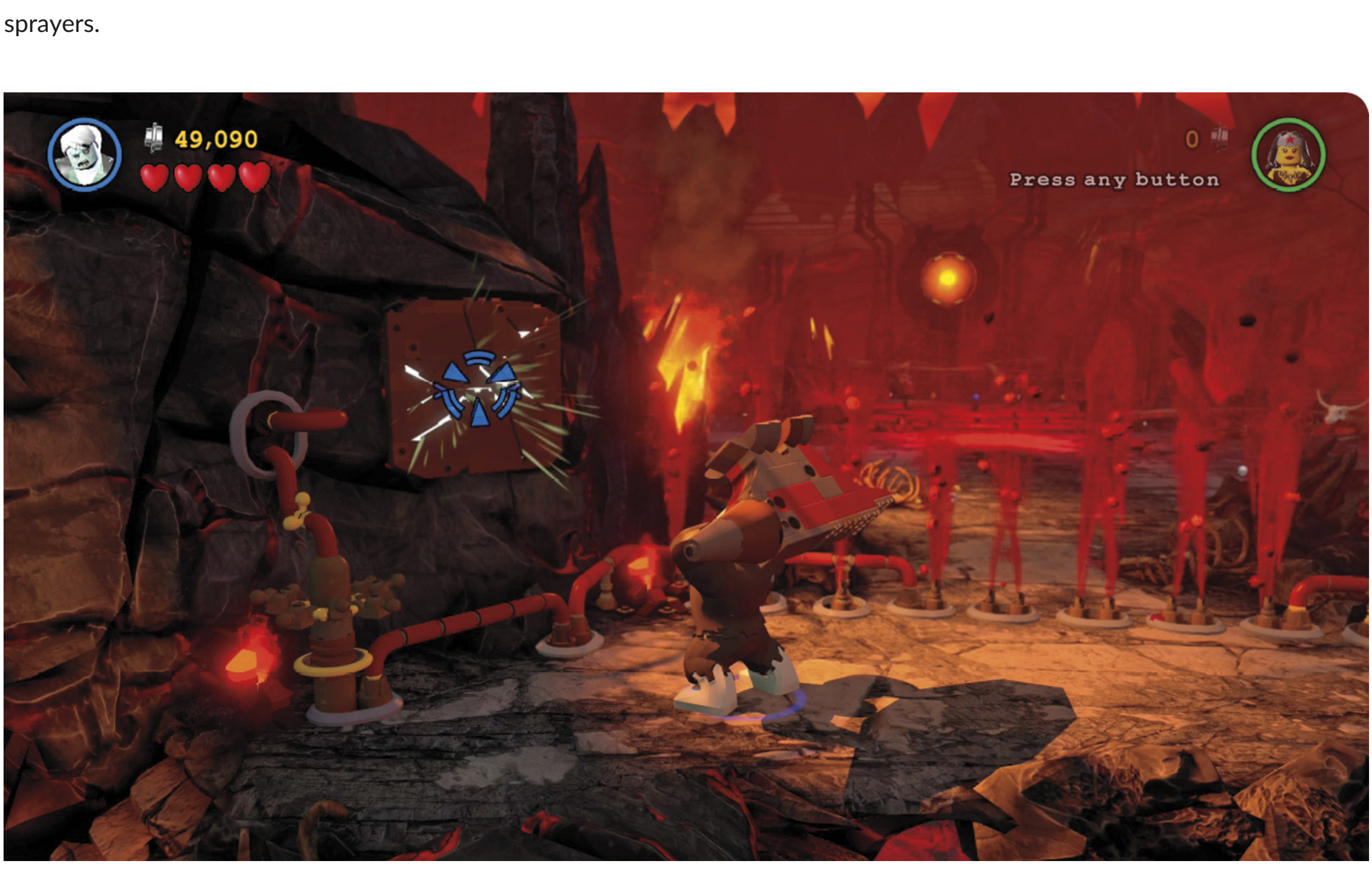


FREE PLAY 7 MINIKIT

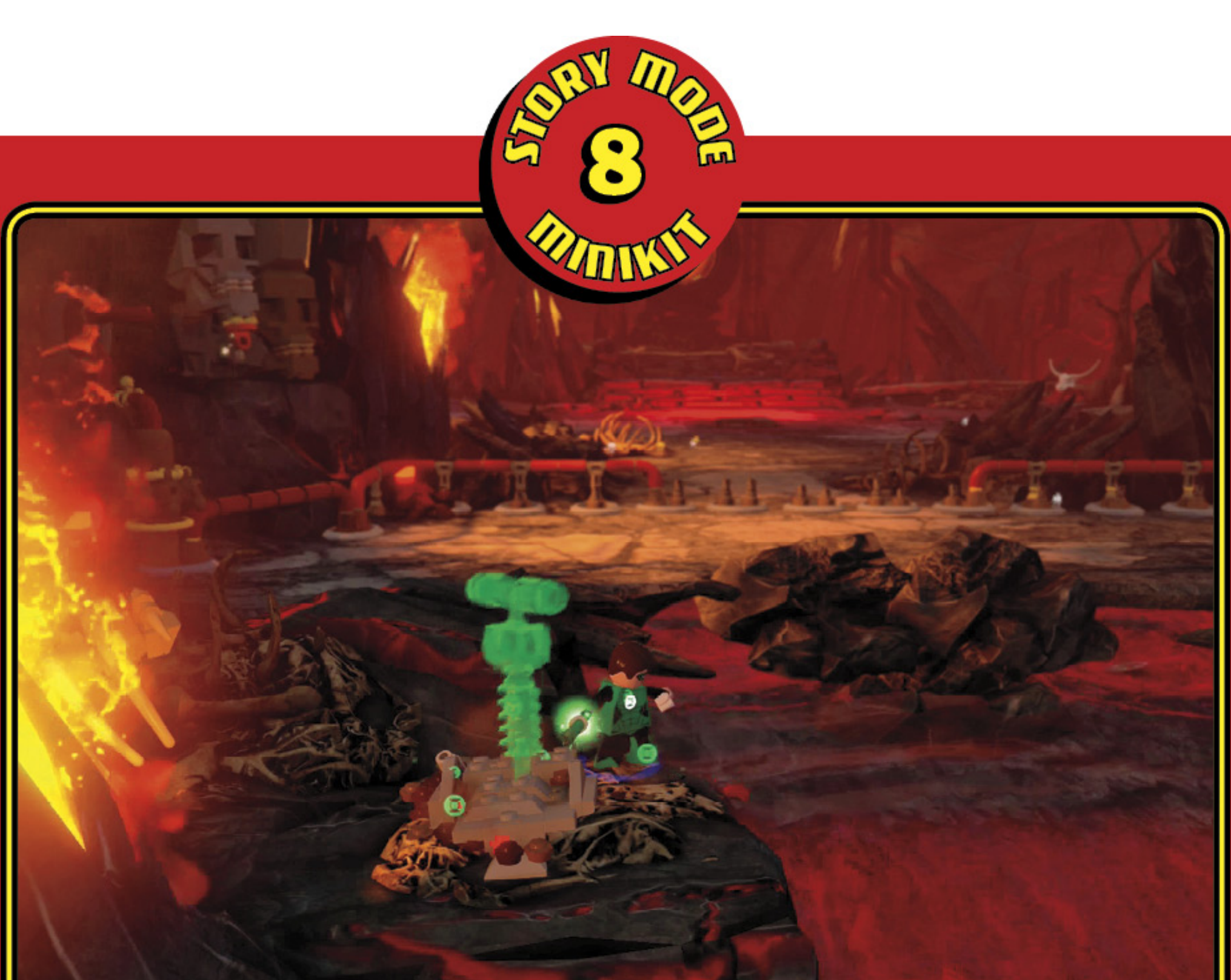
After crossing the Lantern ship, change your Free Play character to Robin and power his Illumination Suit at the nearby charging station. Enter the nearby cave to light it up, then switch to a character with super senses to detect a gold object on the ceiling. Use a laser or heat vision to destroy the gold object, and Geoff Johns suddenly dashes out of the cave, leaving a Minikit behind! Is this place wild or what?



Sprint up the stairs that follow, battling Red Lantern Warriors and avoiding rolling fireballs as you go. When you reach the top, smash two glowing objects into bricks, then build a giant anvil. Tag to Solomon Grundy and grab the anvil, then hold the Attack button and aim at the high cracked wall on the left. Throw the anvil at the cracked wall to smash it and expose an orange hook. Use Lantern or Batman to grapple the hook and tug down some debris that smashes a pipe and damages the nearby lava sprayers.

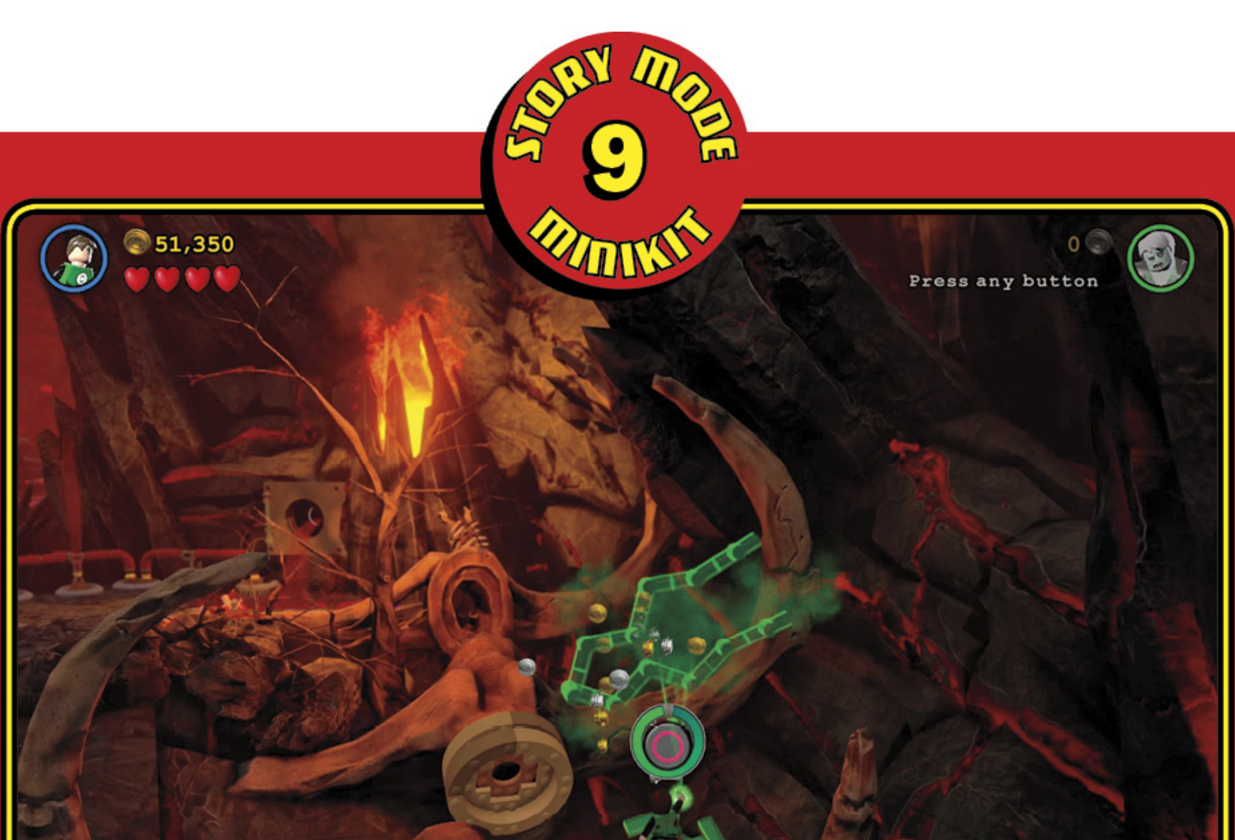


STORY MODE 8 MINIKIT



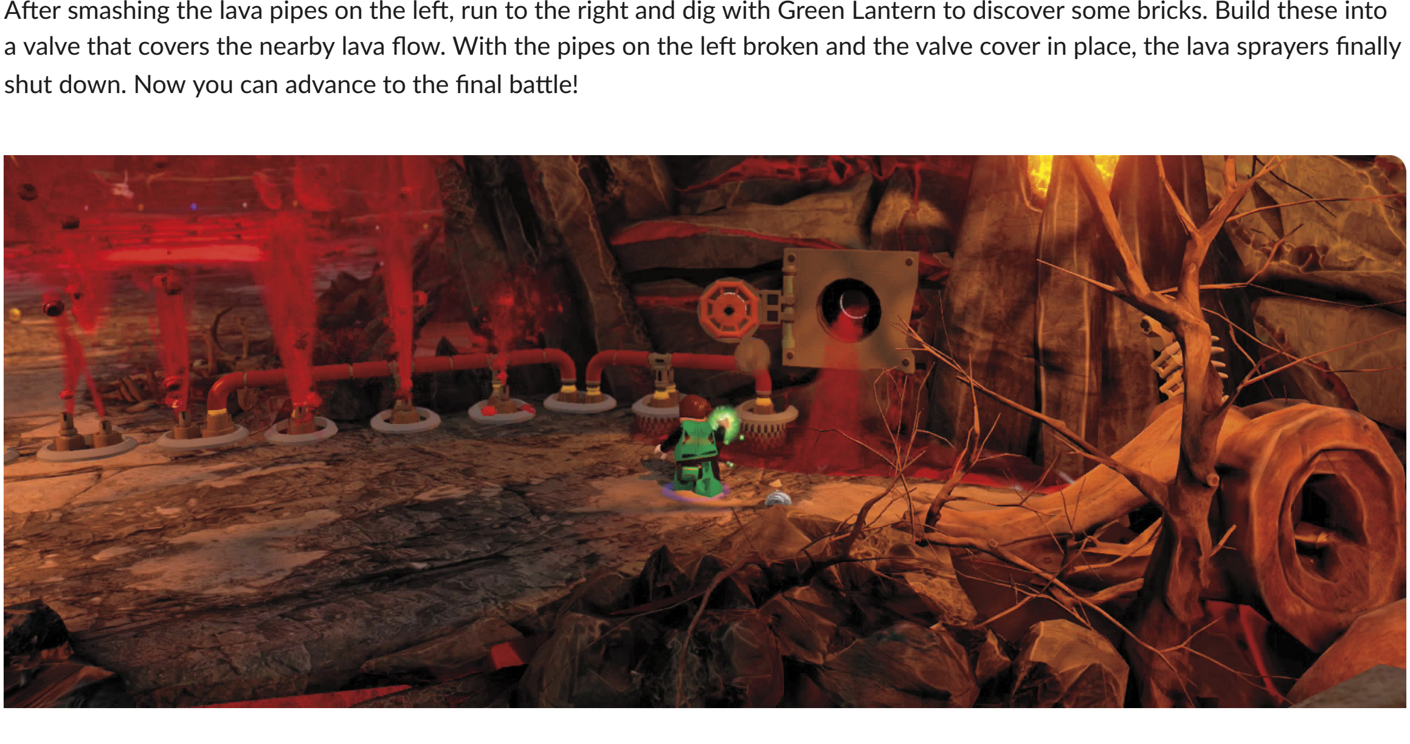
Use Green Lantern to dig in the dirt mound near the lava waterfall to uncover some bricks. Build these into a skull and then smash it to discover a Minikit!

STORY MODE 9 MINIKIT

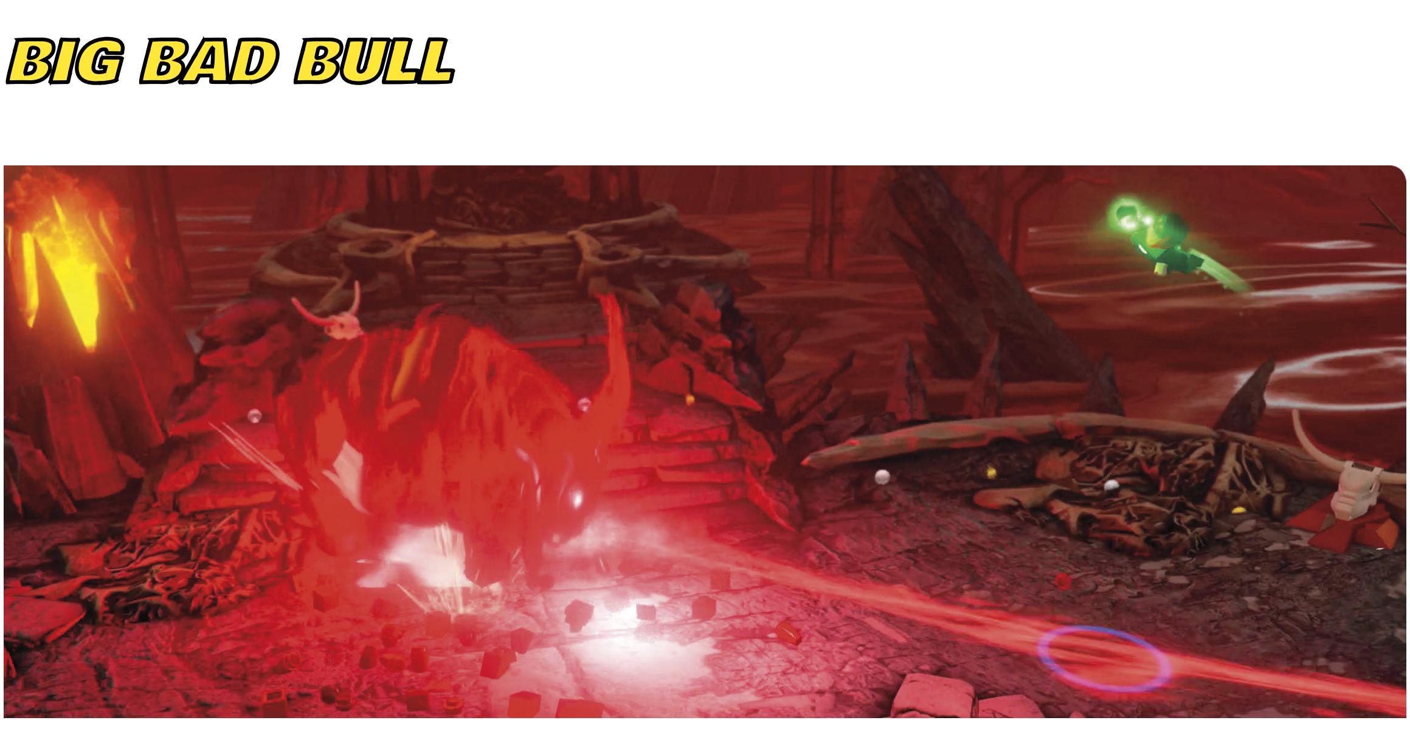


After collecting Minikit 8, fly Green Lantern over to the right and locate another mound of dirt near some big bones. Dig there to unearth more bricks, then build a Lantern pad. Activate it to construct a tool that extracts a Minikit from the nearby fossil!

After smashing the lava pipes on the left, run to the right and dig with Green Lantern to discover some bricks. Build these into a valve that covers the nearby lava flow. With the pipes on the left broken and the valve cover in place, the lava sprayers finally shut down. Now you can advance to the final battle!



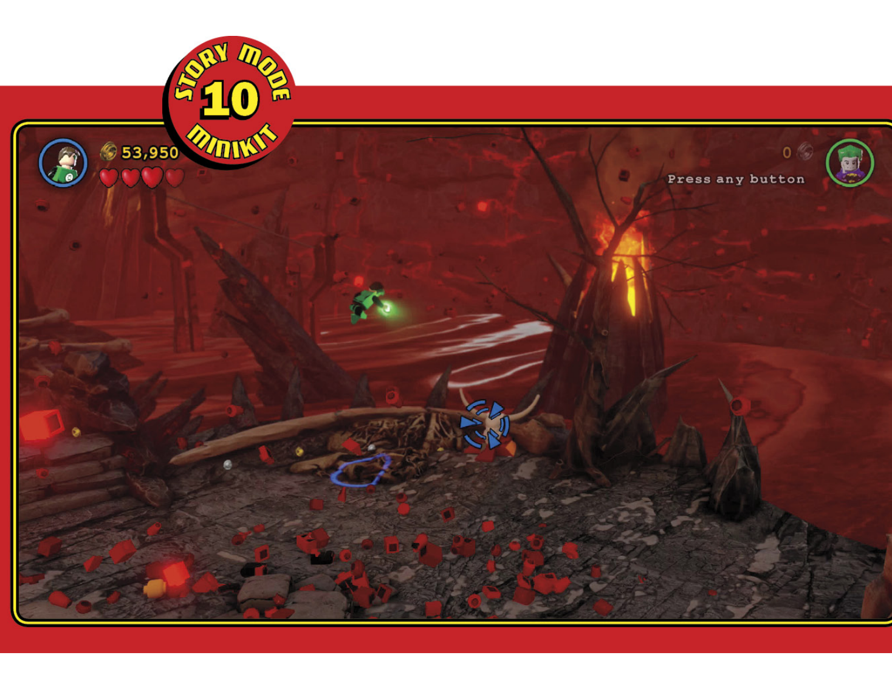
BIG BAD BULL



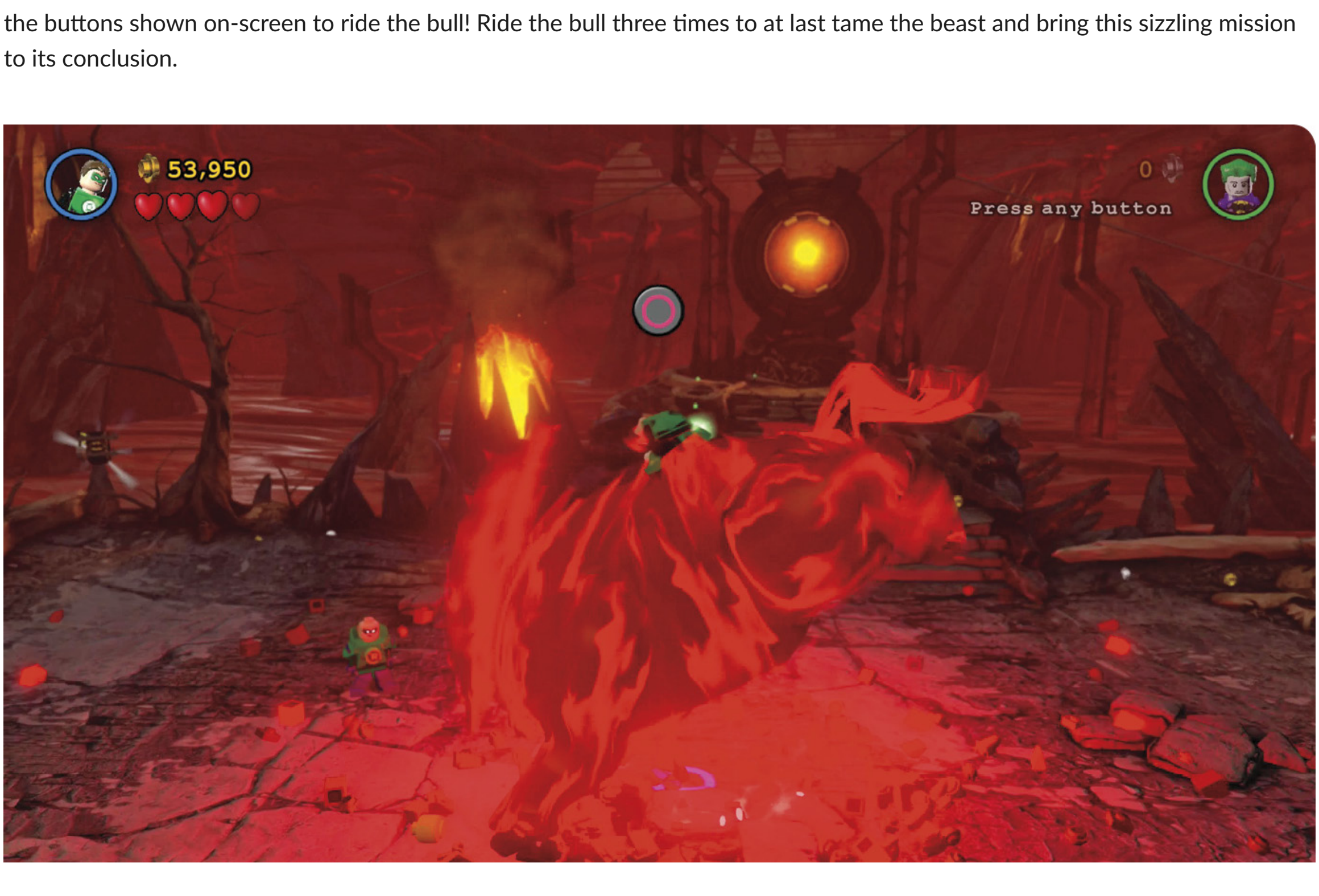
Enraged at seeing his homeworld infested by our heroic intruders, the wicked Atrocitus uses his power as a Red Lantern to construct a monstrous, rampaging bull. Do your best to dodge the beast's mighty laser, along with its wild charges.

STORY MODE 10 MINIKIT

Before you tame Atrocitus's construct, smash three longhorn animal skulls around the area. A Minikit pops out of the third one that you destroy!



Stay mobile until the bull leaps to the center of the area, then get close and press the Tag to button to mount it. Rapidly mash the buttons shown on-screen to ride the bull! Ride the bull three times to at last tame the beast and bring this sizzling mission to its conclusion.



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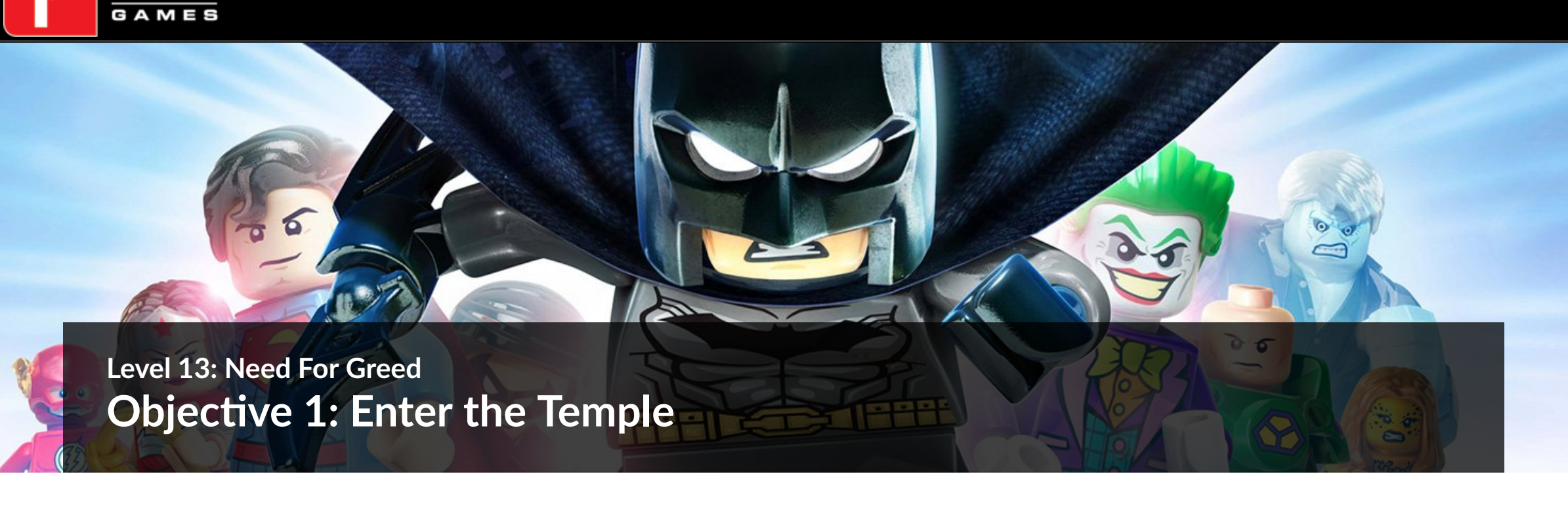


Level 13: Need For Greed

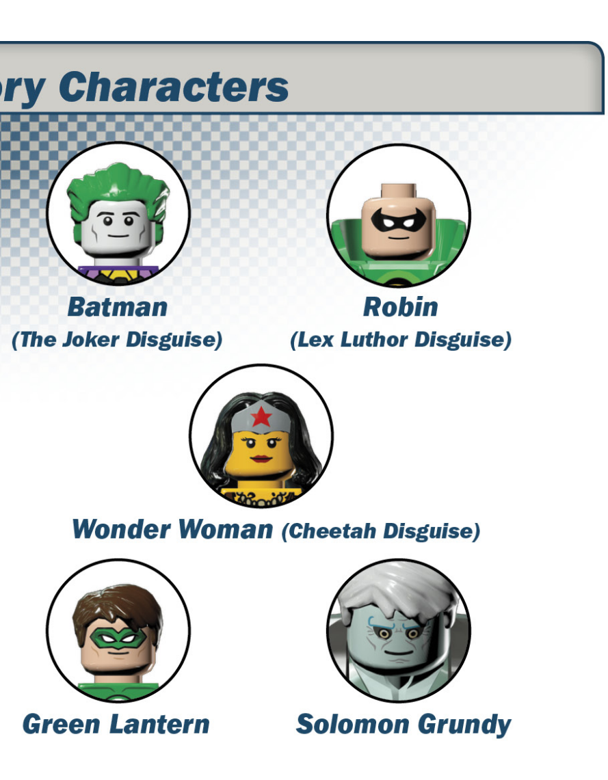
Objective 1: Enter the Temple

WALKTHROUGH
13
LEVEL
Need for Greed

The Story Thus Far ...

Having successfully stolen the Red Lanterns' Power Battery, our incognito heroes are ready to tackle another hostile homeworld. The jungle planet Okaara is home to Larfleeze: a notoriously greedy Orange Lantern. Stealing his power source won't be easy, but our heroes must succeed—no matter the cost!

Story Characters



Batman *(The Joker Disguise)*

Robin *(Lex Luthor Disguise)*

Wonder Woman *(Cheetah Disguise)*

Green Lantern

Solomon Grundy

True Hero Stud Requirement

50,000

Tokens

Icon	Character	Area	Mode	Notes
●	Kilowog	1	Story	Destroy the three eggs in the bird's nest near the swampy spot, then blast the purple bird.
●	Orange Construct Warrior	1	Free Play	Complete Bat-Mite's fetch quest (Hazard Suit required).
●	Larfleeze	2	Free Play	Use super senses in the foreground, grapple and pull down the pillar, build the elephant, jump-attack the nearby floor tiles, destroy the pillar.

Adam West in Peril!

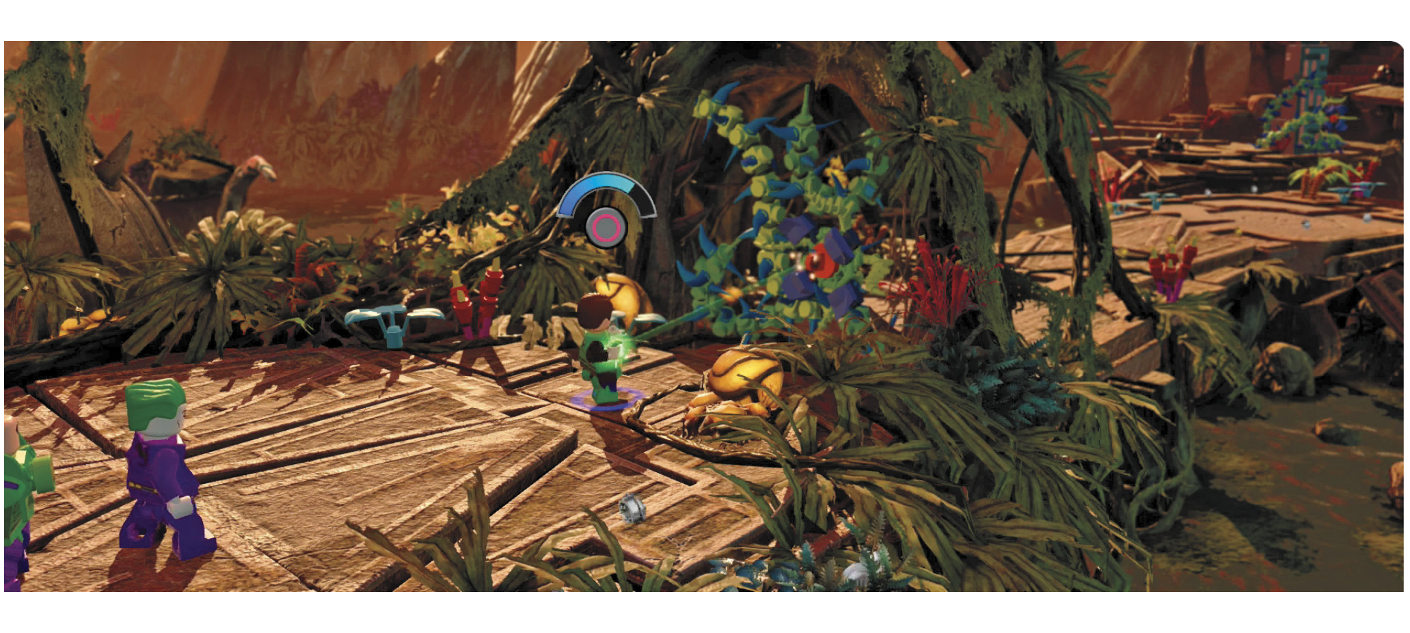
Area	Mode	Notes
2	Story	Fly up high and to the right and activate the Lantern pad.

Minikits

No.	Area	Mode	Notes
1	1	Story	Activate the Lantern pad in the foreground near the start.
2	1	Story	Fly to the right and dig in the dirt mound on the stump, then destroy the bee.
3	1	Free Play	After shutting off the forcefield, charge Robin's Illumination Suit. Go back to the start and destroy the gold object, then light up the dark cave.
4	1	Free Play	Use sonar to shatter the glass capsule beyond the forcefield.
5	1	Free Play	Cut a shield pattern out of the gold wall in the foreground beyond the forcefield, then shrink the black wall and activate the Lantern pad.
6	2	Free Play	Use a laser or heat vision to cut a banana out of the gold wall on the left, then build the banana.
7	2	Free Play	Smash the cracked wall in the left foreground corner and then destroy the gold totem pole.
8	2	Free Play	Use a laser or heat vision to cut an intricate pattern out of the gold wall on the right.
9	3	Free Play	Grapple the plant on the right, push the spinner and then destroy the silver block.
10	3	Free Play	Destroy the silver and gold coins on the left.

Red Brick

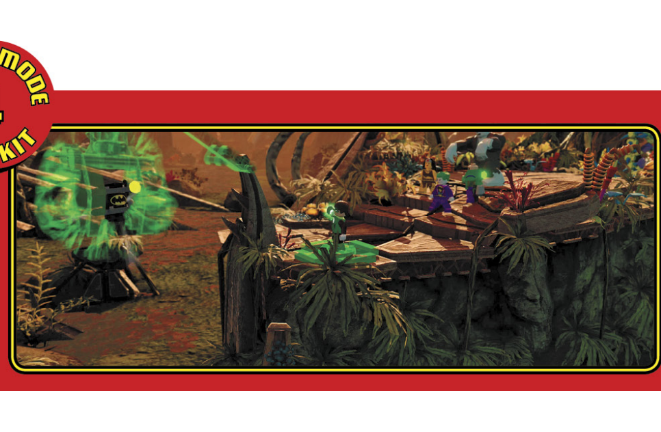
No.	Effect	Area	Mode	Notes
13	Character Token Detector	2	Free Play	Blast the silver grate off the background wall and then activate the Plastic Man pad.



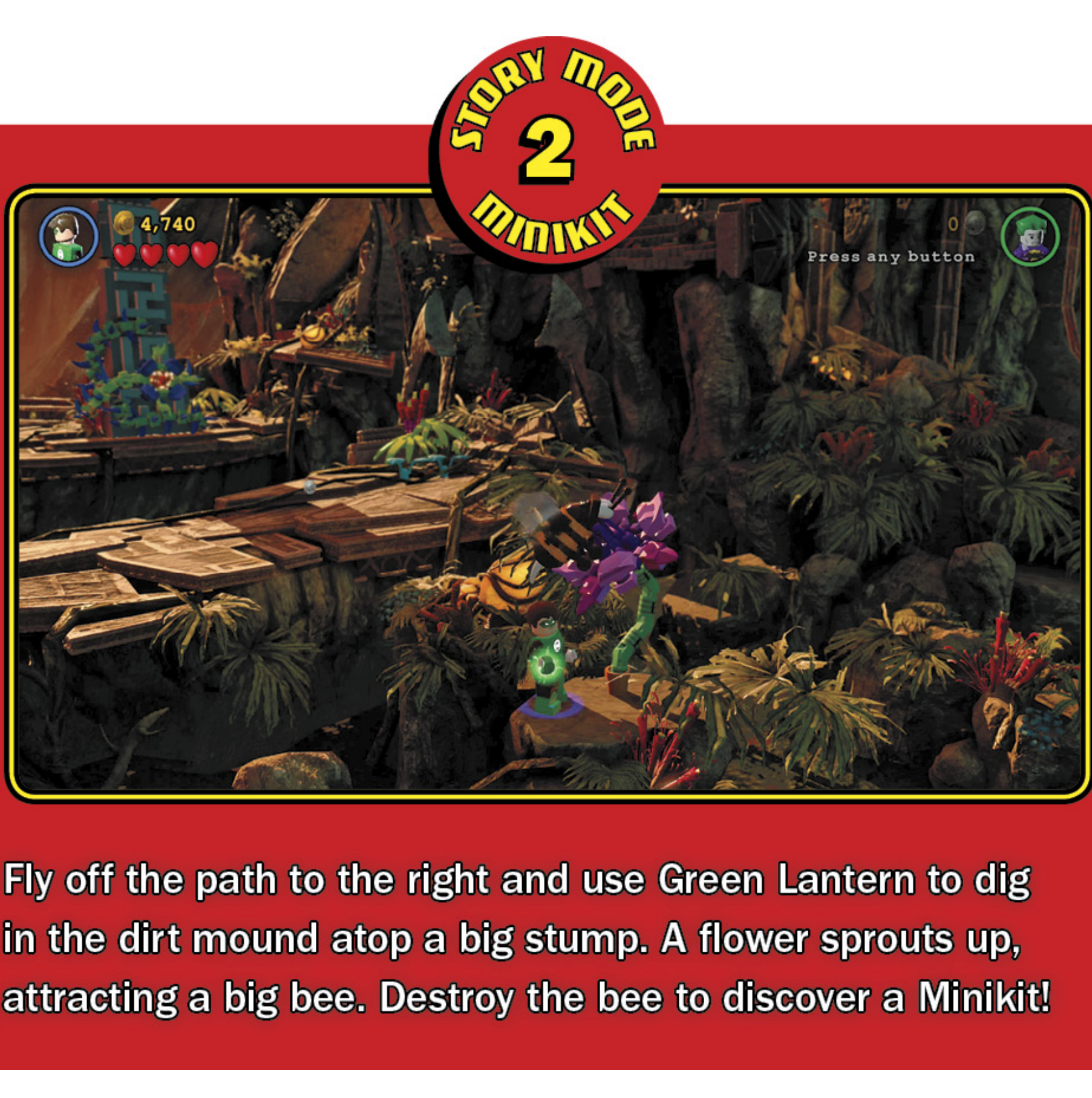
That distant temple must be where the Orange Lanterns' power source is kept! Grapple the vines near the starting point from a distance. If you get too close, the vines shut. Pull them apart so you can advance to the right. When you reach a dead-end, grapple the tall stone pillar on your left to pull it down and create a bridge.

STORY MODE 1 MINIKIT

Before rushing off to the right, send Green Lantern to the left of the starting point to discover a Lantern pad. Activate it to construct a giant crane that plucks a Minikit up from below! Grab it with a flying character, such as Wonder Woman.

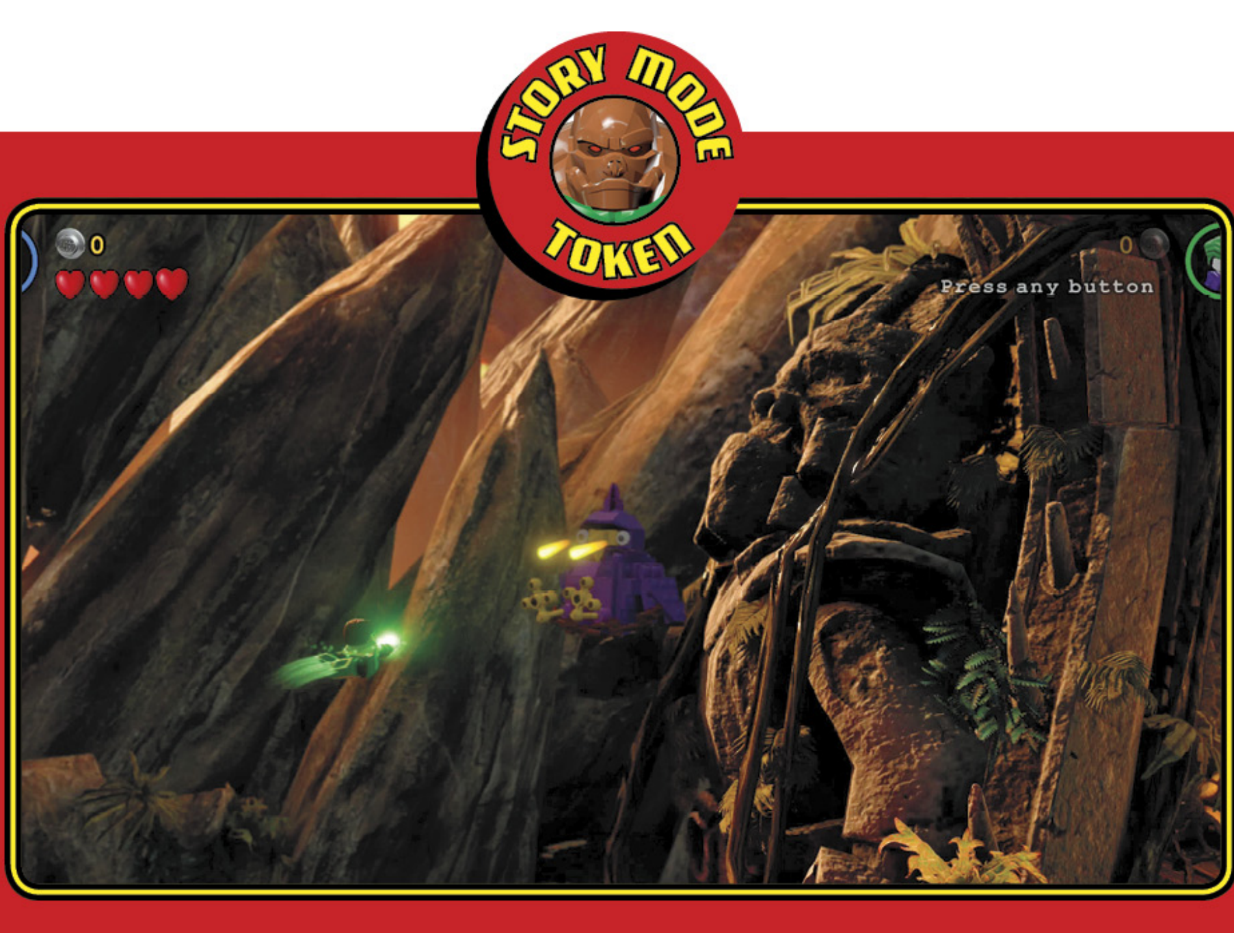


STORY MODE 2 MINIKIT



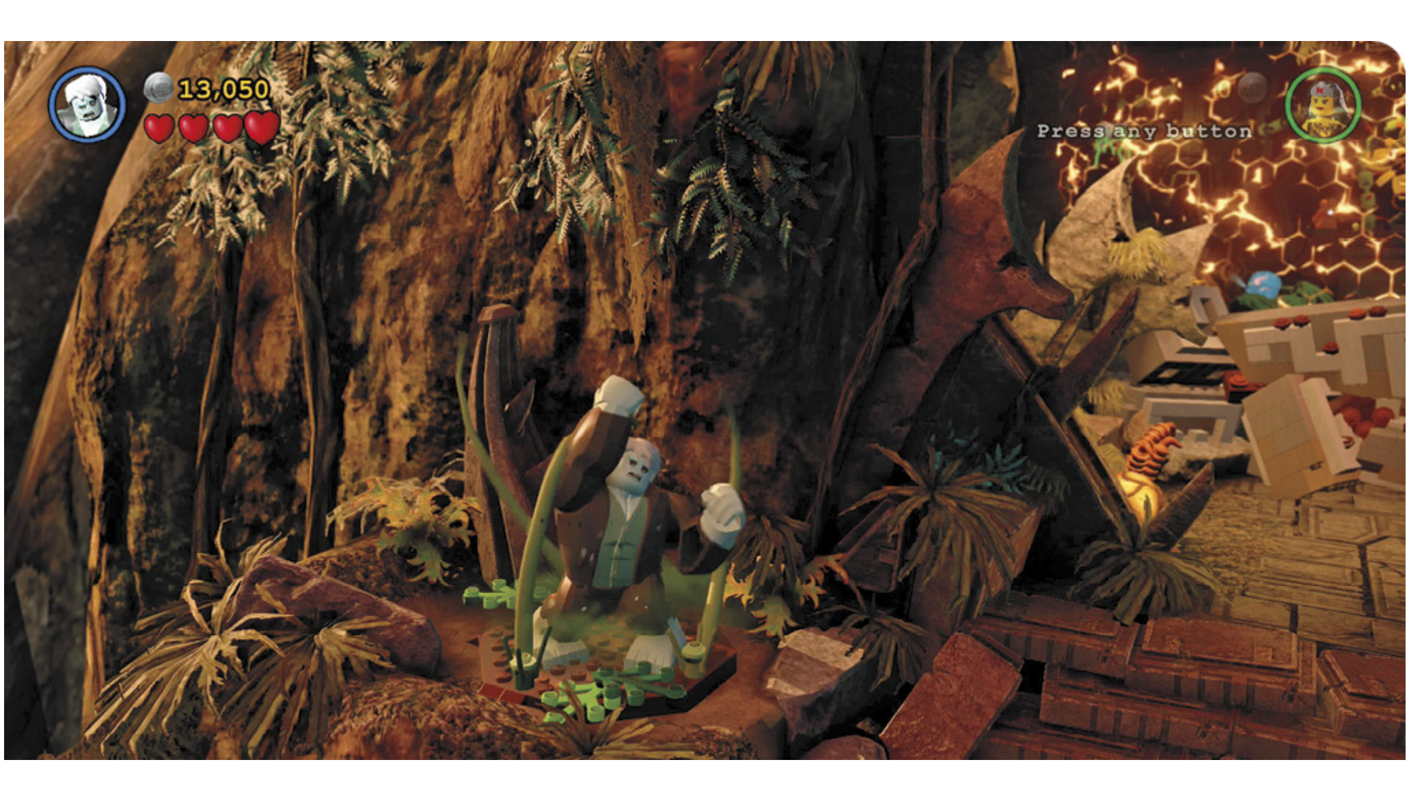
Fly off the path to the right and use Green Lantern to dig in the dirt mound atop a big stump. A flower sprouts up, attracting a big bee. Destroy the bee to discover a Minikit!

STORY MODE TOKEN

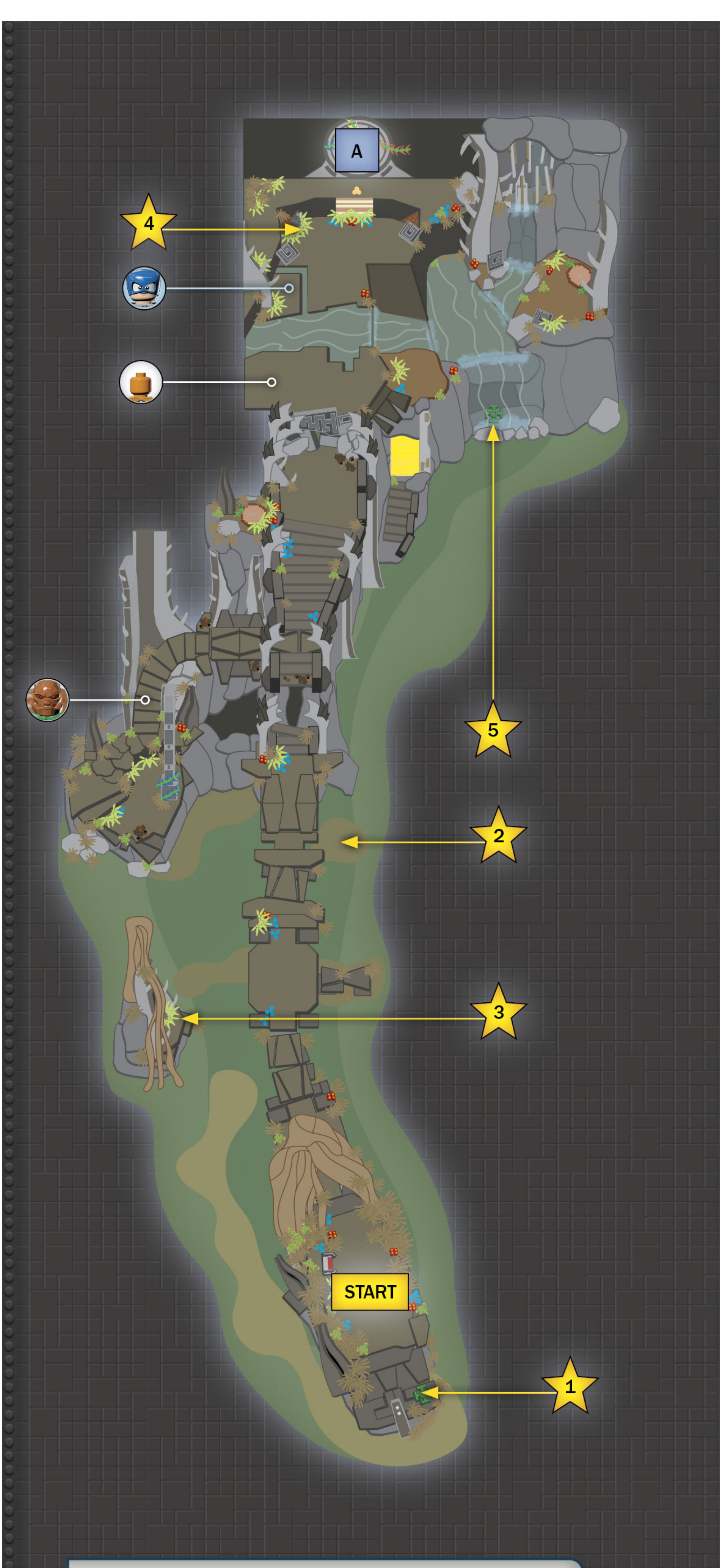


KILOWOG

Cross the pillar that you pulled down and look for a small bird's nest with three little eggs on the cliff to the left of the stairs. Blast and destroy all three eggs to make a big angry bird appear! The mad mama bird shoots lasers from its eyes, so blast it fast to discover a hidden Character Token.



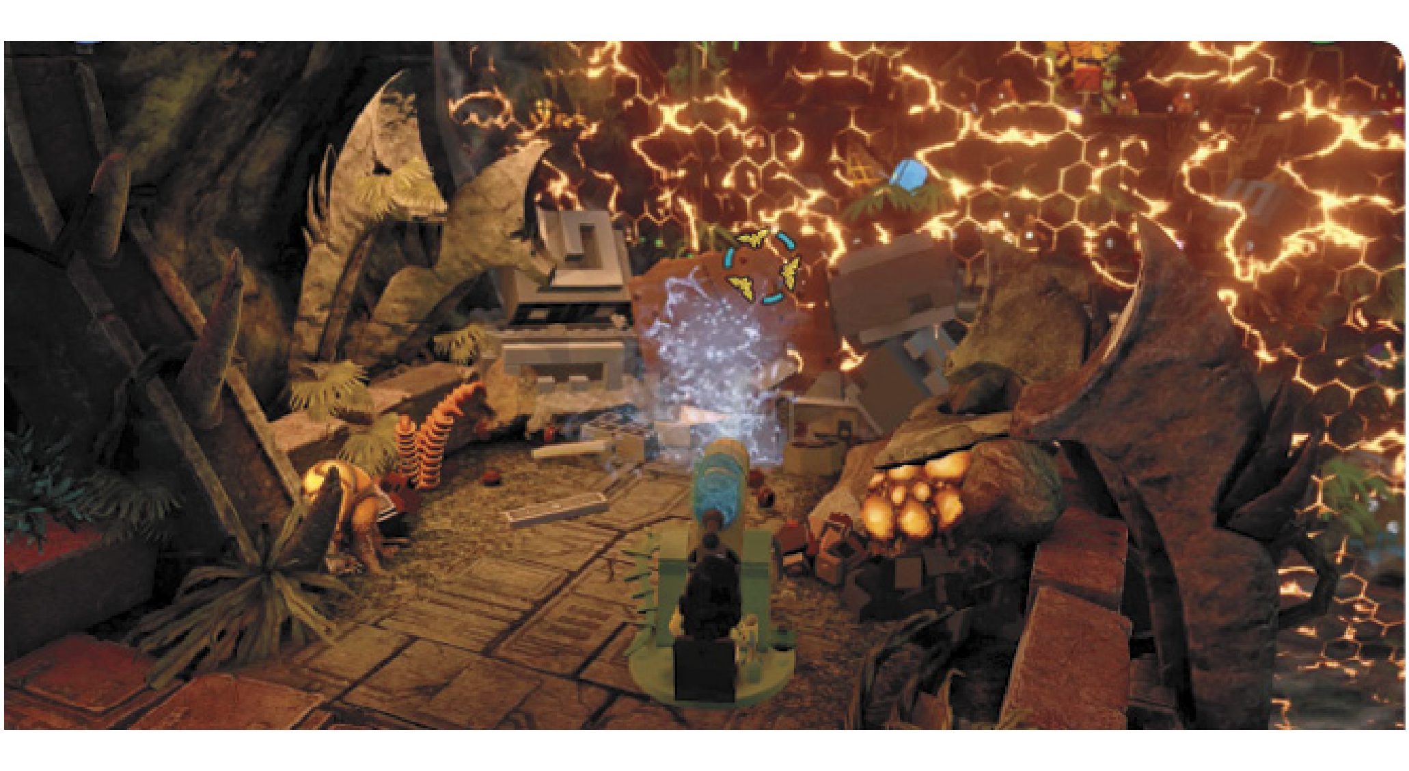
Head upstairs after crossing the fallen pillar. Keep going until several Orange Construct Warriors activate a forcefield that keeps you at bay. Tag to Solomon Grundy and destroy the trees to the left to uncover a swampy spot. Burrow beneath the surface with Solomon Grundy, and he pops up with a water cannon.



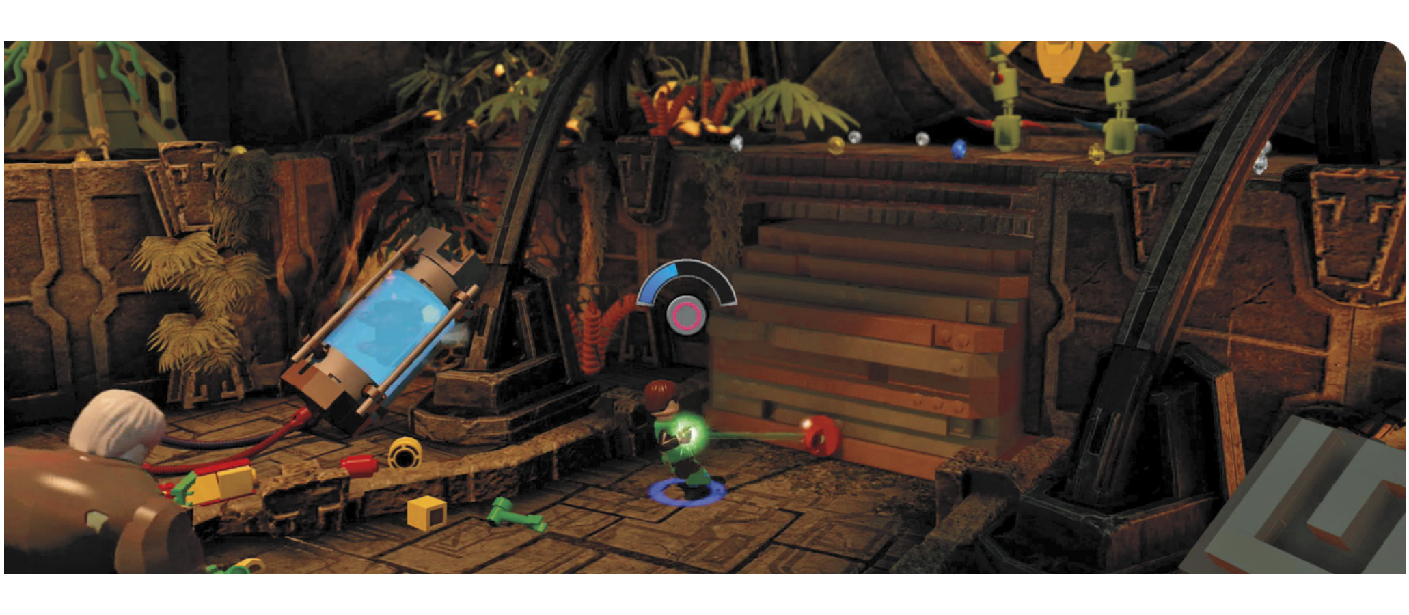
Legend

★	Minikit	■	Map Connectors
●	Token	●	Purple Stud
🟥	Red Brick	●	Bat-Mite
●	Adam West in Peril		

Use the water cannon to hose down the stone blocks near the edge of the forcefield where a cracked wall is revealed. Use Solomon Grundy's great strength to smash it, sending a chunk of rock flying into the constructs' forcefield generator and destroying it.

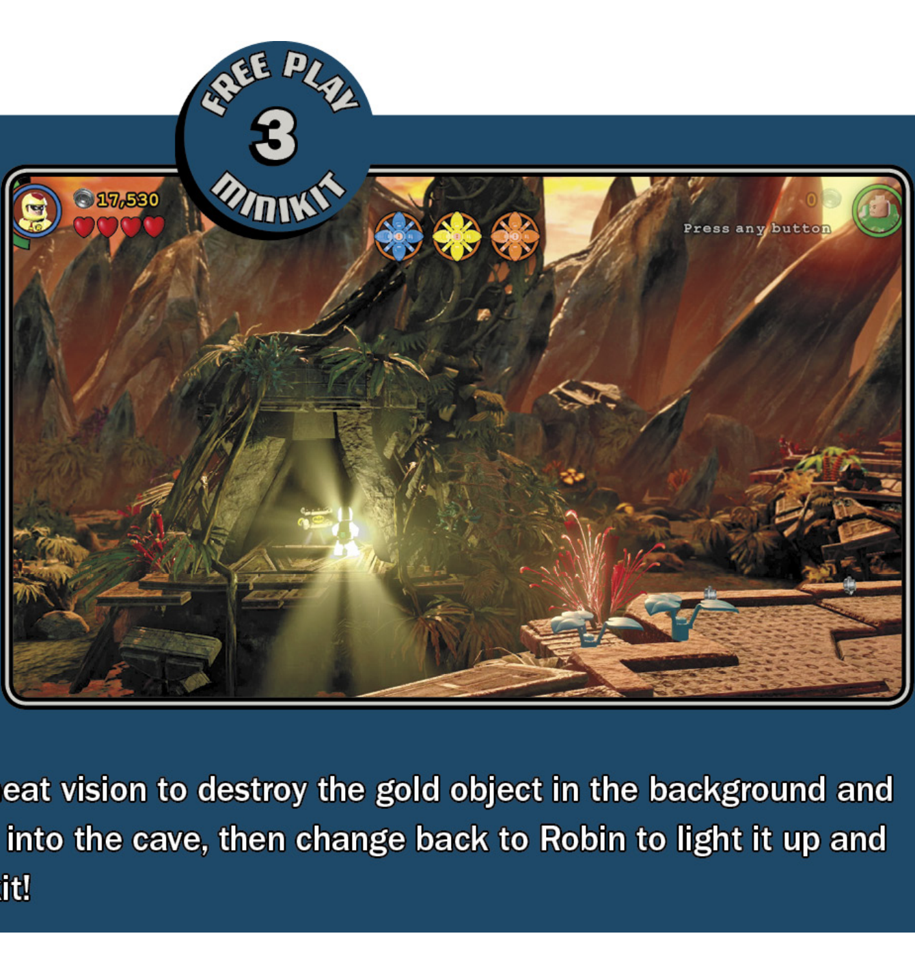


ENTERING THE TEMPLE



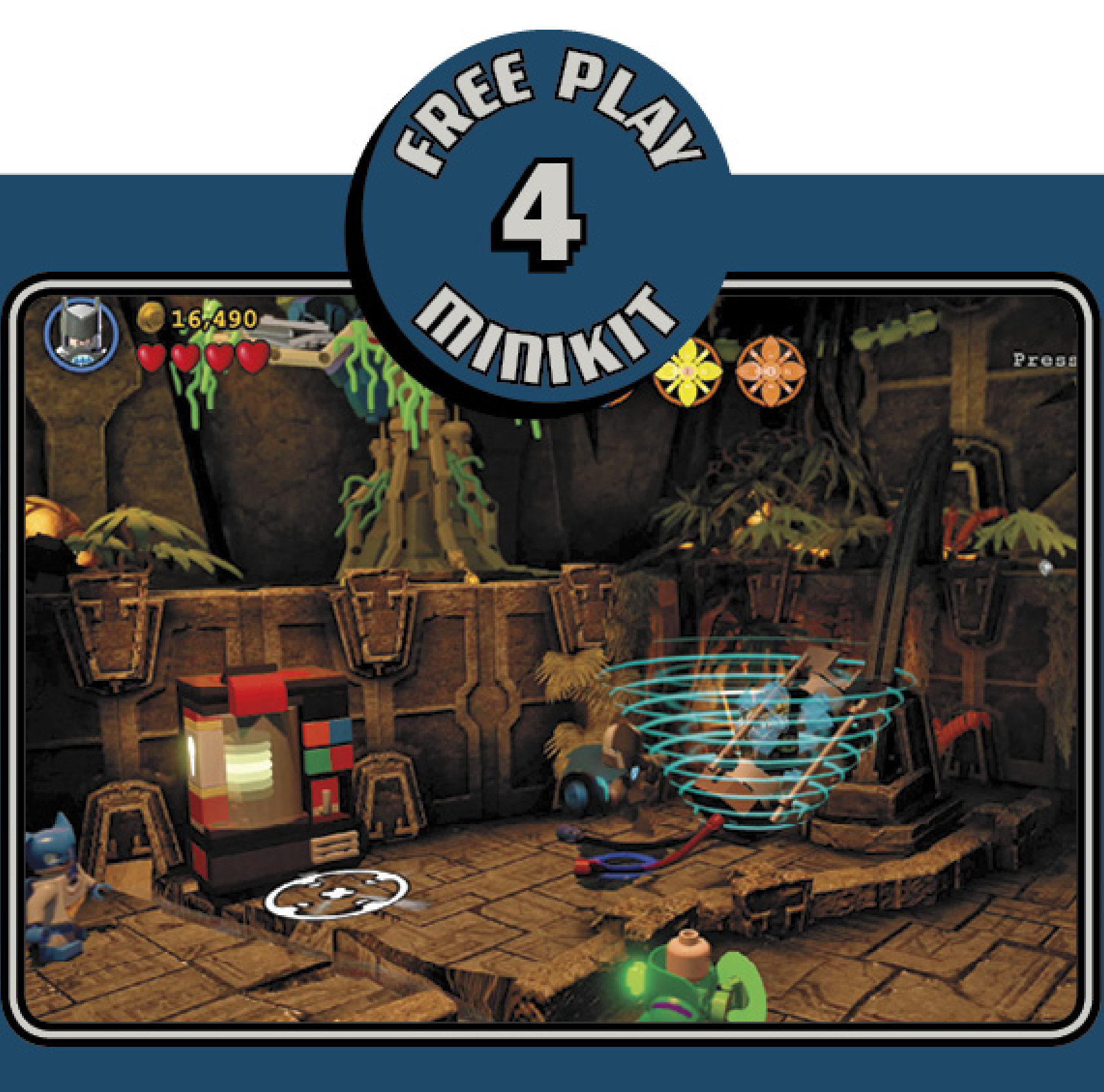
With the forcefield down, advance and battle more Orange Construct Warriors. The temple door is just ahead, but those that can't fly can't reach it. Smash the plants in the background to uncover an orange hook. Grapple the hook and yank out a set of stairs that leads up to the door.

FREE PLAY 3 MINIKIT



Once you're past the forcefield, switch your Free Play character to Robin and power up his Illumination Suit at the nearby charging station. Change your character to Martian Manhunter afterward and fly back to the start of the level, then use his heat vision to destroy the gold object in the background and expose a dark cave. Fly into the cave, then change back to Robin to light it up and discover a hidden Minikit!

FREE PLAY 4 MINIKIT

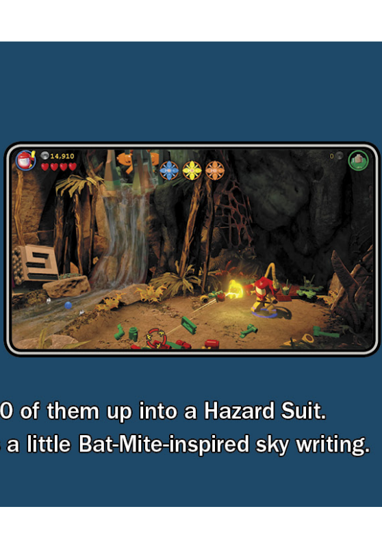


This Minikit sits inside a glass capsule near the temple door. You can't get it in Story Mode, but it's an easy grab in Free Play. Just use a sonar attack to shatter the capsule and then pocket your prize!

ORANGE CONSTRUCT WARRIOR

FREE PLAY TOKEN

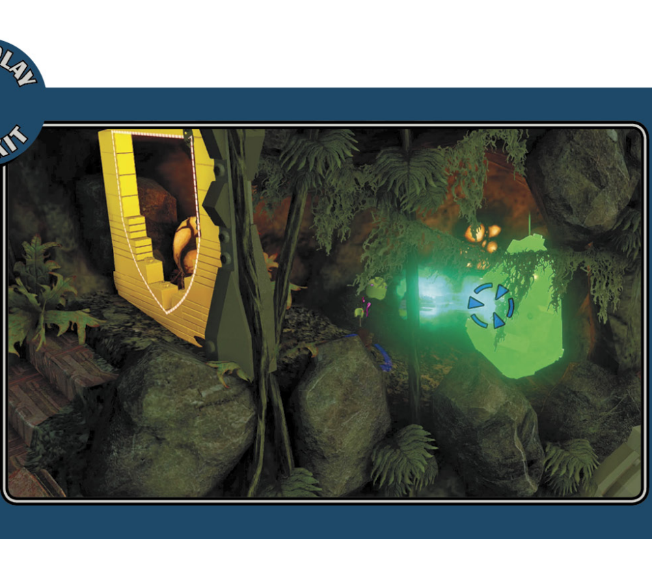
During Free Play, your little pal Bat-Mite stands near the temple's entrance. Talk to him, and then notice a super senses spot that's right nearby (in the foreground). Use super senses to detect a Hazard Suit contraption there, then use a laser or heat vision to destroy the gold flower that's covering the contraption and activate it.

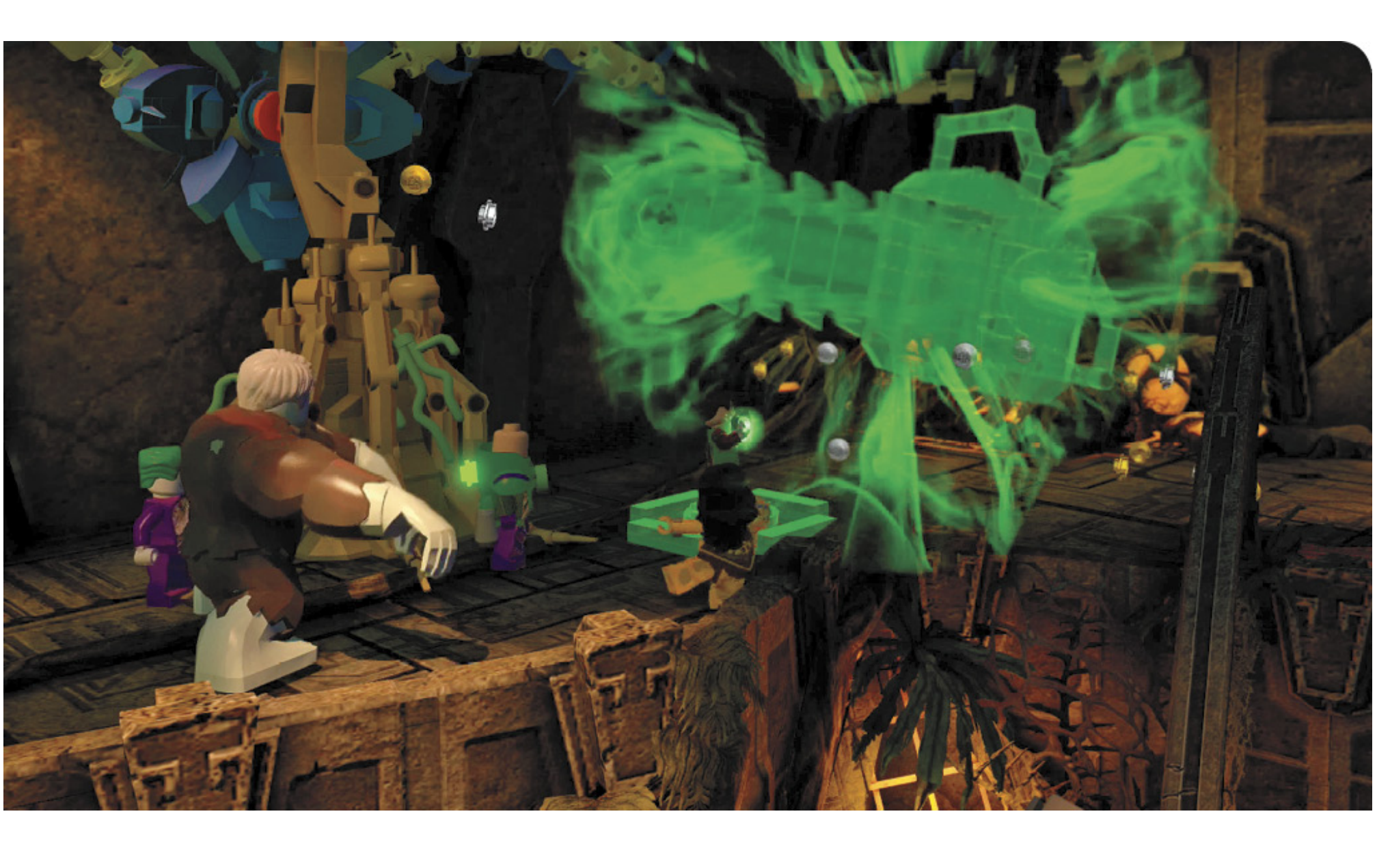


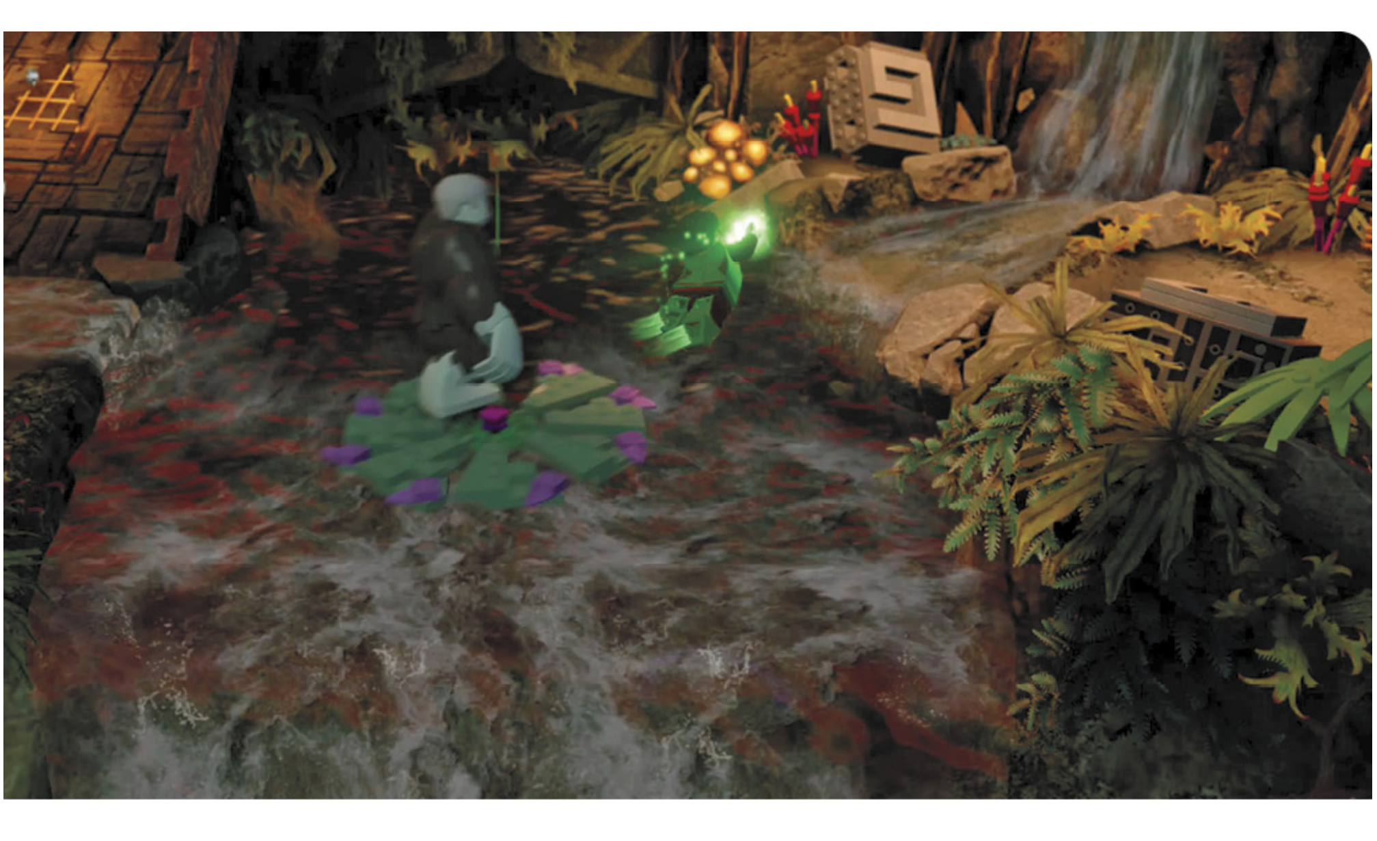
Smash objects around the temple's entrance to discover LEGO bricks, then vacuum at least 30 of them up into a Hazard Suit. Pump 30 LEGO bricks into the contraption to make it build a plane that takes flight and does a little Bat-Mite-inspired sky writing. The little guy loves the result and rewards you with a shiny new Character Token!

FREE PLAY 5 MINIKIT

Fly into the foreground and notice a gold wall. Land near it and use a laser or heat vision to cut a shield shape out of the wall. Go through the hole and use Brainiac's shrink ray to shrink the black wall beyond. Activate the Lantern pad beyond the black wall to construct a drill that exposes a nearby Minikit!

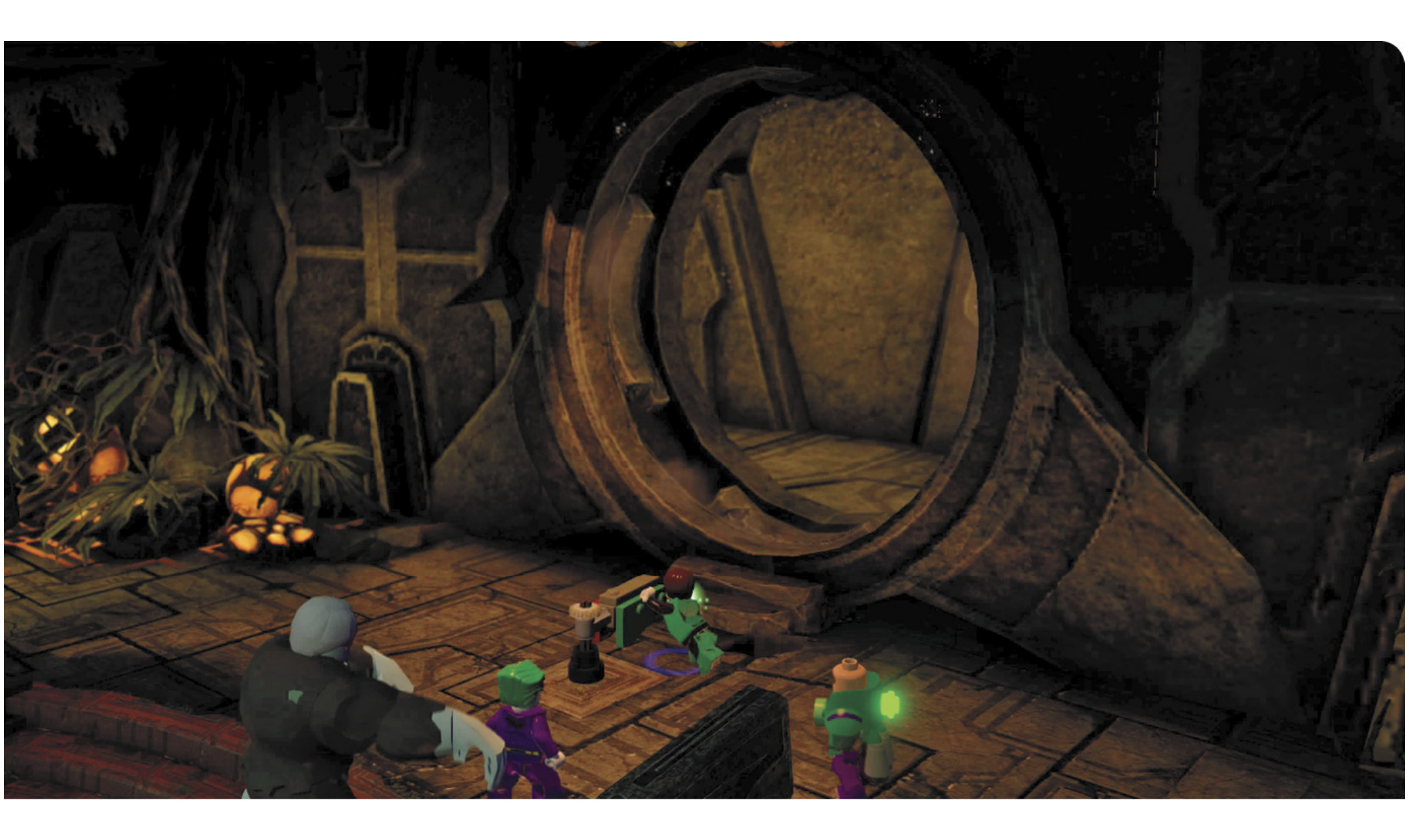






The temple door is covered by three thick vines, which must be removed. The first one's easy—just grapple and pull the yellow flower off the door to get rid of the first vine. Go left and locate a big tree. Use ranged attacks to bring down all of its branches and then build a Lantern pad out of the bricks. Use the Lantern pad to construct a giant chainsaw that mows down the tree, exposing a blue flower. Grapple and pull the flower to get rid of the second vine.

The third flower is over on the right bank, but rushing rapids make the trek impossible without flight. Blast the plant in the river with a ranged attack to make it open into a platform that Batman, Robin, and Solomon Grundy can use to cross over.



Head to the right bank to discover another swampy spot for Solomon Grundy, who pulls a missile launcher out of the ground. Just what sort of temple is this, anyway?! Step on the button to fire missiles at the rocks atop the waterfall, exposing the final flower. Fly up close, land, and grapple its hook to remove the third and final vine. Return to the stone door to find some hopping bricks on the floor nearby. They must have dropped when the vines retracted! Build the bricks into a spinner, then push the green side of the handle until the temple door fully opens. Good work; now hurry through!

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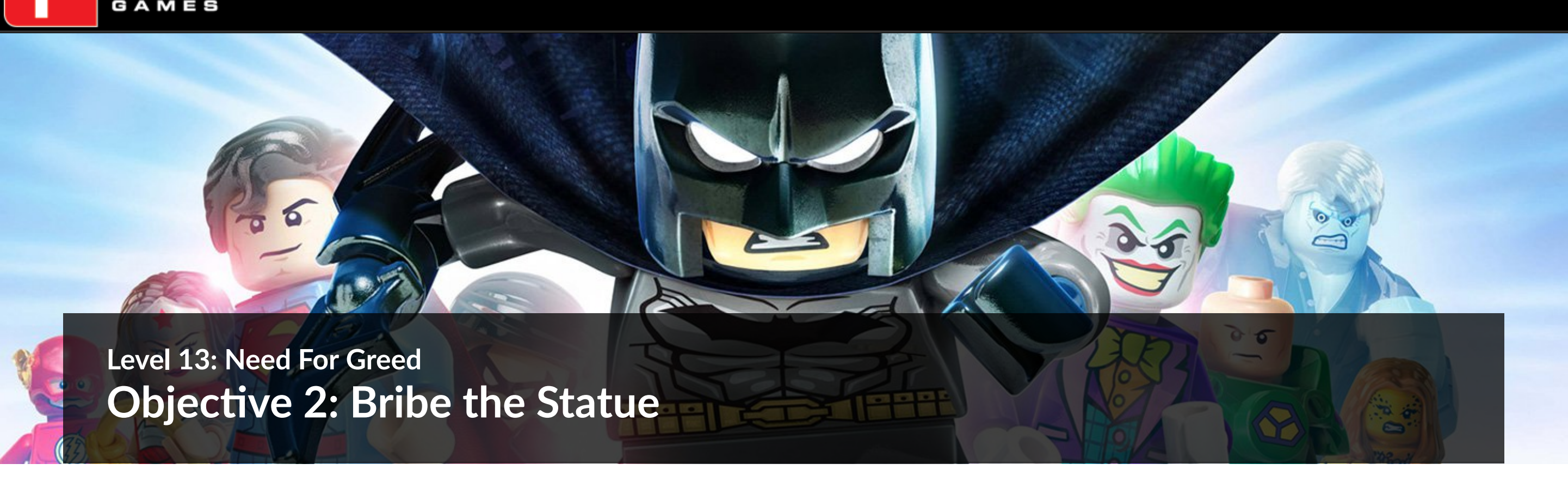
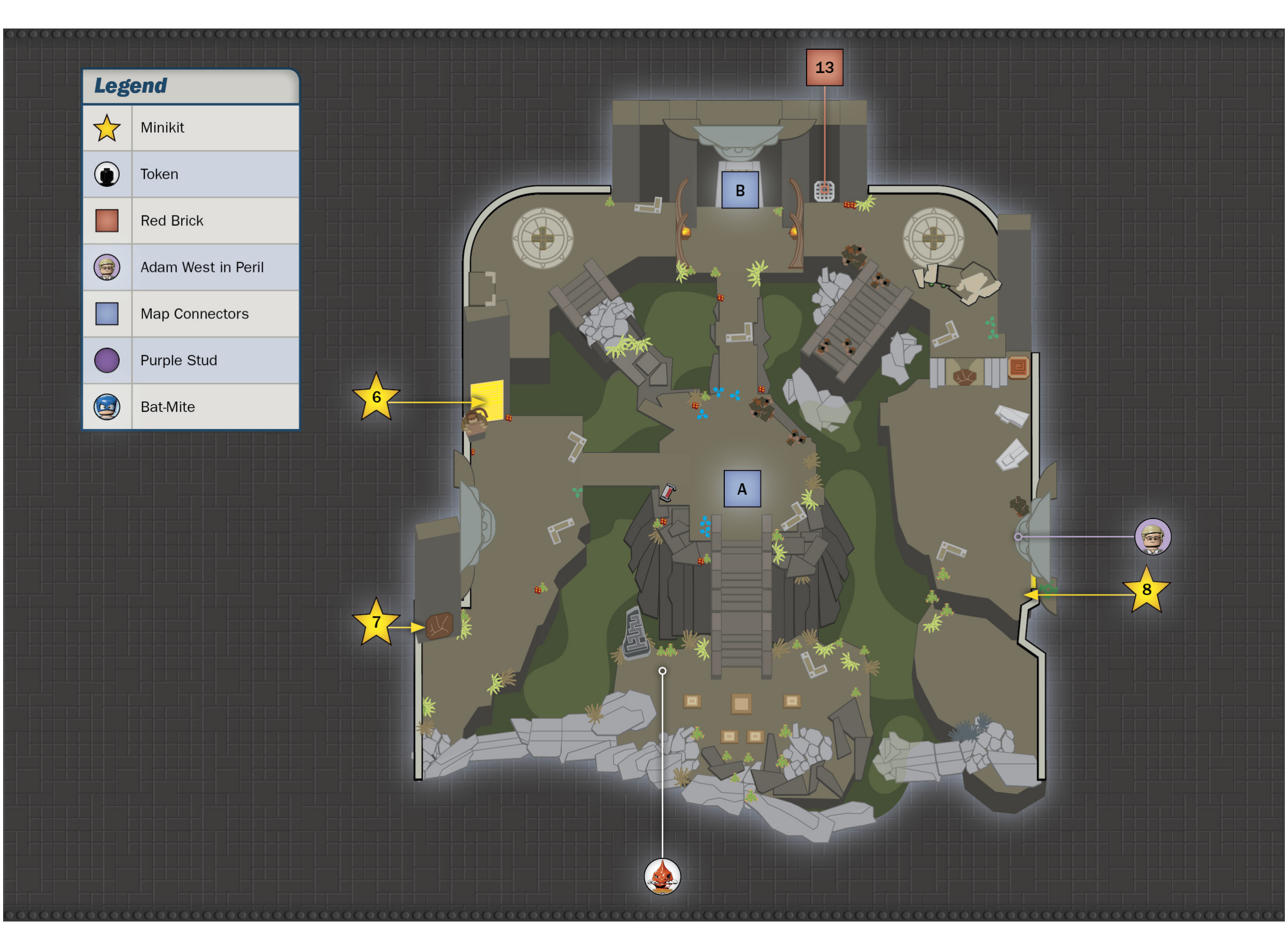
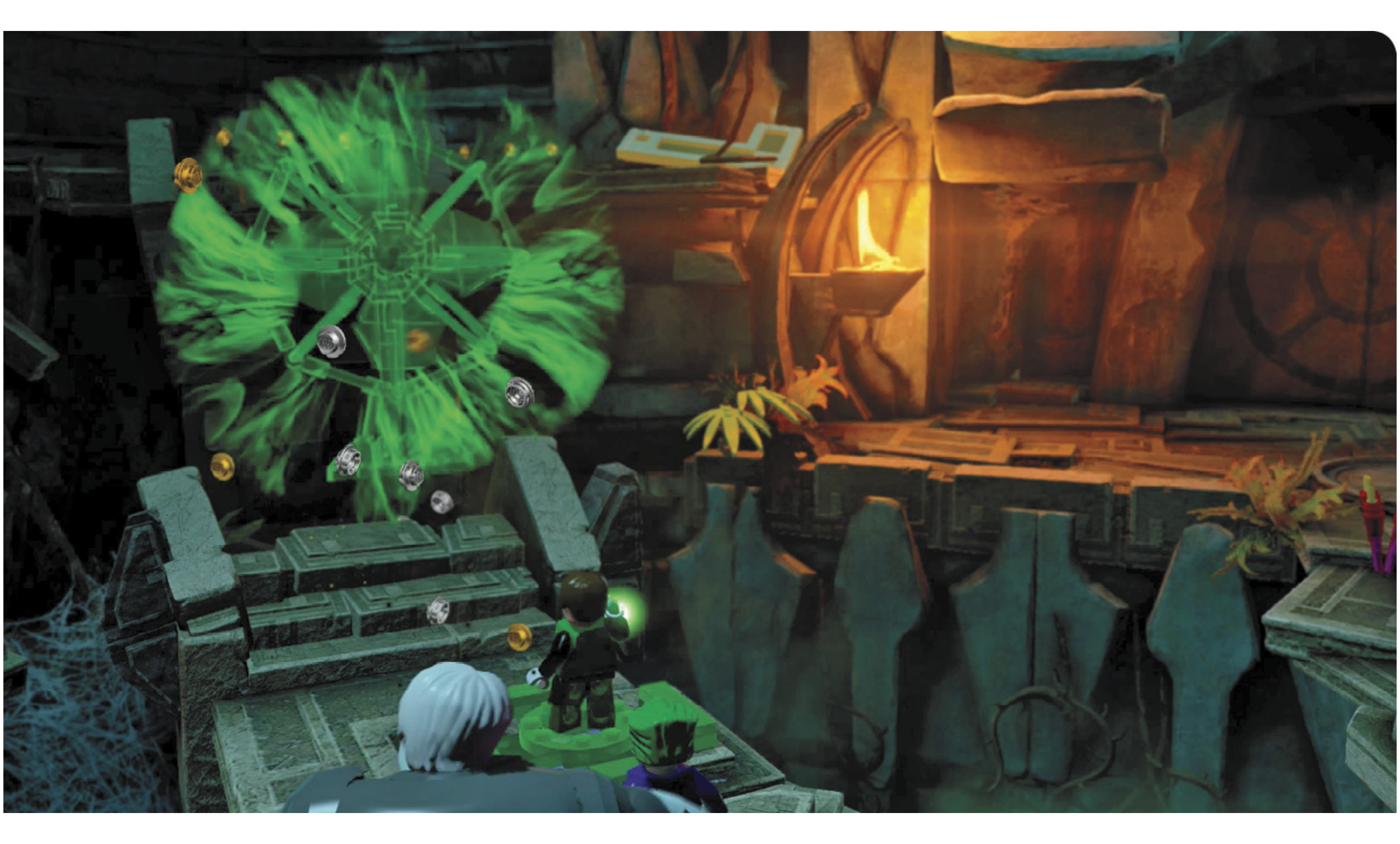


Level 13: Need For Greed

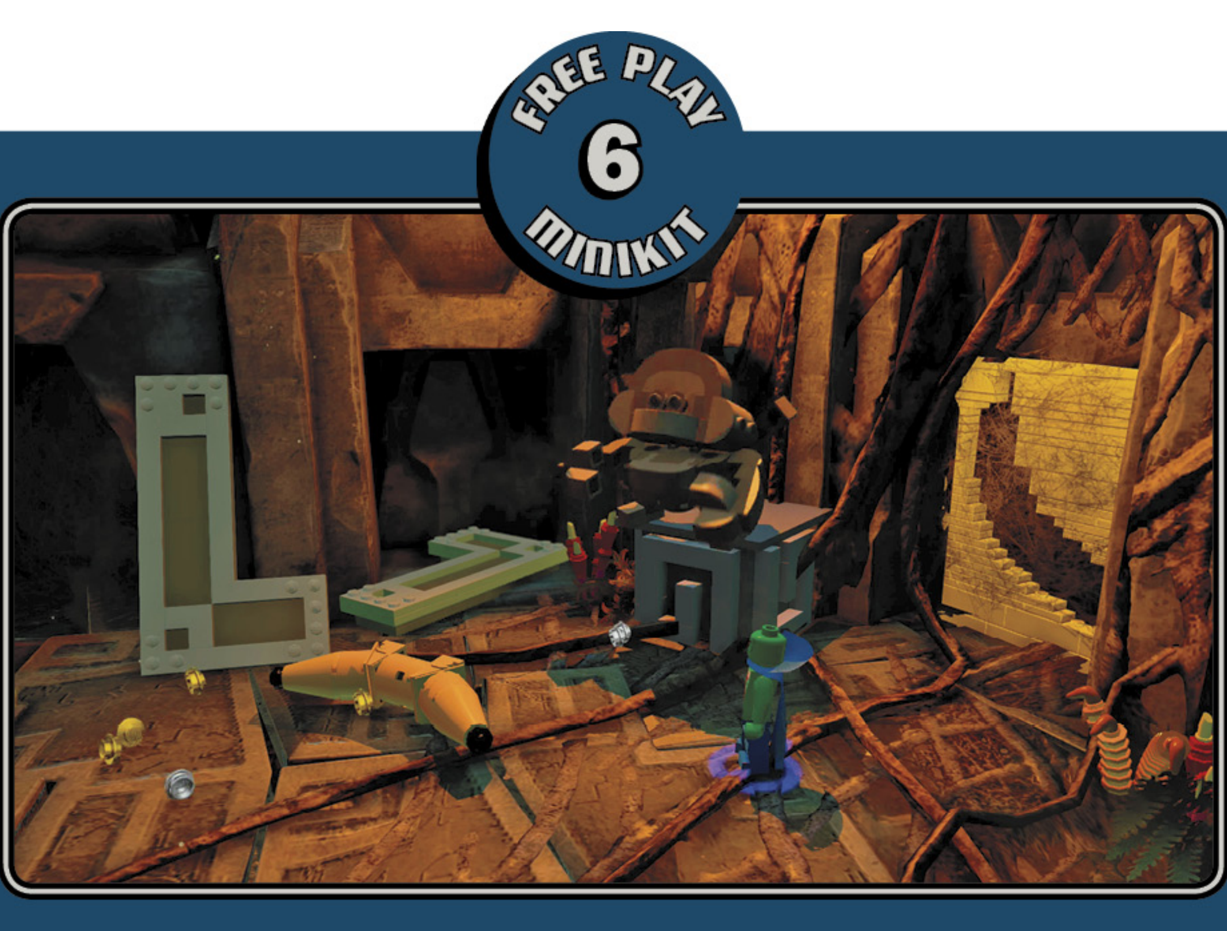
Objective 2: Bribe the Statue



Whoa, that's one big statue! Its outstretched arms indicate that you need to give it some sort of offering. Go up the shattered path on the left and bash some plants into bricks. Build these into a Lantern pad, then construct a giant fan that helps everyone reach the temple's left background corner.

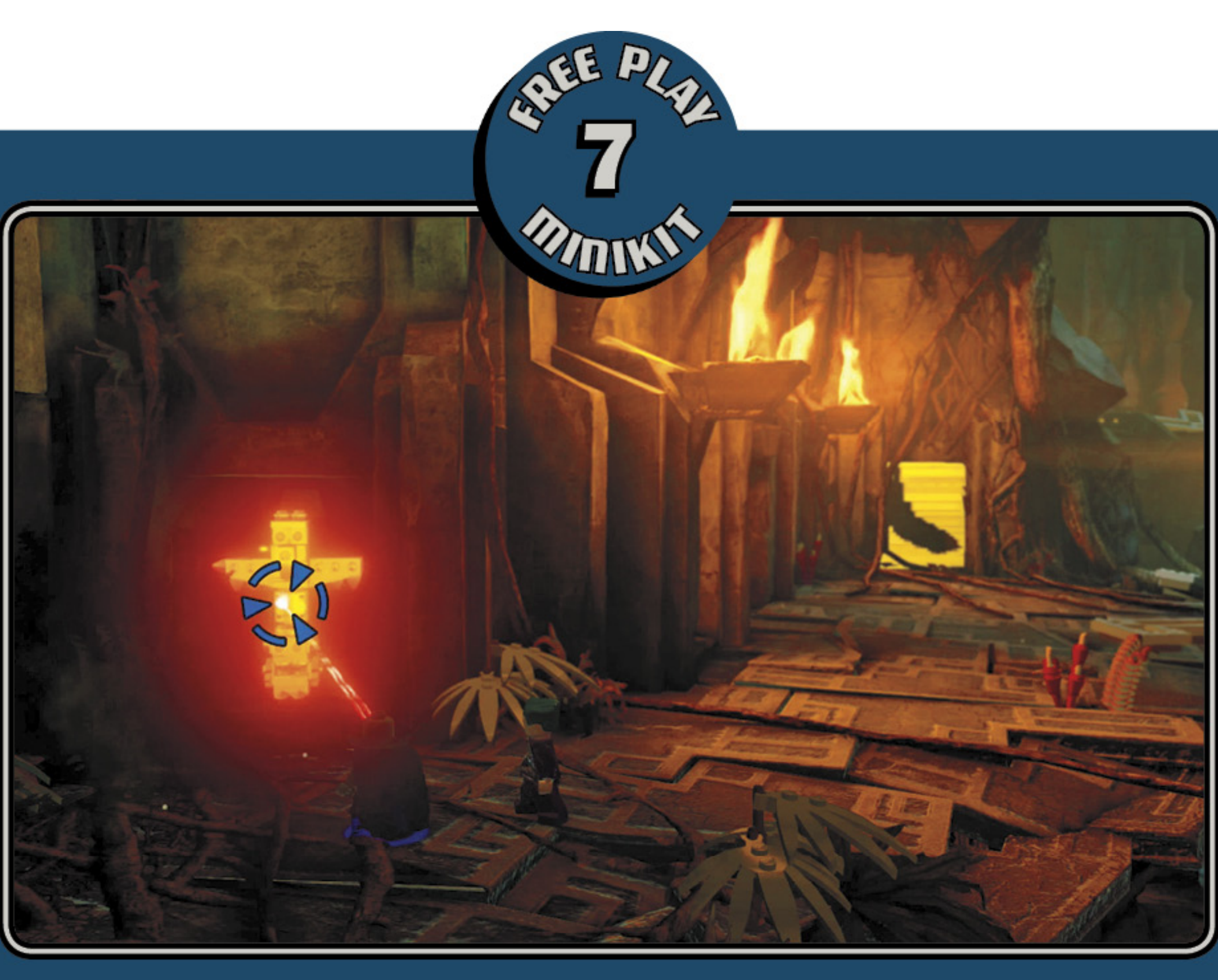


FREE PLAY 6 MINIKIT



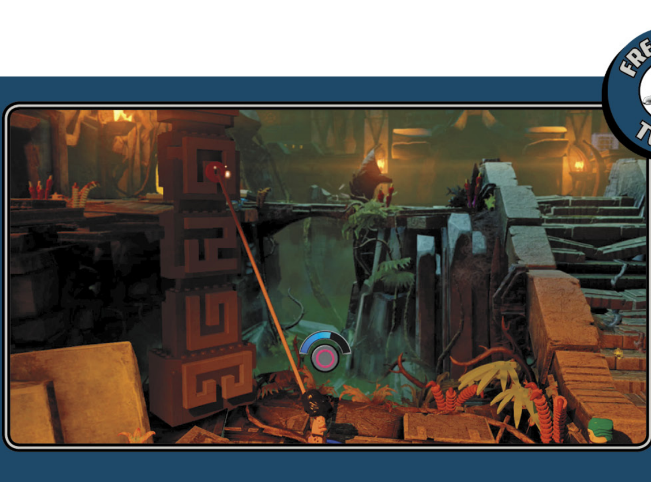
In Free Play, use a laser or heat vision to cut a banana out of the gold wall on the temple's left side. Build the bricks into an actual banana that delights the nearby monkey statue, who springs to life and topples over, bursting into a Minikit! Green Lantern's ring laser has no effect on gold objects, so it can't laser through the gold wall.

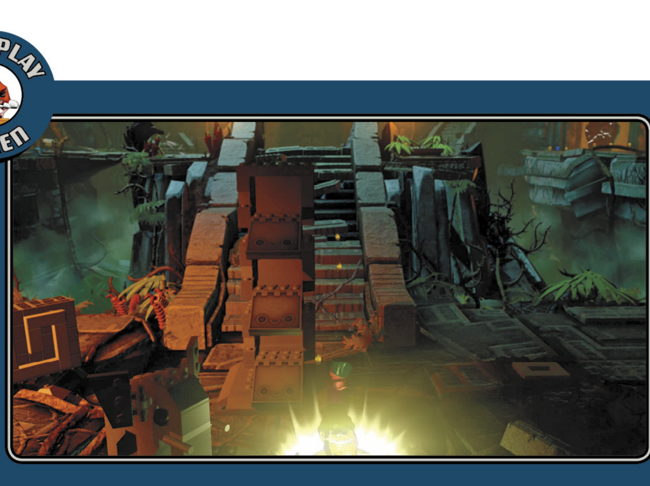
FREE PLAY 7 MINIKIT



Go to the temple's left foreground corner and smash through a cracked wall with any large character. A gold totem pole stands in the nook beyond. Use a laser or heat vision to destroy all three of its parts, and you discover a long-lost Minikit!

FREE PLAY TOKEN





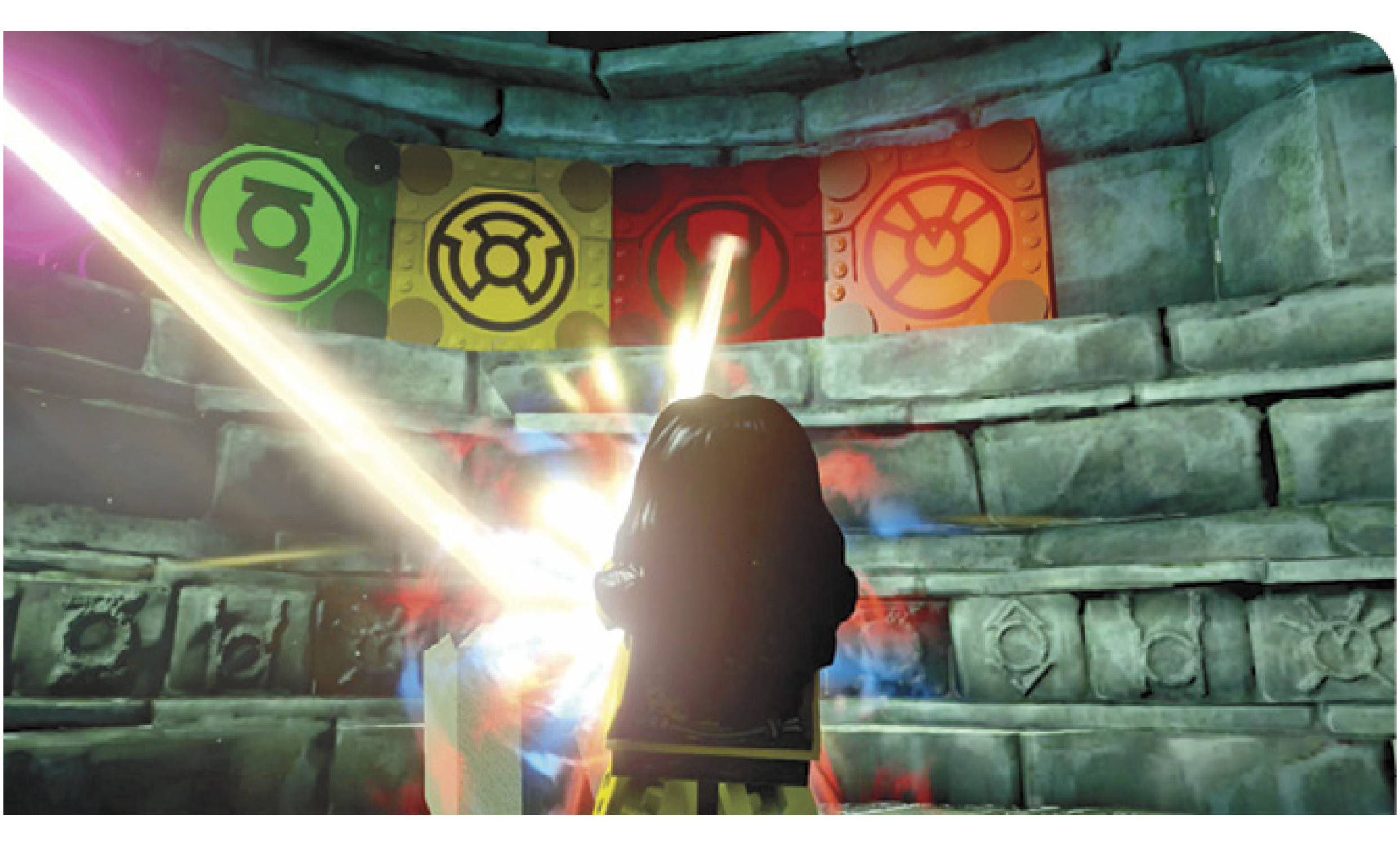
LARFLEEZE

Fly into the foreground and notice a tall pillar. Land and use super senses to detect an orange hook near the top. Grapple the hook and pull down the pillar, then smash its blocks into bricks.

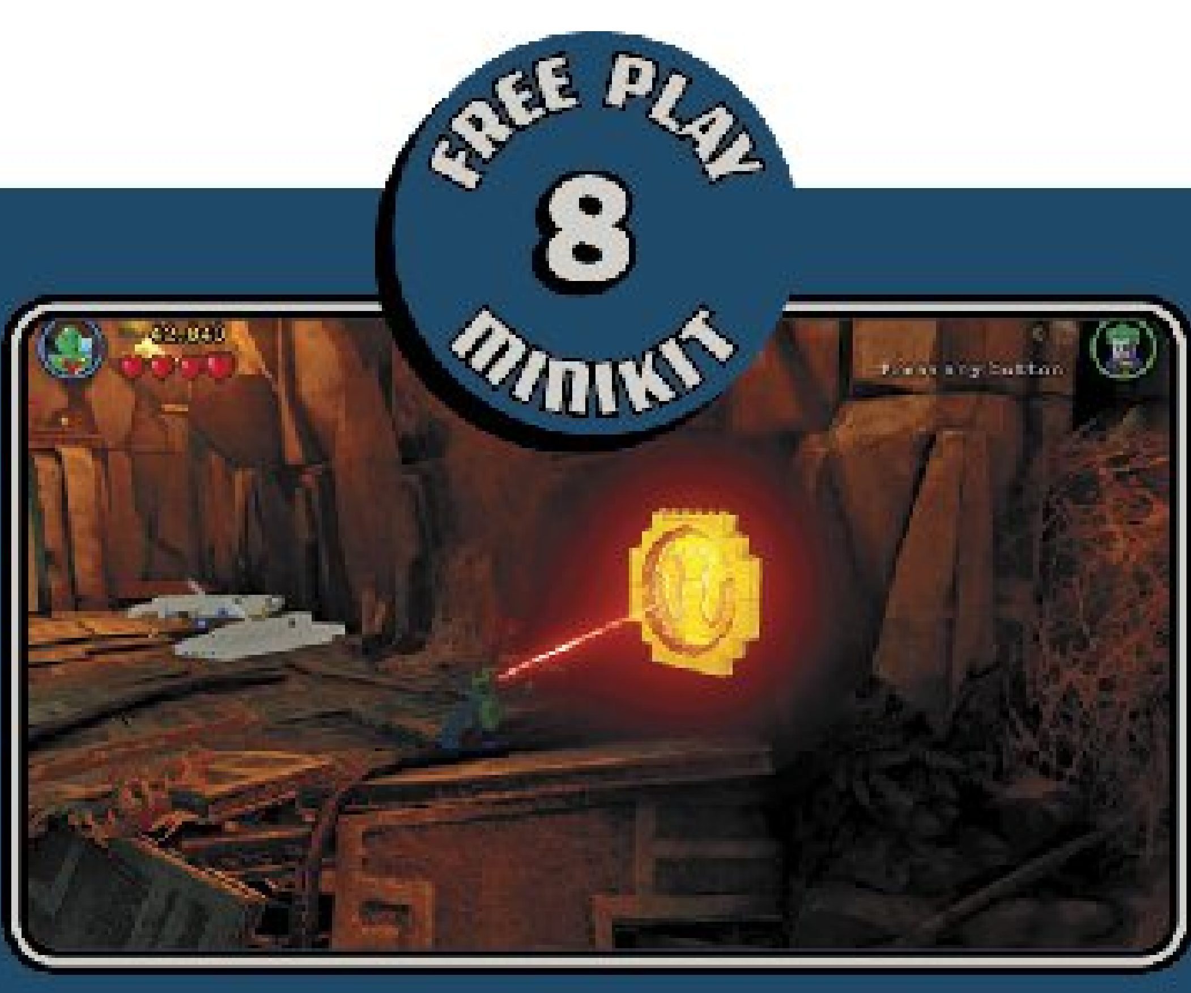
Build an elephant out of the bricks, and notice that a nearby block pops up from the ground after you do so. Also notice that the elephant that you built is standing atop a special floor tile. There are two more of these floor tiles close by. Activate them by performing jump attacks on them. (Jump and press the Attack button to perform a jump attack.)

Each time you jump attack a floor tile, another block rises up from the ground beneath the first block. You're building another pillar! Keep jump attacking both floor tiles to build the whole pillar, which then topples over. The real prize is inside. Smash the pillar's blocks to discover a Character Token!

Tag to Solomon Grundy and use the updraft produced by Green Lantern's fan construct to reach the temple's left background corner. There, use Solomon Grundy's great strength to rip a big pillar down from the wall, spilling out bricks and sending a ray of sunlight beaming down. Build the bricks into a shield deflect pad for Wonder Woman. Use her bracelets to reflect the sunlight at the nearby colored wall panels, as indicated by the central device. Shine the light on the panels in this order: purple, orange, green, red. Once this is done, the hand on the temple statue's left side opens wide!

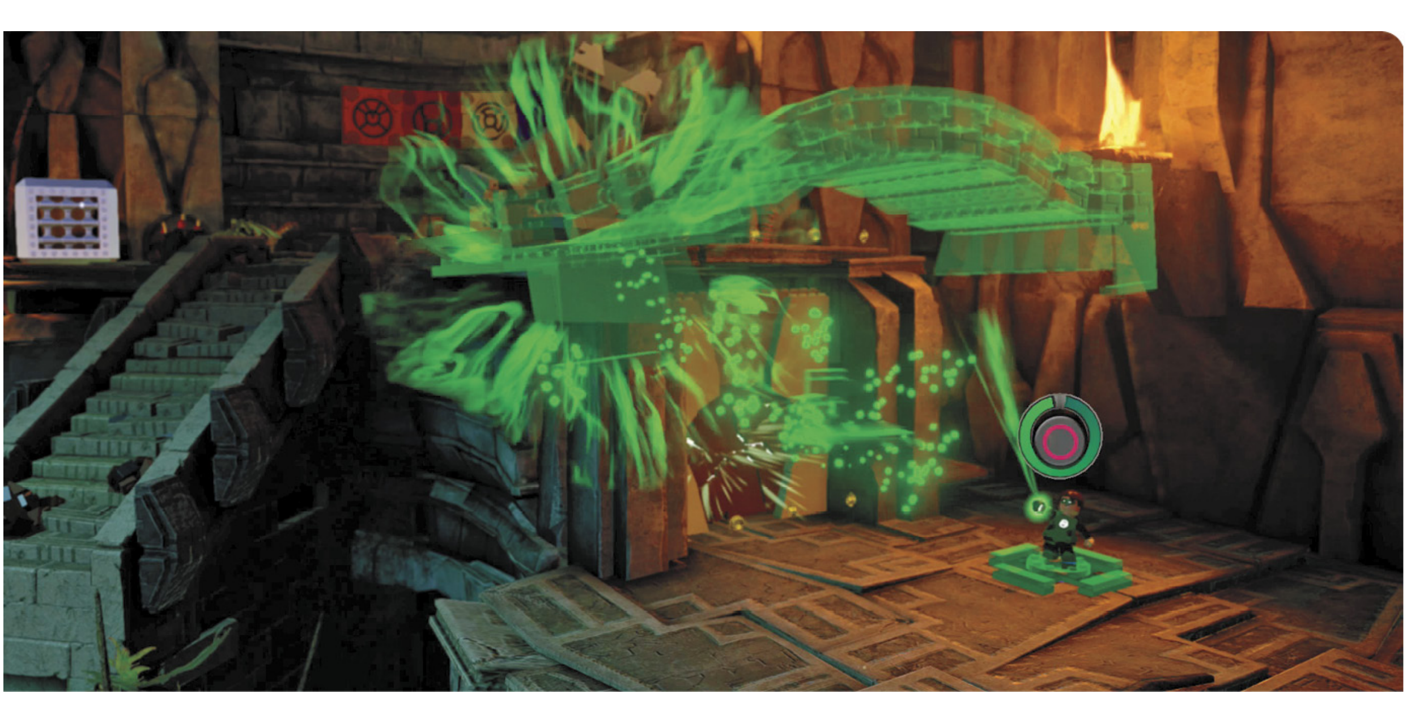


FREE PLAY 8 MINIKIT



In Free Play, use a laser or heat vision to carve an intricate pattern into the gold wall on the temple's right side (near the foreground). Complete the design to expose a Minikit!

OPENING THE RIGHT HAND

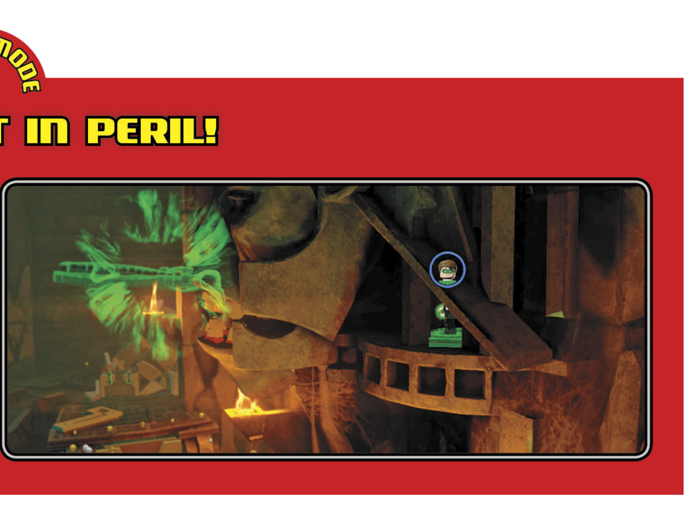


Fly Green Lantern over to the temple's right side, land, and smash some fallen stones into bricks. Build a Lantern pad and use it to construct a bridge so that your friends can join you.

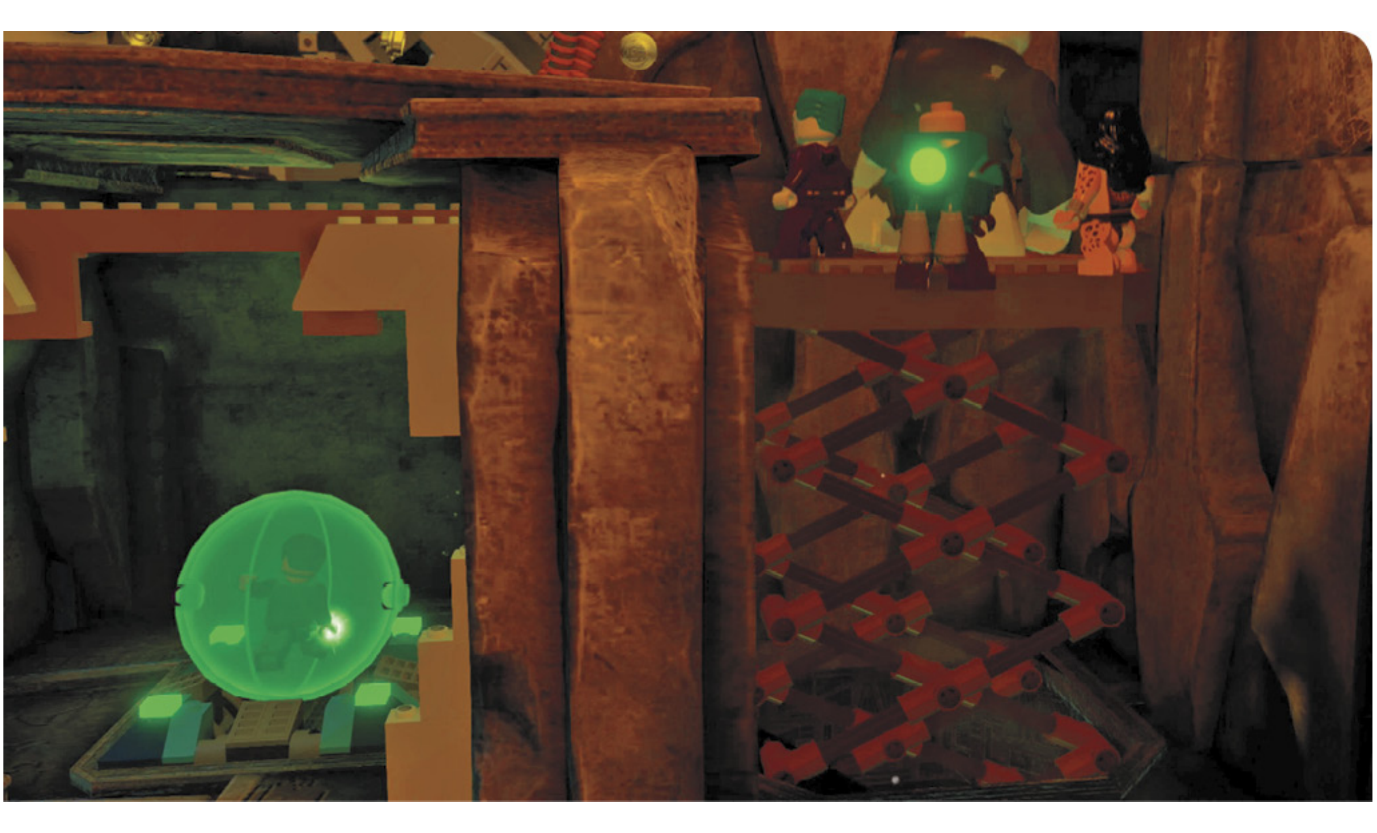
STORY MODE

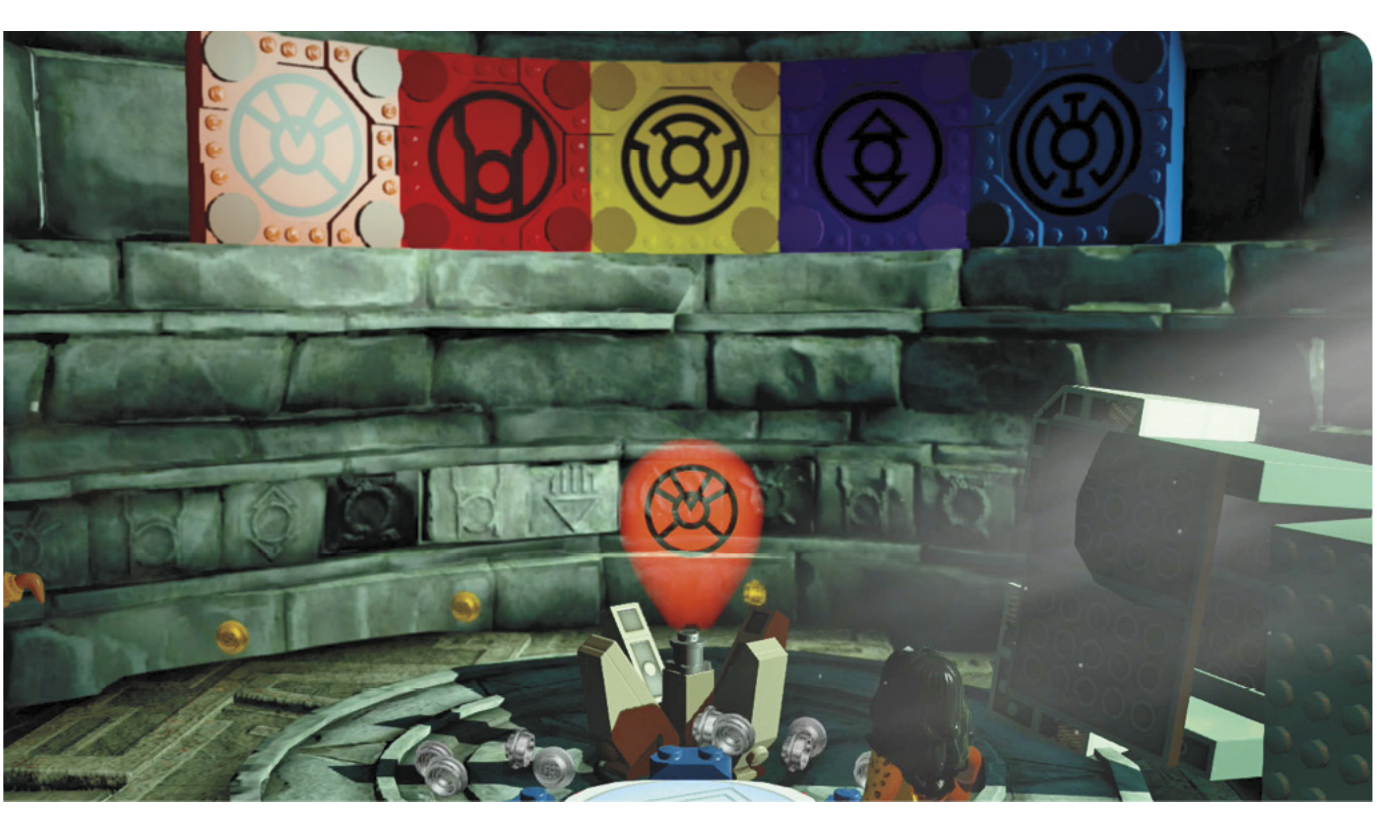
ADAM WEST IN PERIL!

Have you heard those cries for help? It's Adam West in need of a super hero rescue! Fly Green Lantern way up high, then fly to the right to discover a high Lantern pad. Use it to construct a big pair of pliers that rip the teeth out of the nearby statue. It's behind those pesky choppers that poor Adam is imprisoned!



Once everyone's over on the temple's right side, tag to Solomon Grundy and smash through the nearby cracked wall. Tag to Green Lantern and build the bricks beyond the wall into a Sphere pad. Tap the Interact button to make Green Lantern surround himself in a sphere construct, then roll onto the pad and roll forward to activate a lift that elevates your friends up to higher ground.



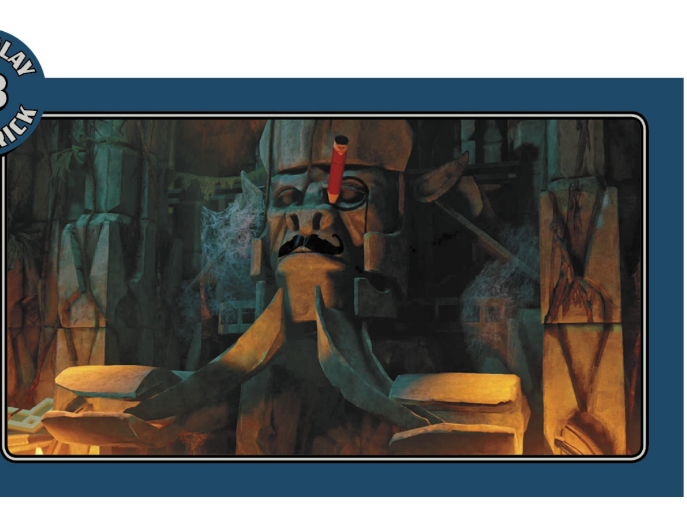


Tag to Solomon Grundy after he's ridden up the lift and rip apart the pile of fallen blocks that are in your way. More sunlight floods the temple once this is done. Again, build a shield deflect pad from the hopping bricks and then use Wonder Woman to redirect the sunlight at the colored wall panels. Light them up in the following order: blue, orange, purple, red.

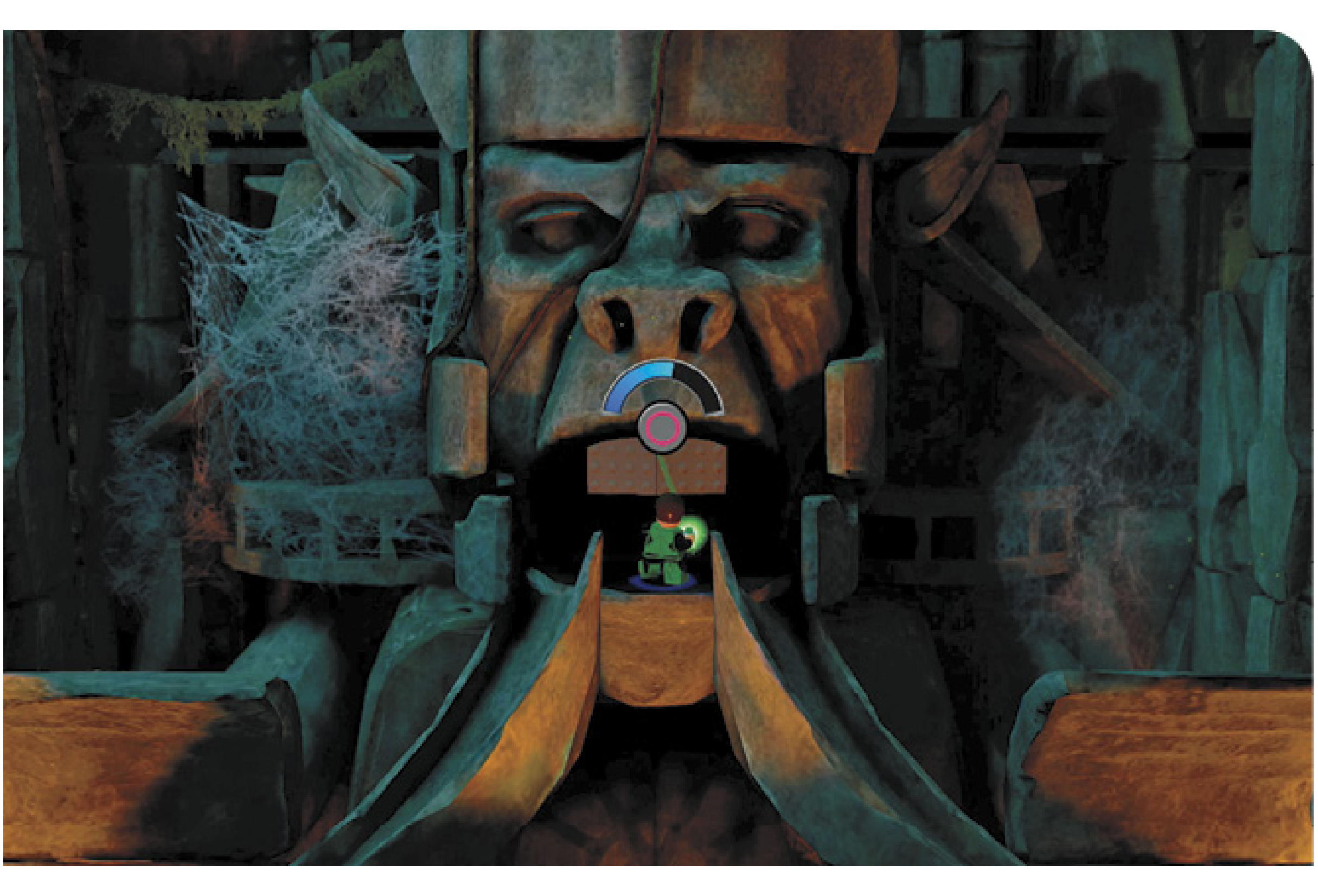
FREE PLAY 13 RED BRICK

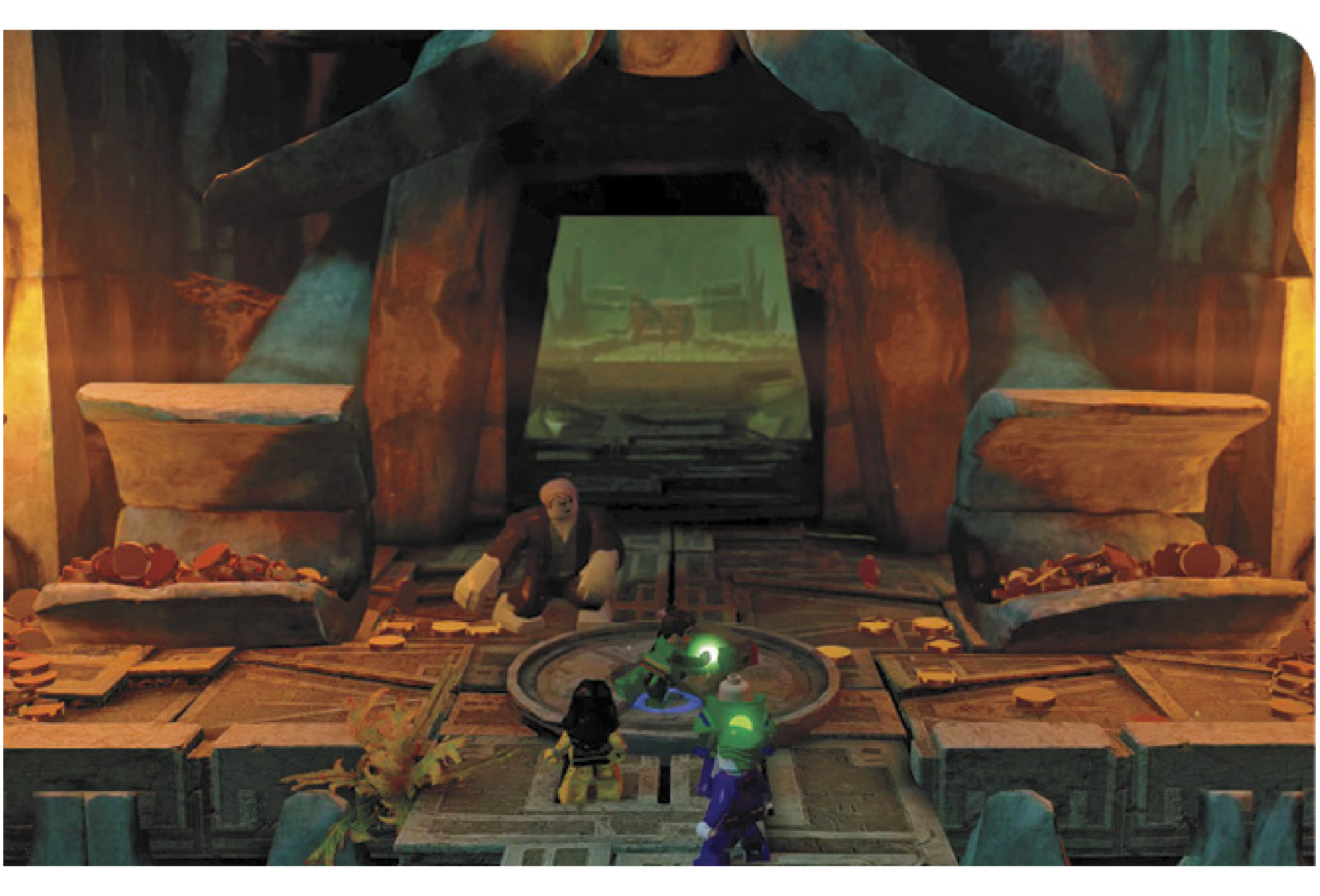
CHARACTER TOKEN DETECTOR

Use an explosive attack to destroy the silver grate on the wall near the second shield deflect pad. A Plastic Man pad drops to the ground. Activate it to make the stretchy super hero change into a big pencil that quickly sketches up a Red Brick! Use a flying character to add it to your collection.



GOLDEN OFFERING





With the panels activated, the temple statue's other hand opens up. Now you're ready to offer it something! Keen detective awareness shows that the temple's mouth has also opened, revealing an orange hook. Fly up to the statue's mouth, land, and grapple the hook to send a cascade of coins tumbling down onto the statue's palms!

The weight of the coins lowers the statue's arms, causing a spinner to rise from the floor. Push the spinner's green side until the door beneath the statue opens wide, then hurry through to the final area!

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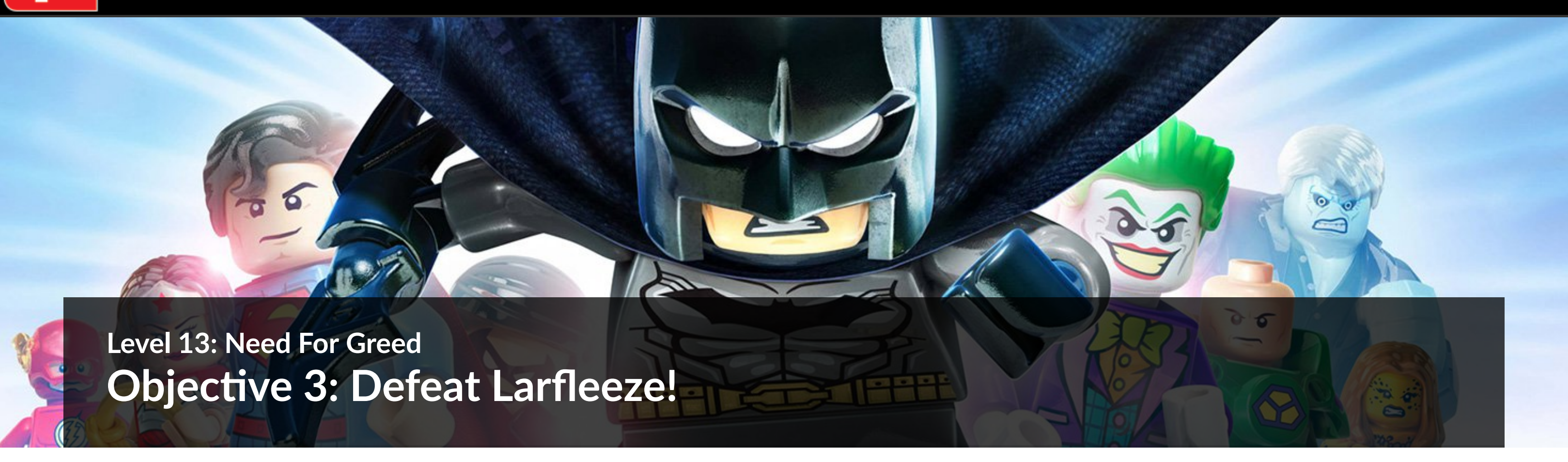
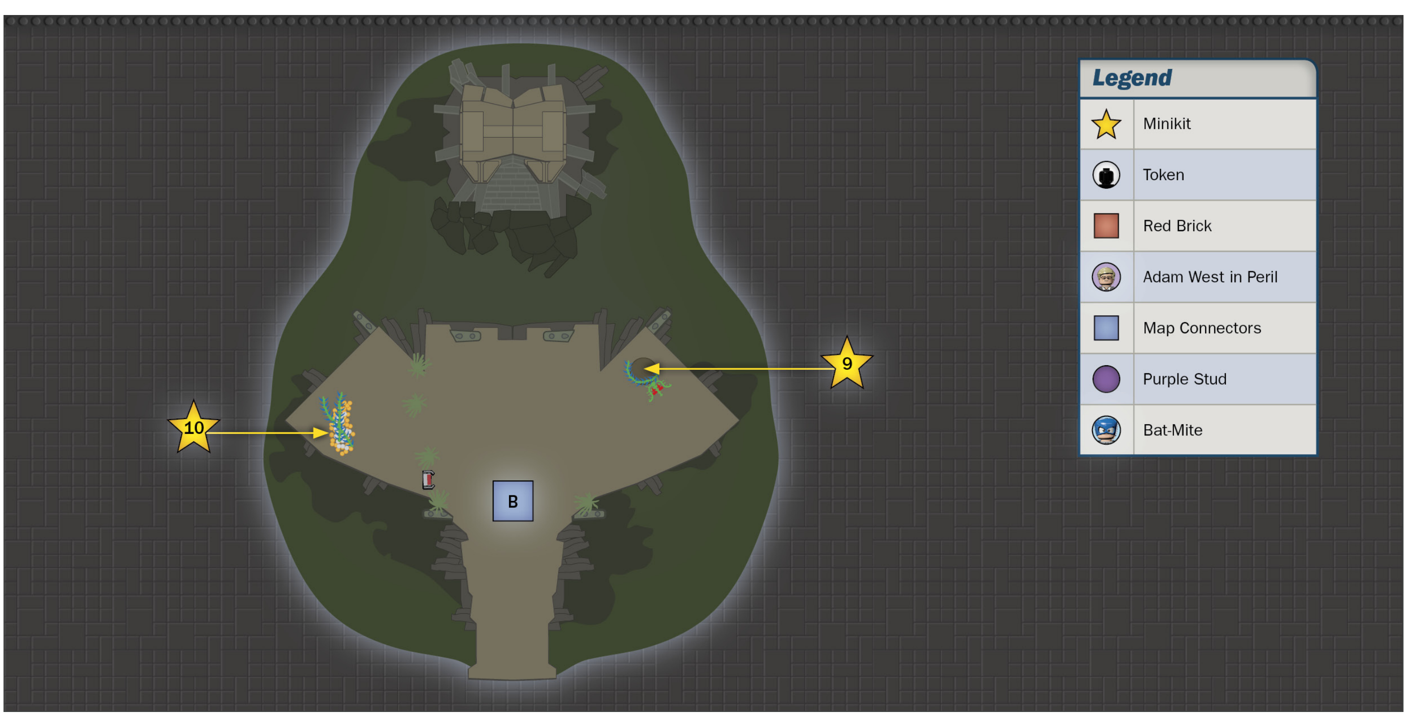
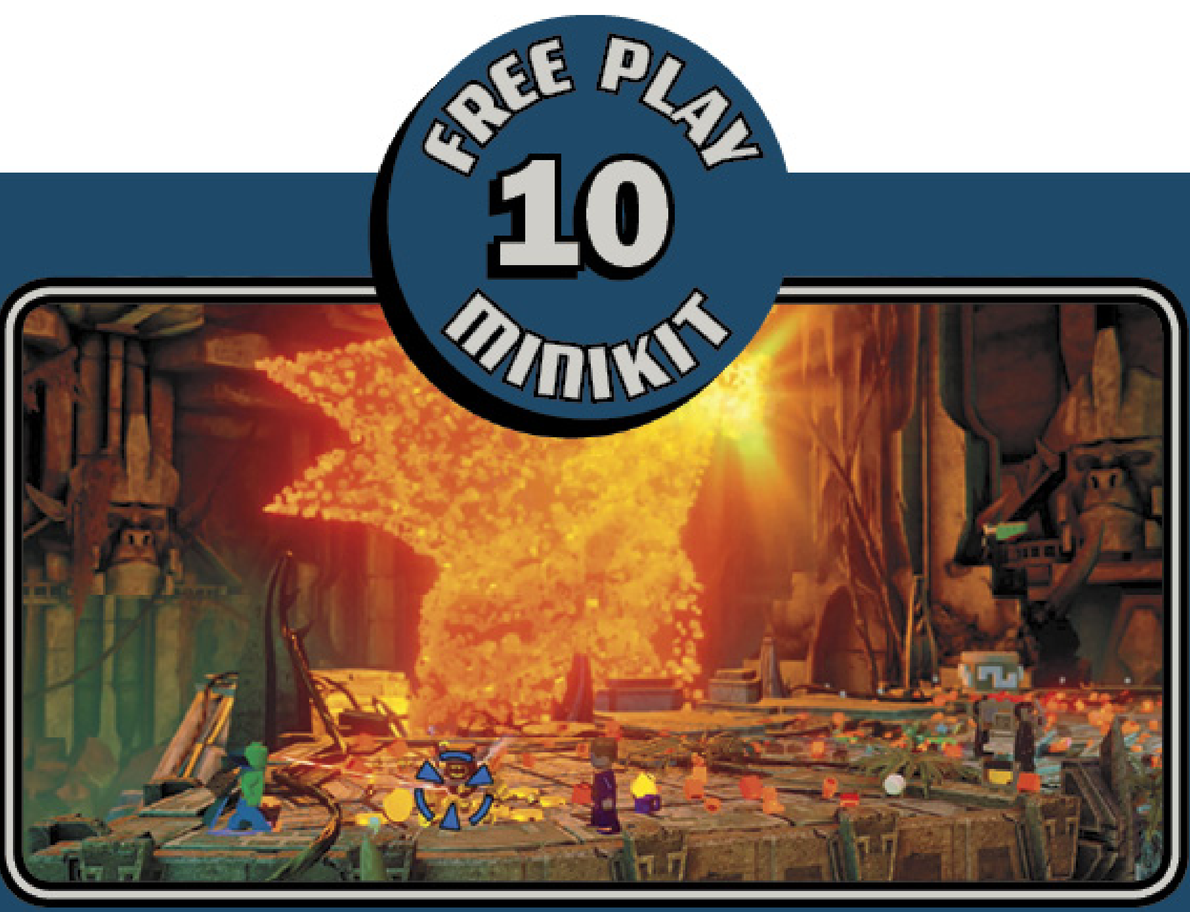
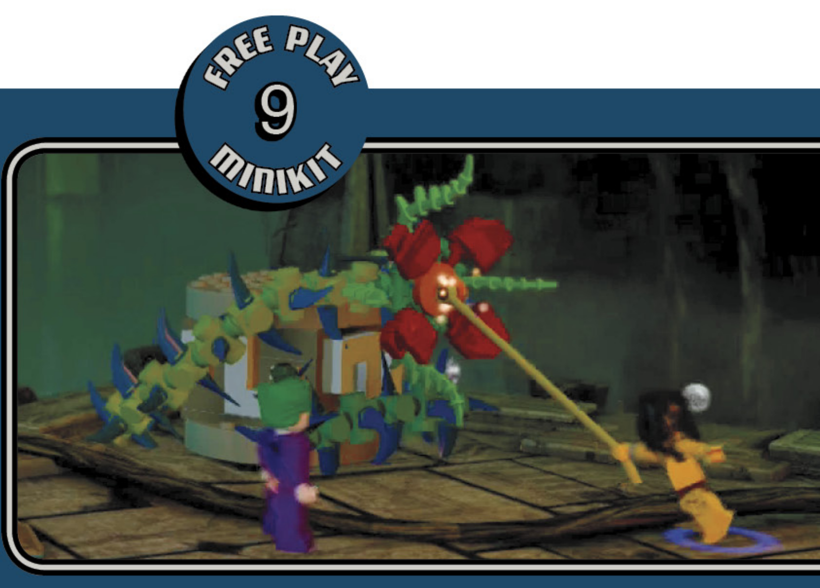




The villainous Larfleeze lurks in the temple's deepest chamber, and he's not about to let our heroes take anything that belongs to him. Wipe out the host of Orange Construct Warriors that Larfleeze summons, and keep fighting until the fiend himself joins the fight.



Run to the left and notice a big pile of silver and gold coins. Use an explosive attack to destroy the silver coins, then use a laser or heat vision to melt the gold ones. You find an even greater treasure beneath these riches—the final Minikit!



In Free Play, go to the right and notice a plant with an orange hook. Grapple the plant's hook from a distance (keep back or it covers up) and then rip the plant apart and build its bricks into a spinner that sits atop a block. Jump onto the block and push the spinner's green side to make a pillar rise. Use an explosive attack afterward to destroy the pillar's silver bottom block and bring the whole thing crashing down, then smash its blocks to discover a Minikit!

Attack Larfleeze until he flees and creates a monstrous construct of himself to battle you. Dodge the construct's sweeping sword attacks and wait for it to smash up the arena's floor with a crushing hammer blow. This uncovers a swampy spot; send Solomon Grundy burrowing underground.

Solomon Grundy pops up with a giant jewelry box. Grapple the box's orange hook to yank it open and reveal a big ring that fires Larfleeze's greed. Unfortunately for him, this ring's diamond is actually a giant bomb! The blast shatters Larfleeze's construct. Attack Larfleeze until he runs away again and reassumes his giant construct form.

Continue to dodge the giant Larfleeze construct's far-reaching attacks until he slams the ground again, making some bricks fall on the arena's left side. Build these into a Lantern pad and then use the pad to construct a giant jack-in-the-box. The toy tantalizes Larfleeze, but the giant fist that springs out shatters his construct yet again! Beat up little Larfleeze one last time to defeat the greedy Lantern.

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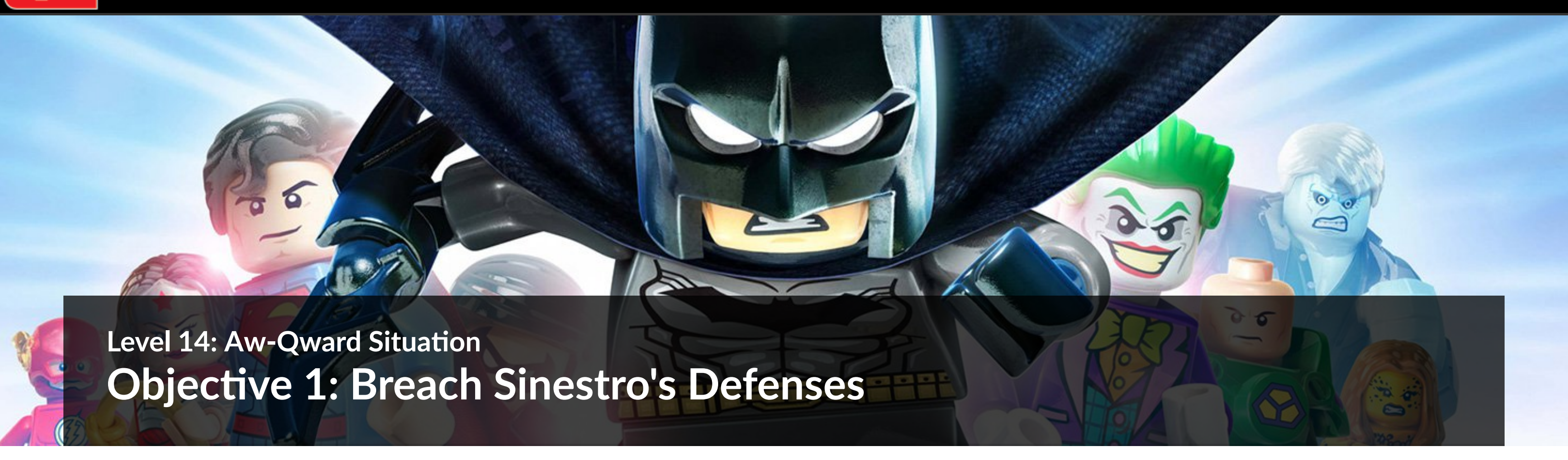


Level 14: Aw-Qward Situation

Objective 1: Breach Sinestro's Defenses

WALKTHROUGH
14
LEVEL

Aw-Qward Situation

The Story Thus Far …

Having braved countless dangers, our heroes have succeeded in acquiring all but one Lantern power source: that of the wicked Sinestro! There's no need for disguises here on Qward, for Atrocitus and Larfleeze have called ahead to warn Sinestro of the League's recent deeds. A grueling showdown is surely at hand!

Story Characters

Batman

Wonder Woman

Solomon Grundy

Green Lantern

True Hero Stud Requirement

65,000

Tokens

Icon	Character	Area	Mode	Notes
	Arkillo	2	Free Play	Open the magnetic hatch before the electrified conveyor belt, then build and hack the techno panel.
	Sinestro	2	Free Play	Shrink the black rock near the Arkillo battle and then hack the Toy Wonder panel.
	Sinestro Corps Warrior	2	Free Play	Complete Bat-Mite's fetch quest (only appears in Free Play).

Adam West in Peril!

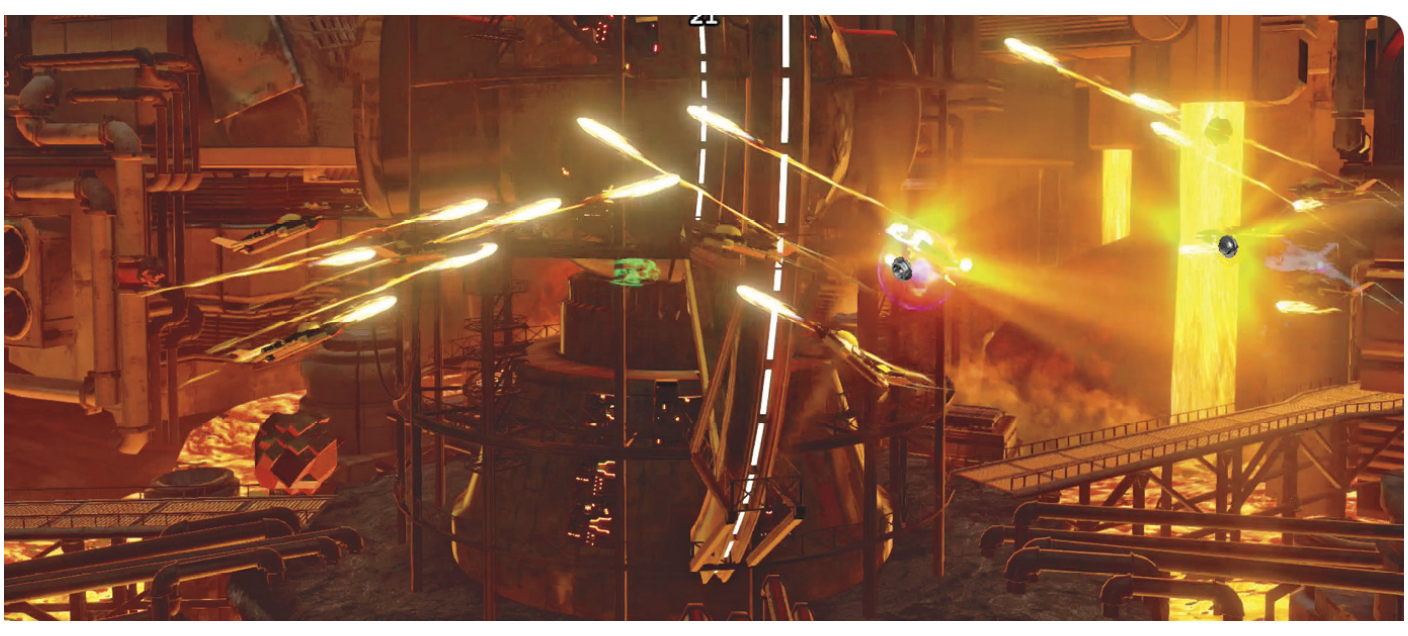
Area	Mode	Notes
2	Story	Use Wonder Woman's lasso to mind control the goon in the holding cell and make it pull the lever.

Minikits

No.	Area	Mode	Notes
1 (Not on Map)	1	Story	Shoot down five asteroids during the opening space-shooter segment.
2 (Not on Map)	1	Story	Use a missile to destroy the silver ship during the opening space-shooter segment.
3	2	Story	Pull the cords of five steam whistles around the planet.
4	2	Free Play	Hack the techno panel near the surface starting point, then build and use a Flash-Build pad.
5	2	Free Play	Use the Atom or a Red Brick Mini Character and then drop into small brown hole near the start.
6	2	Free Play	Enter the vent access beyond the electrified conveyor belt and then use the dig spot.
7	2	Story	Fly beneath the electrified conveyor belt.
8	2	Story	After freeing Green Lantern, use Batman's Space Suit laser to destroy the gold statue.
9	2	Story	After freeing Green Lantern, smash the bones at the end of the trail and then build and use the Lantern pad.
10	2	Story	Fly Green Lantern back toward the start. Dig up the bones and then build the dinosaur.

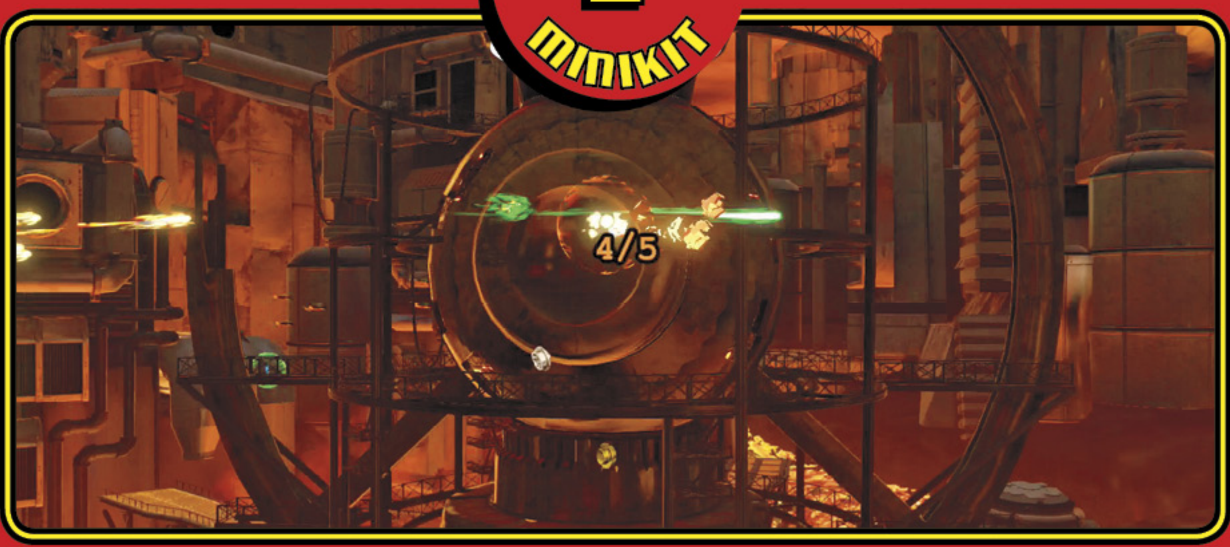
Red Brick

No.	Effect	Area	Mode	Notes
14	Fast Build	2	Free Play	Use the Plastic Man pad near the end of the level.



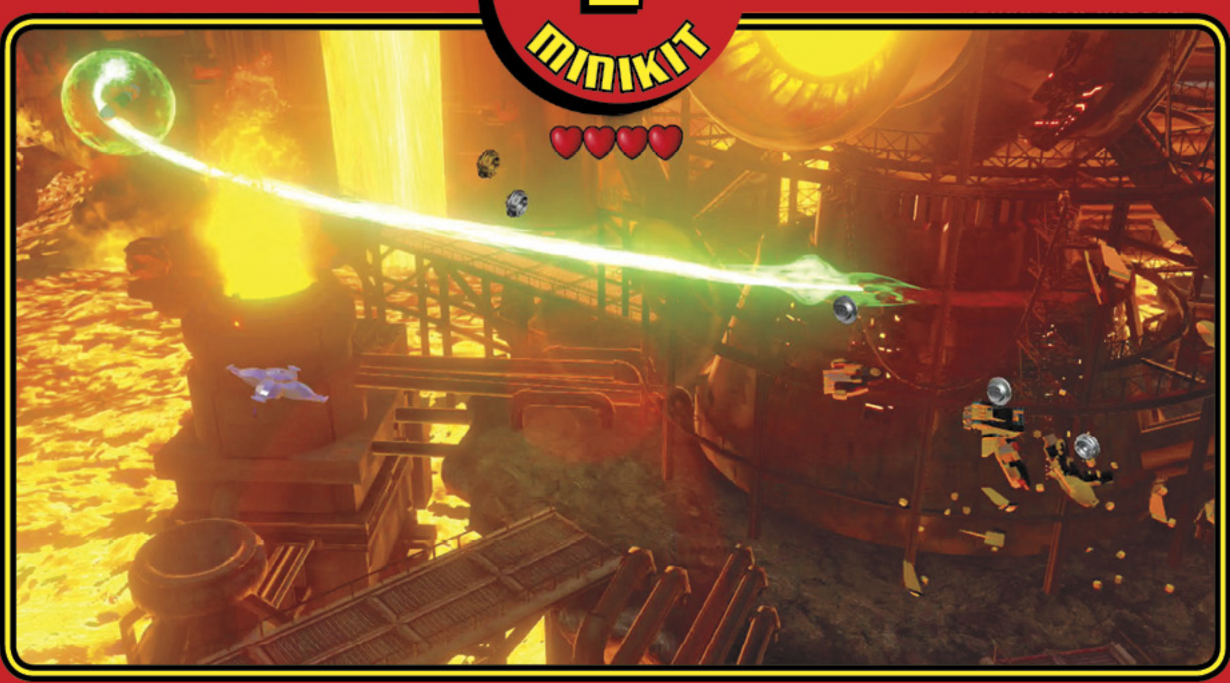
There's no sneaking onto Sinestro's homeworld of Qward! He knows that you're coming, so you must cripple his planetary defenses first. Fly around and blast all of the fighter ships that Sinestro sends against you. Shoot ships and Sinestro's mine constructs to discover power-ups, and keep high to avoid the flames that flare up from the large vents below.

STORY MODE 1 MINIKIT



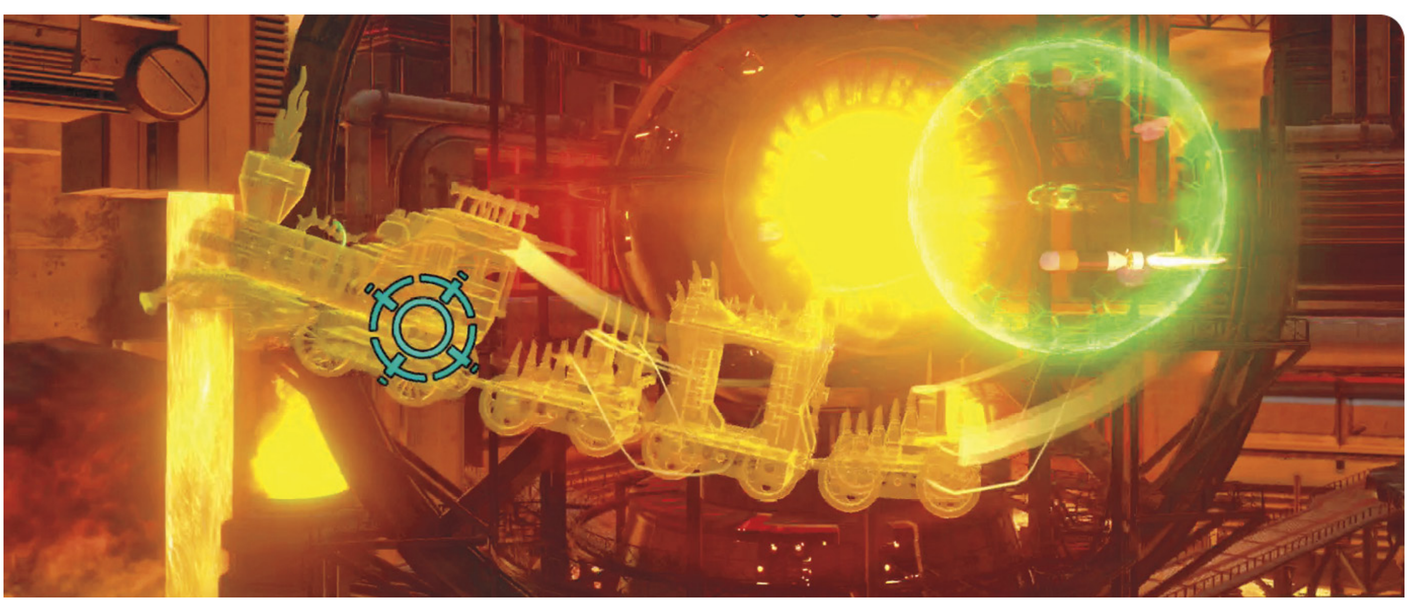
While flying around and attacking Sinestro's homeworld, shoot down five asteroids that encircle the area. They can be tough to spot amid all the chaos, but a counter appears each time you hit one. Blast all five to receive Minikit as your prize!

STORY MODE 2 MINIKIT



During your initial assault on Qward, collect and fire a missile at the silver ship that flies down low, near the flame vents. It's a risky venture, but the Minikit you earn is worth it!

Sinestro eventually constructs a locomotive that he sends steaming around to smash you. Collect missiles and fire them at the treacherous train, being careful not to let it ram you. (Approaching from behind is safest.) Hit the train with four missiles to destroy it and secure your landing!



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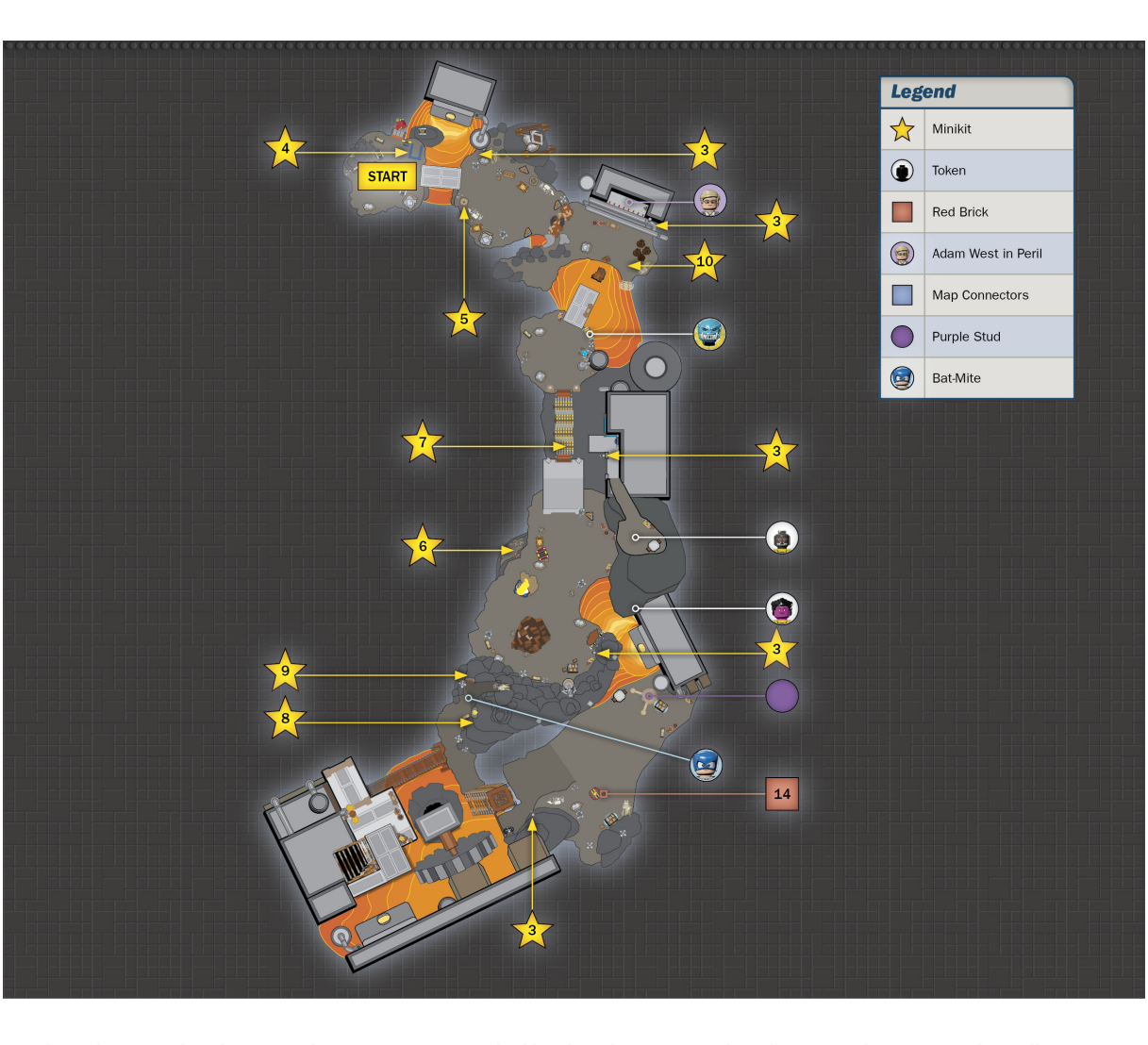
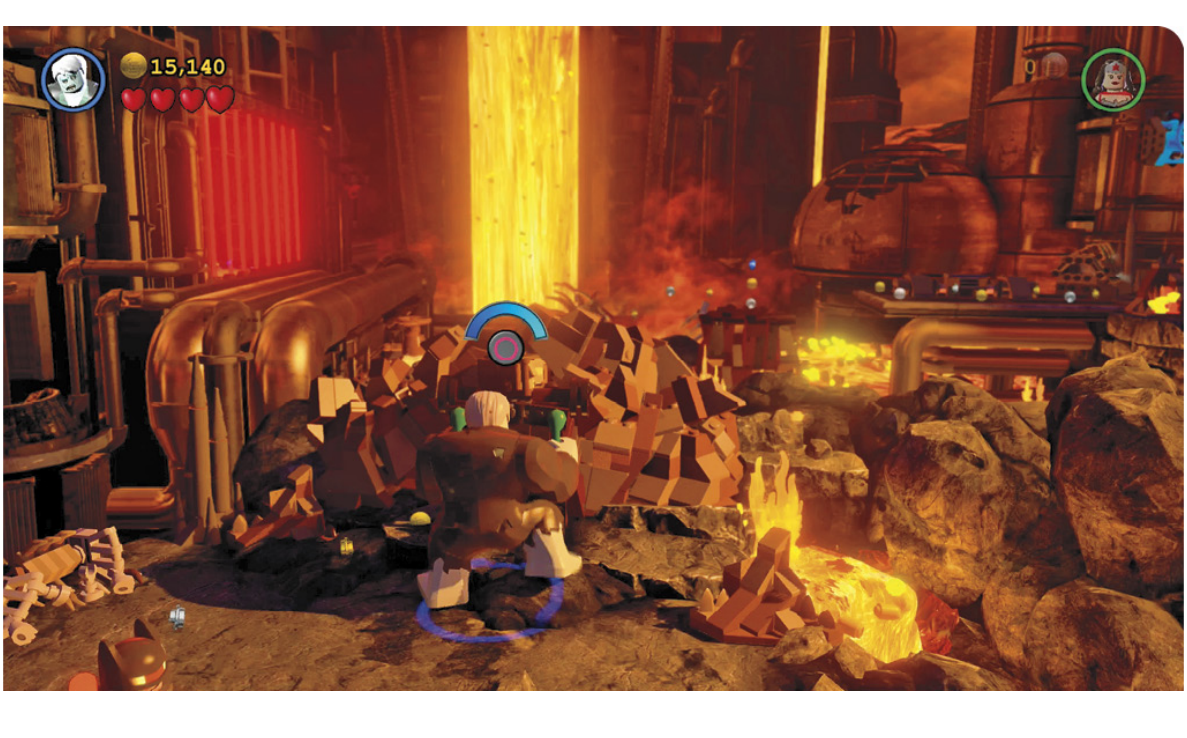
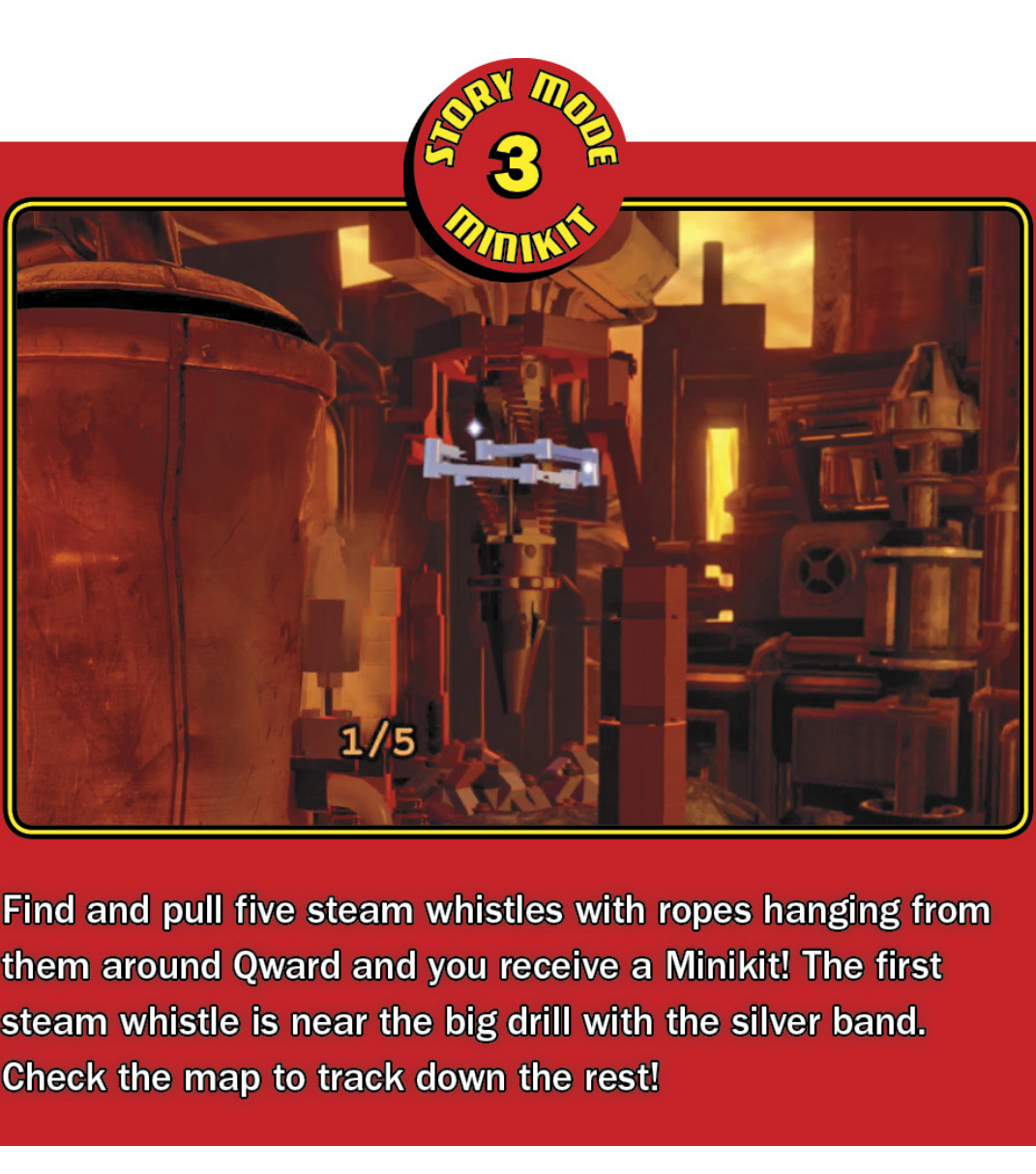


Touching down on the planet, our heroes are soon waylaid by the vile Sinestro. The villain uses the power of his Yellow Lantern ring to bind his arch nemesis, Green Lantern, and also creates a construct that chases Robin away. Our heroes really have their work cut out for them now!



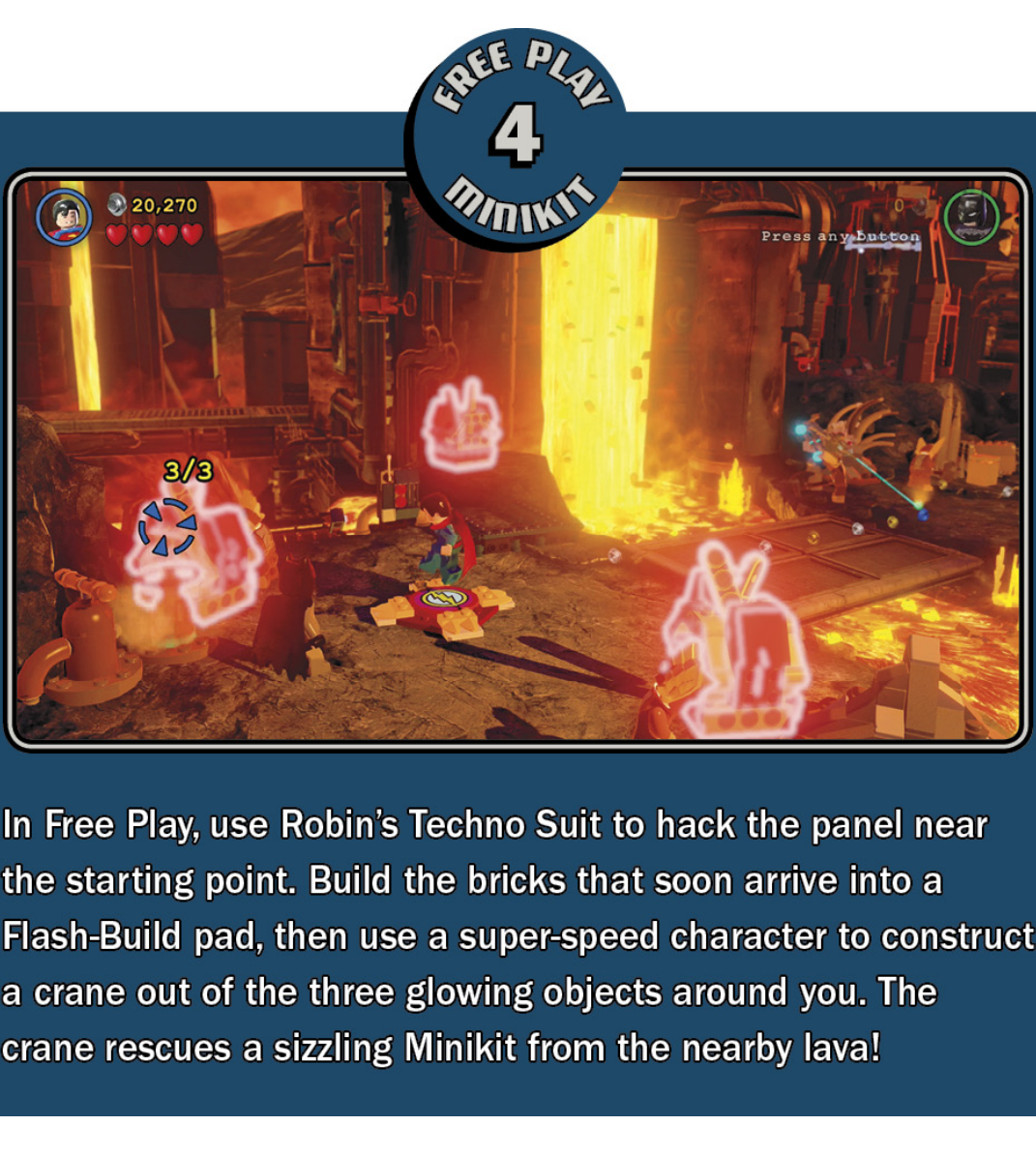
Advance until Sinestro flees, then use Batman's Power Suit to blast the silver band on the big nearby drill. The drill breaks into bricks. Build these into a strength handle that Solomon Grundy can use to rip apart the nearby pile of rubble, opening the way forward.

STORY MODE 3 MINIKIT



Find and pull five steam whistles with ropes hanging from them around Qward and you receive a Minikit! The first steam whistle is near the big drill with the silver band. Check the map to track down the rest!

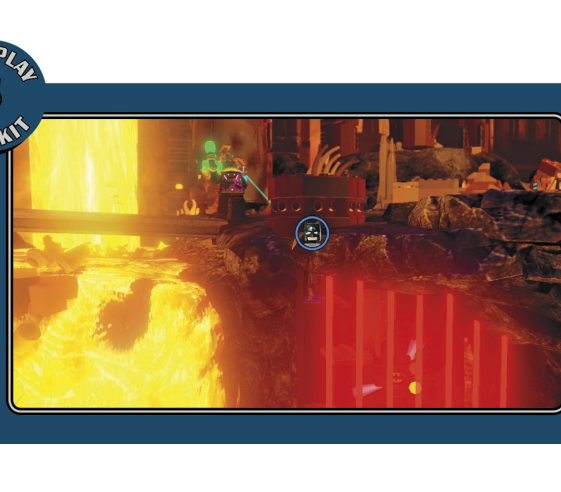
FREE PLAY 4 MINIKIT



In Free Play, use Robin's Techno Suit to hack the panel near the starting point. Build the bricks that soon arrive into a Flash-Build pad, then use a super-speed character to construct a crane out of the three glowing objects around you. The crane rescues a sizzling Minikit from the nearby lava!

FREE PLAY 5 MINIKIT

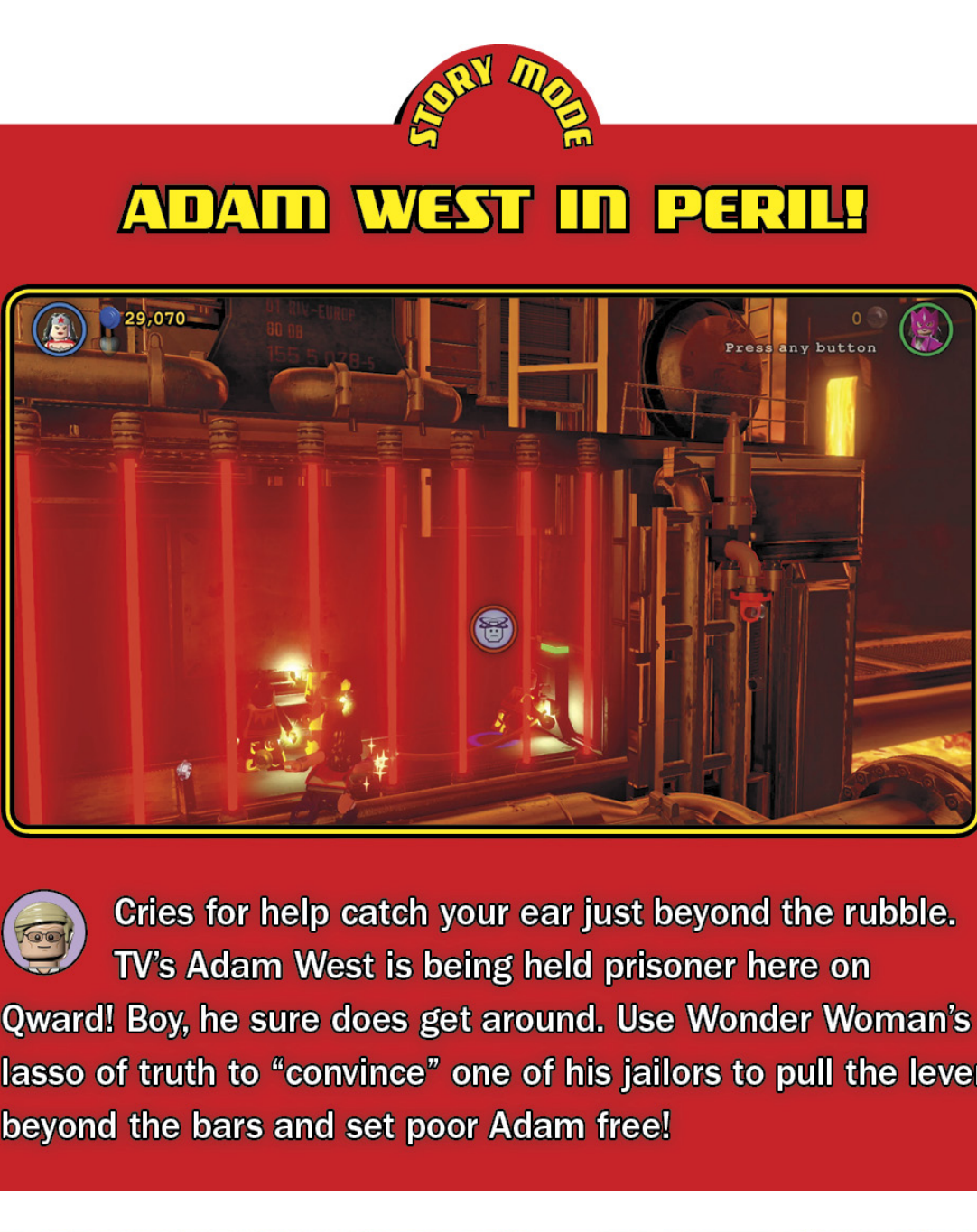
Look for a small brown LEGO pipe that can't be destroyed sticking up from the ground near the starting point. There's a hole on top. Use a Red Brick Mini Character, or the Atom, then drop into the hole to rescue a Minikit from captivity!



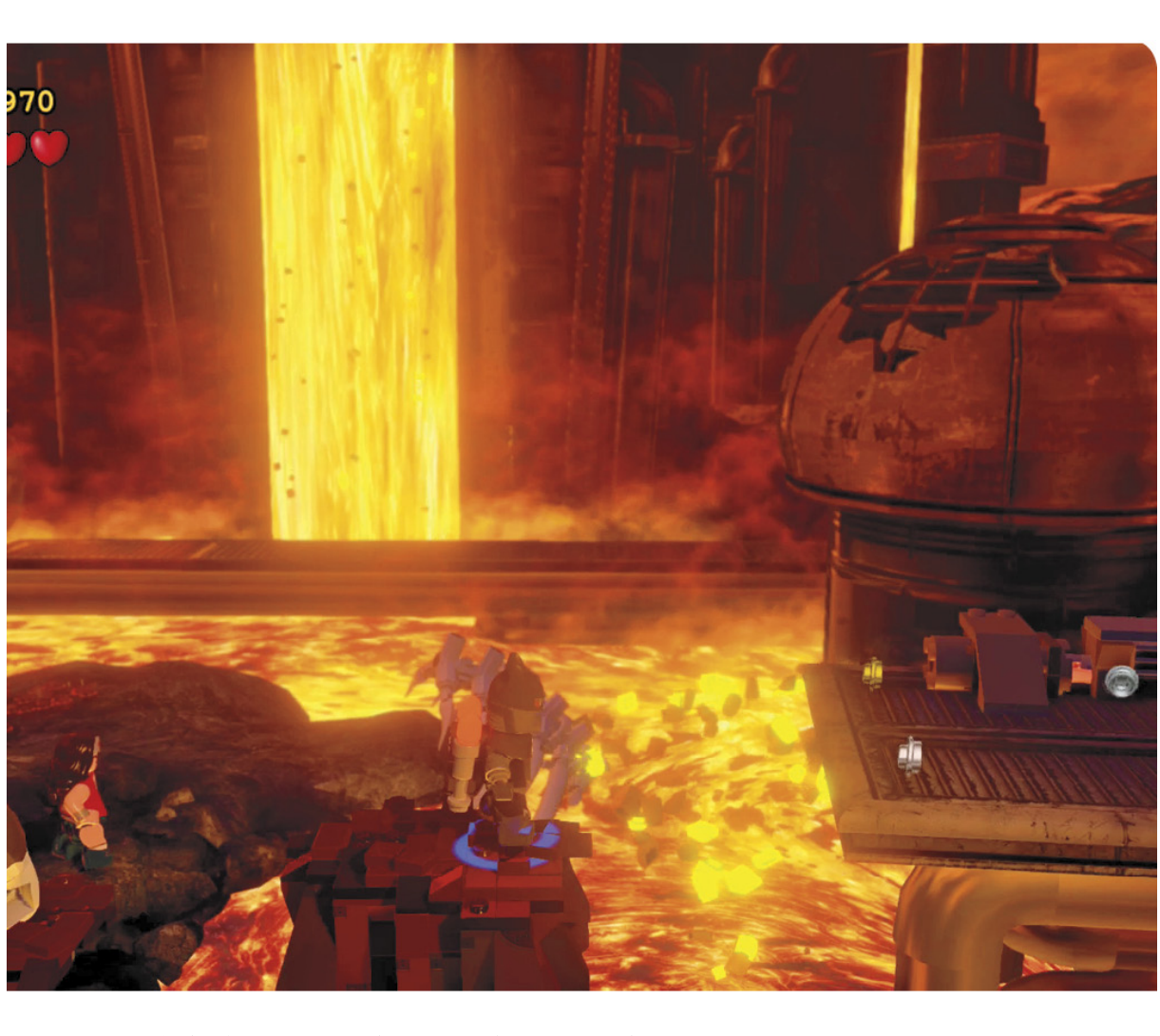
Once you're past the rubble, turn right and jump onto the big LEGO rock that's sticking up from the nearby lava. The rock lowers a bit under your weight, but it won't sink. Leap to the ledge beyond and continue your pursuit of Sinestro.

STORY MODE

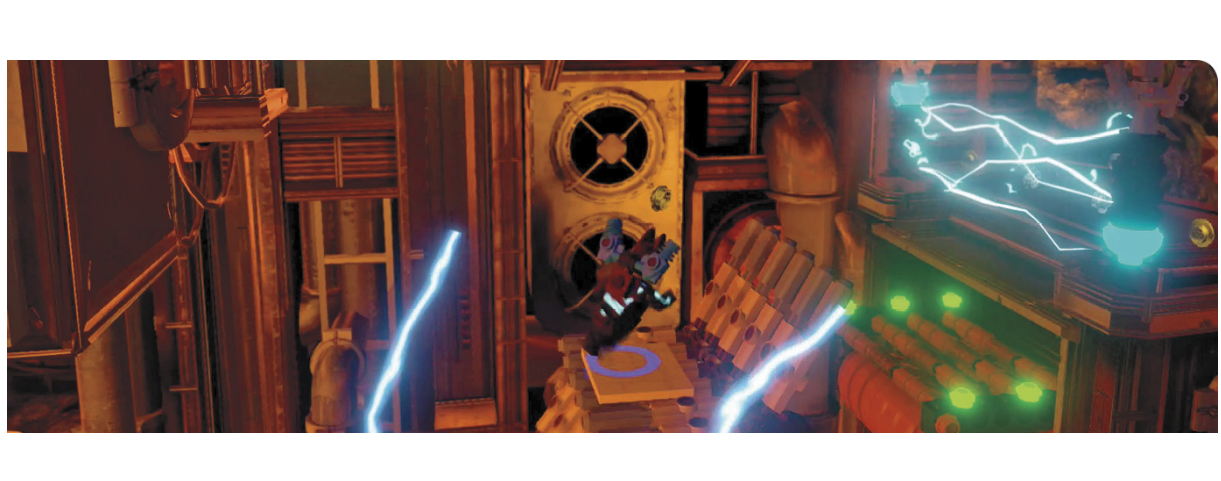
ADAM WEST IN PERIL!



Cries for help catch your ear just beyond the rubble. TV's Adam West is being held prisoner here on Qward! Boy, he sure does get around. Use Wonder Woman's lasso of truth to "convince" one of his jailors to pull the lever beyond the bars and set poor Adam free!

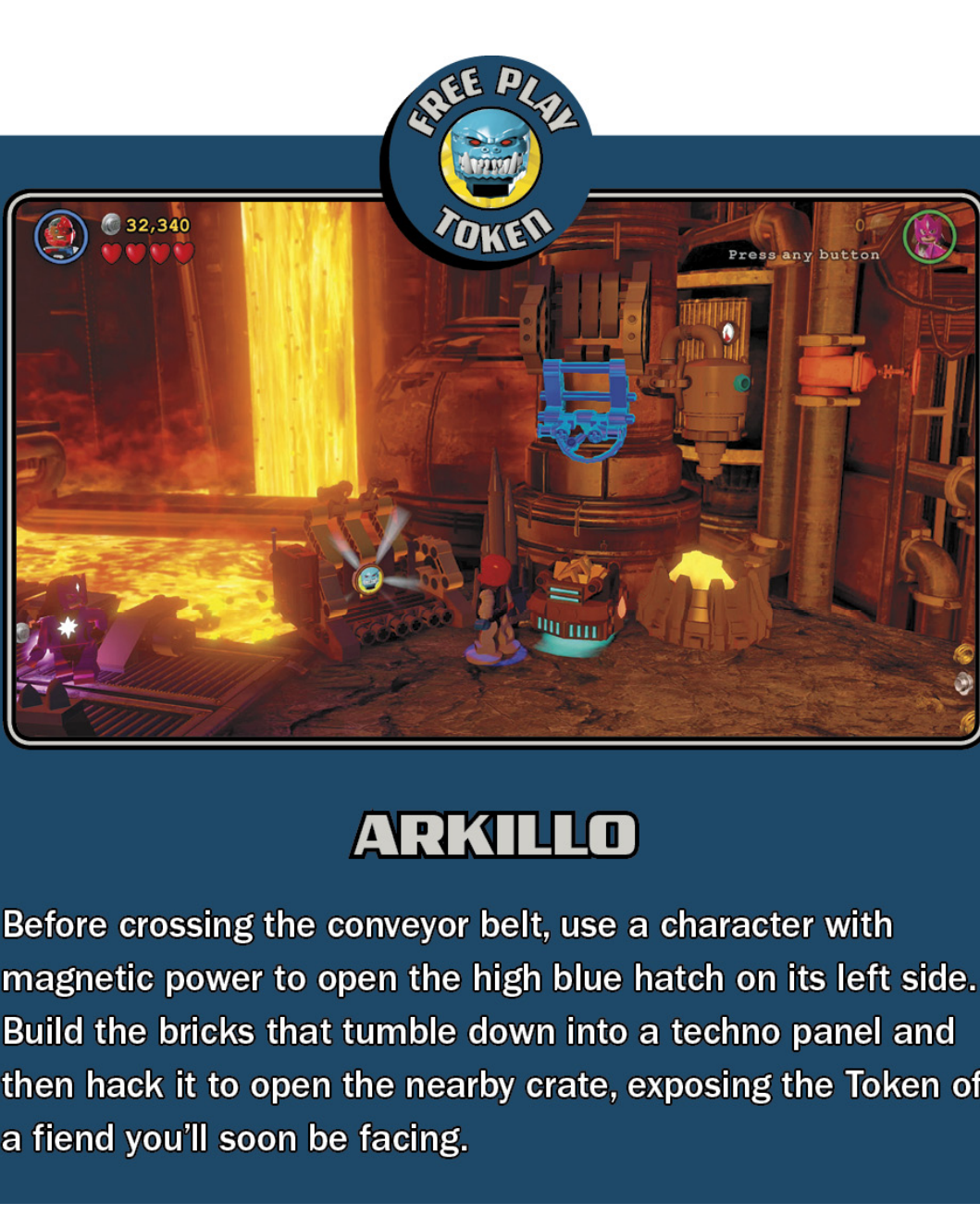


CONVEYOR BELT DANGER



Yikes! The conveyor belt ahead is crackling with electricity, and huge pistons are slamming down. Don Batman's Electricity Suit, wait for the pistons to fall, and then quickly make your way across the belt before the pistons plummet again.

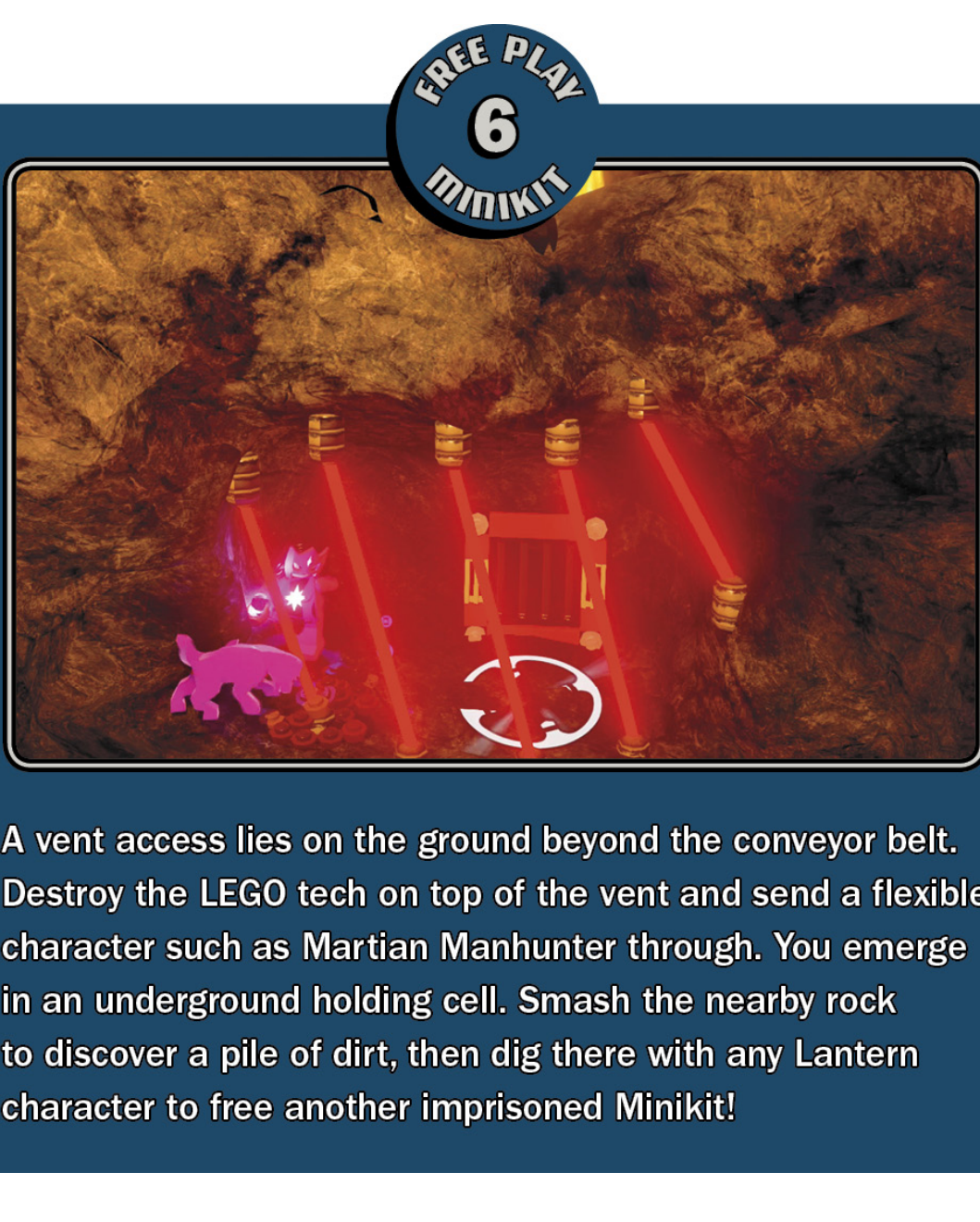
FREE PLAY TOKEN



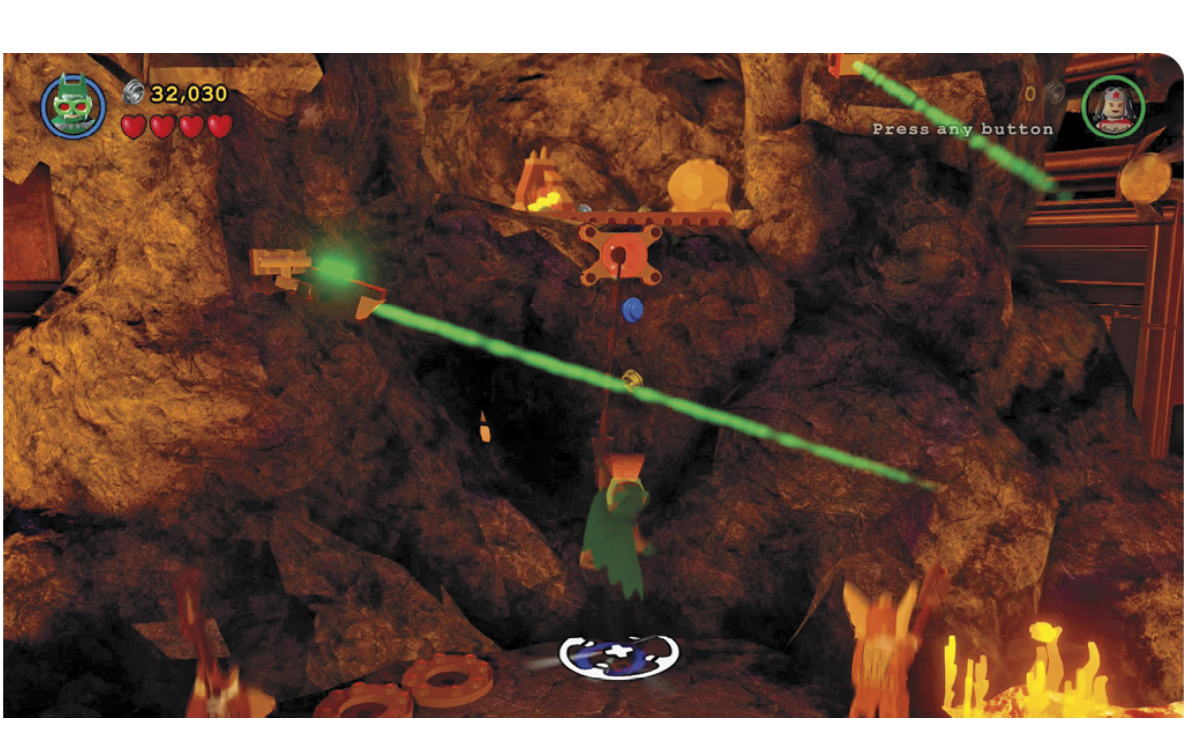
ARKILLO

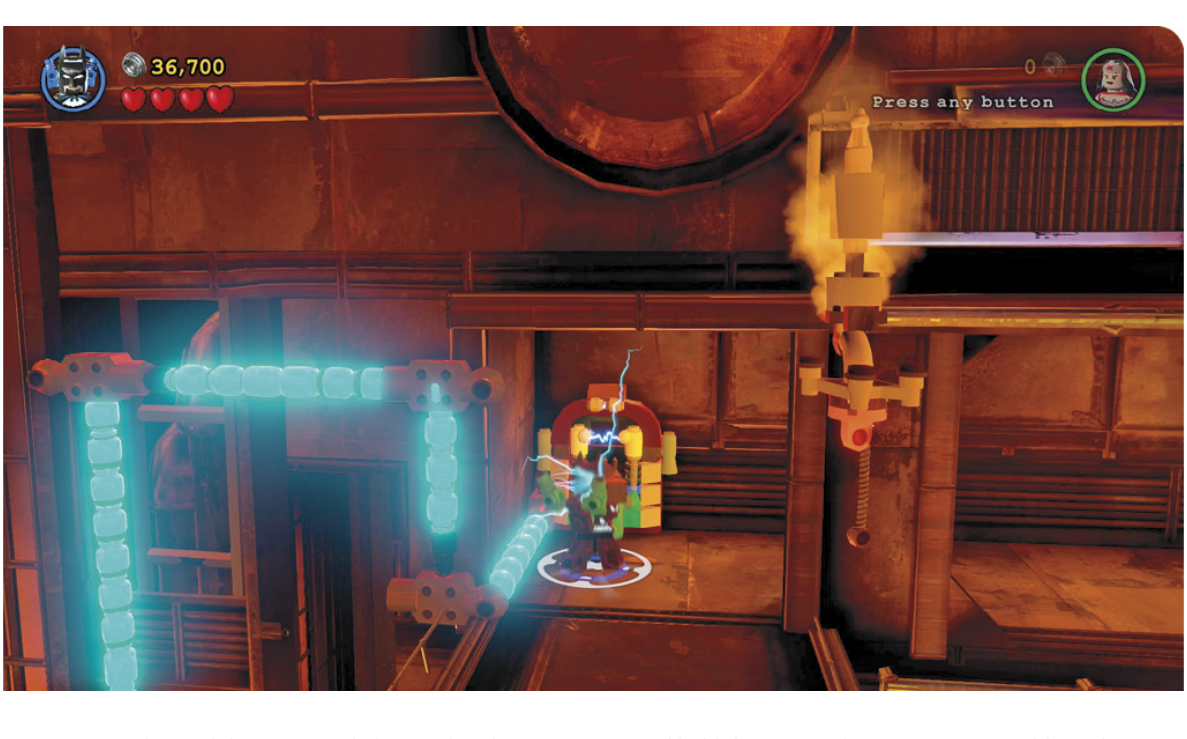
Before crossing the conveyor belt, use a character with magnetic power to open the high blue hatch on its left side. Build the bricks that tumble down into a techno panel and then hack it to open the nearby crate, exposing the Token of a fiend you'll soon be facing.

FREE PLAY 6 MINIKIT



A vent access lies on the ground beyond the conveyor belt. Destroy the LEGO tech on top of the vent and send a flexible character such as Martian Manhunter through. You emerge in an underground holding cell. Smash the nearby rock to discover a pile of dirt, then dig there with any Lantern character to free another imprisoned Minikit!

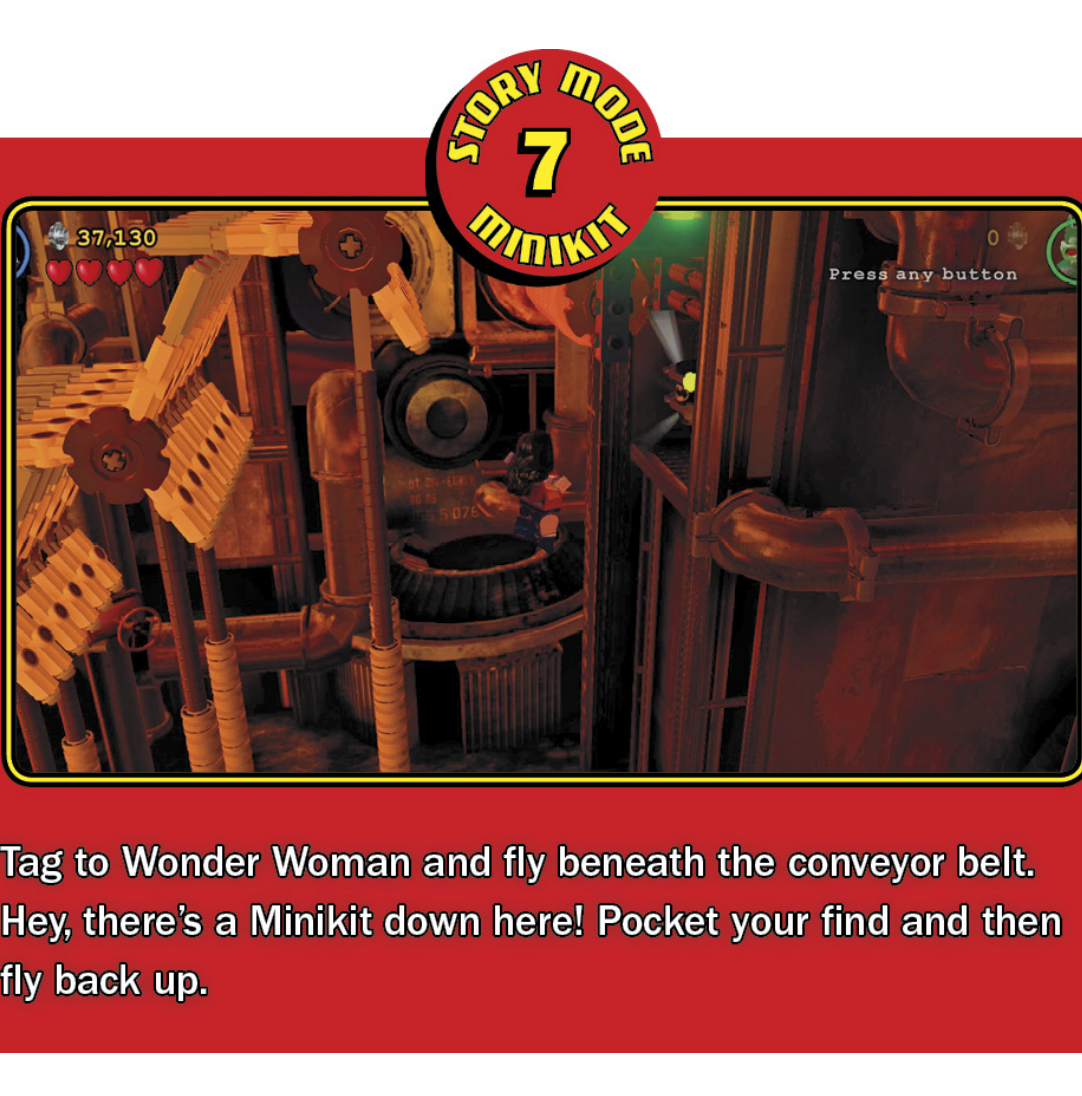




Once Batman is beyond the conveyor belt, switch to his Sensor Suit and hold the Interact button to enter stealth mode. Grapple the hook near the security cameras to zip up to a high ledge.

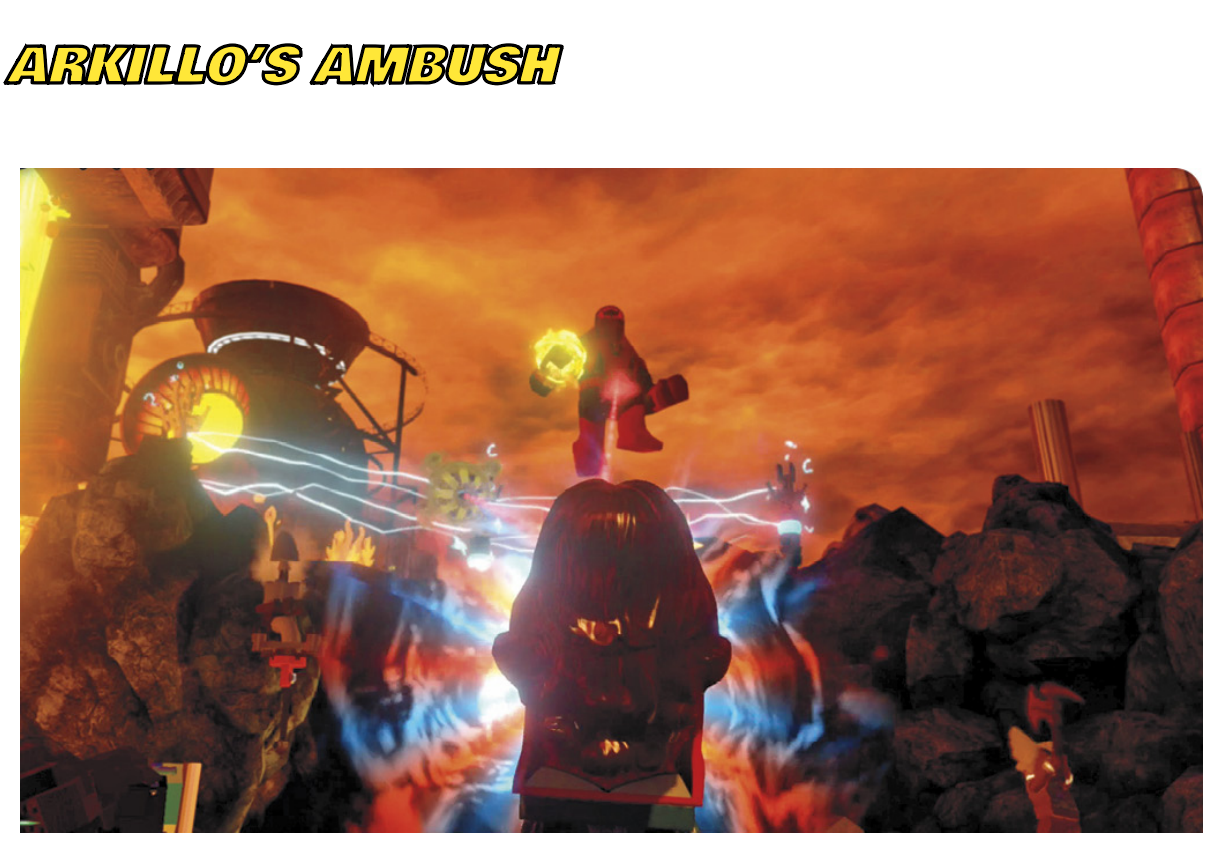
Go left along the ledge, equip Batman's Electricity Suit, and drain the charge from an electricity panel. This shuts down the conveyor belt, letting Solomon Grundy safely cross over (Wonder Woman can simply fly).

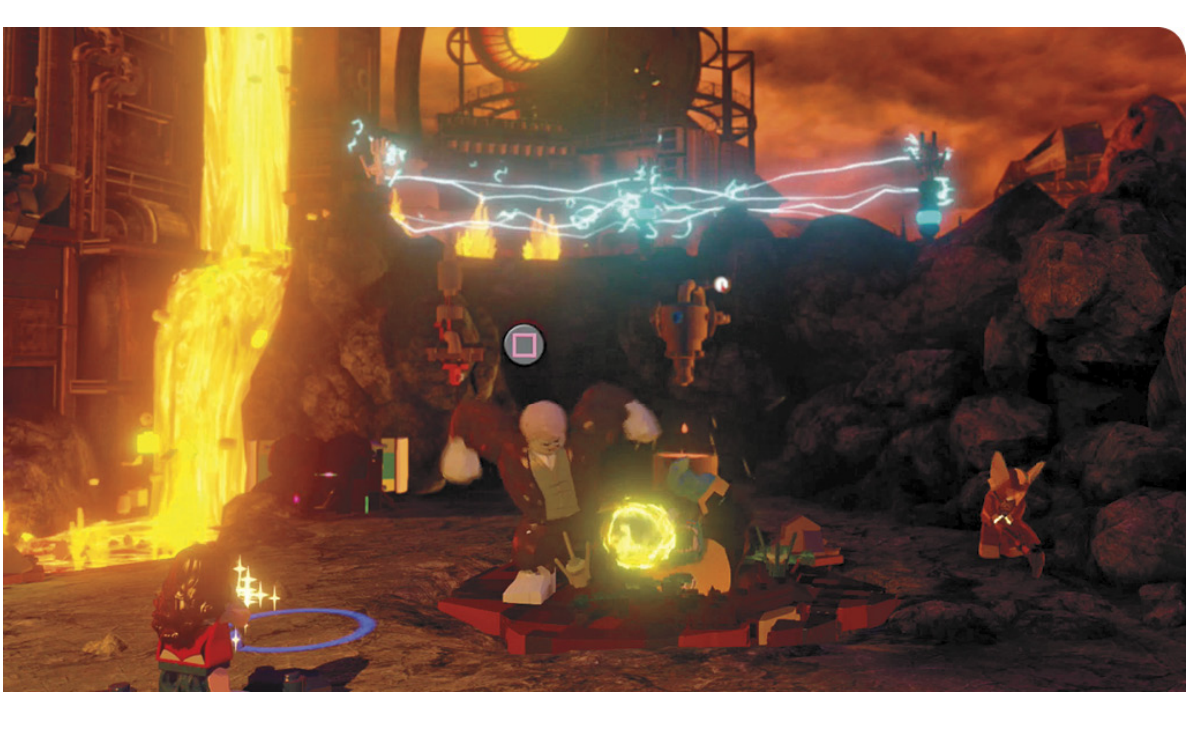
STORY MODE 7 MINIKIT



Tag to Wonder Woman and fly beneath the conveyor belt. Hey, there's a Minikit down here! Pocket your find and then fly back up.

ARKILLO'S AMBUSH



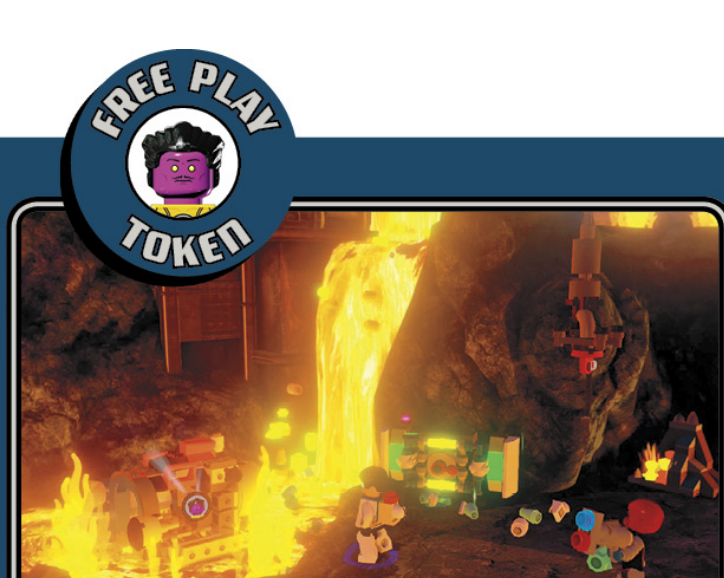


Once everyone's past the conveyor belt, the villainous Yellow Lantern Arkillo attacks! Arkillo quickly constructs a laser cannon and begins firing down at you. Move behind the gold object that's partially buried in debris in the foreground and let Arkillo's laser destroy it, exposing a shield deflect pad. Move Wonder Woman onto the pad and reflect Arkillo's laser back at him.

Enraged, Arkillo lands and prepares to battle with his fists. Quickly tap the buttons that appear on-screen to use Solomon Grundy's great strength to battle Arkillo, slamming him around and stuffing him underground.

FREE PLAY TOKEN

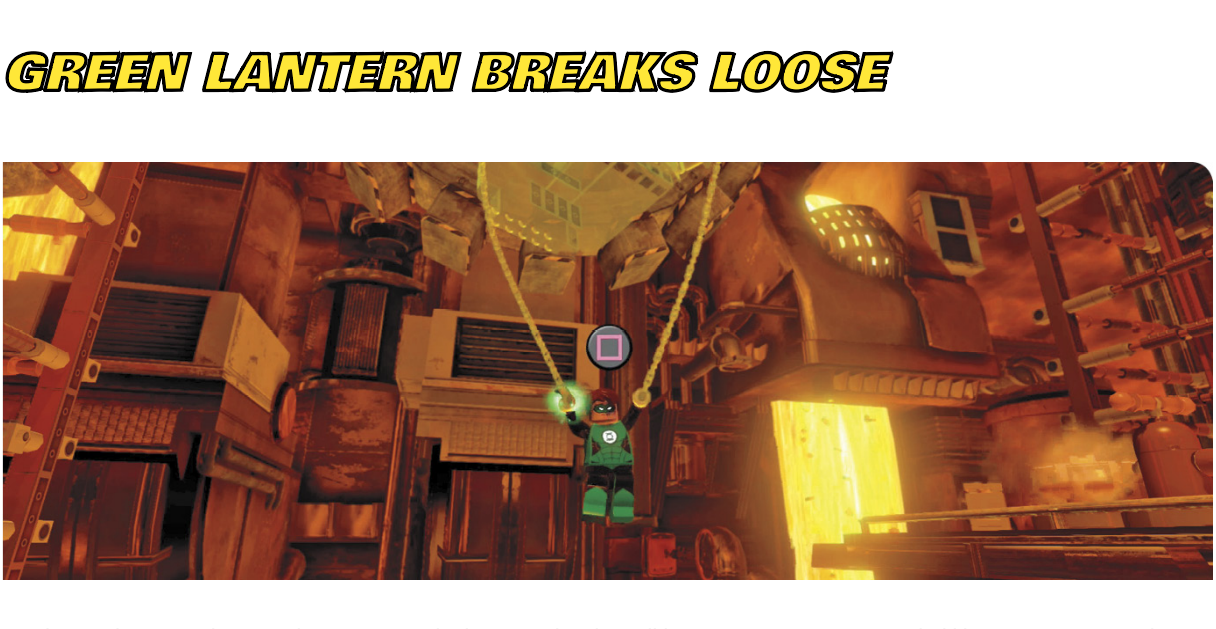
SINESTRO



Use Brainiac's shrink ray to shrink the black, sparkling rock near the spot where you battle Arkillo. The rock had been covering a Toy Wonder panel. Activate it with Robin to make a submarine rise from the nearby lava. Hey, there's a Token in that sub! It's surrounded by flames, so put them out or use Superman to safely snatch it.

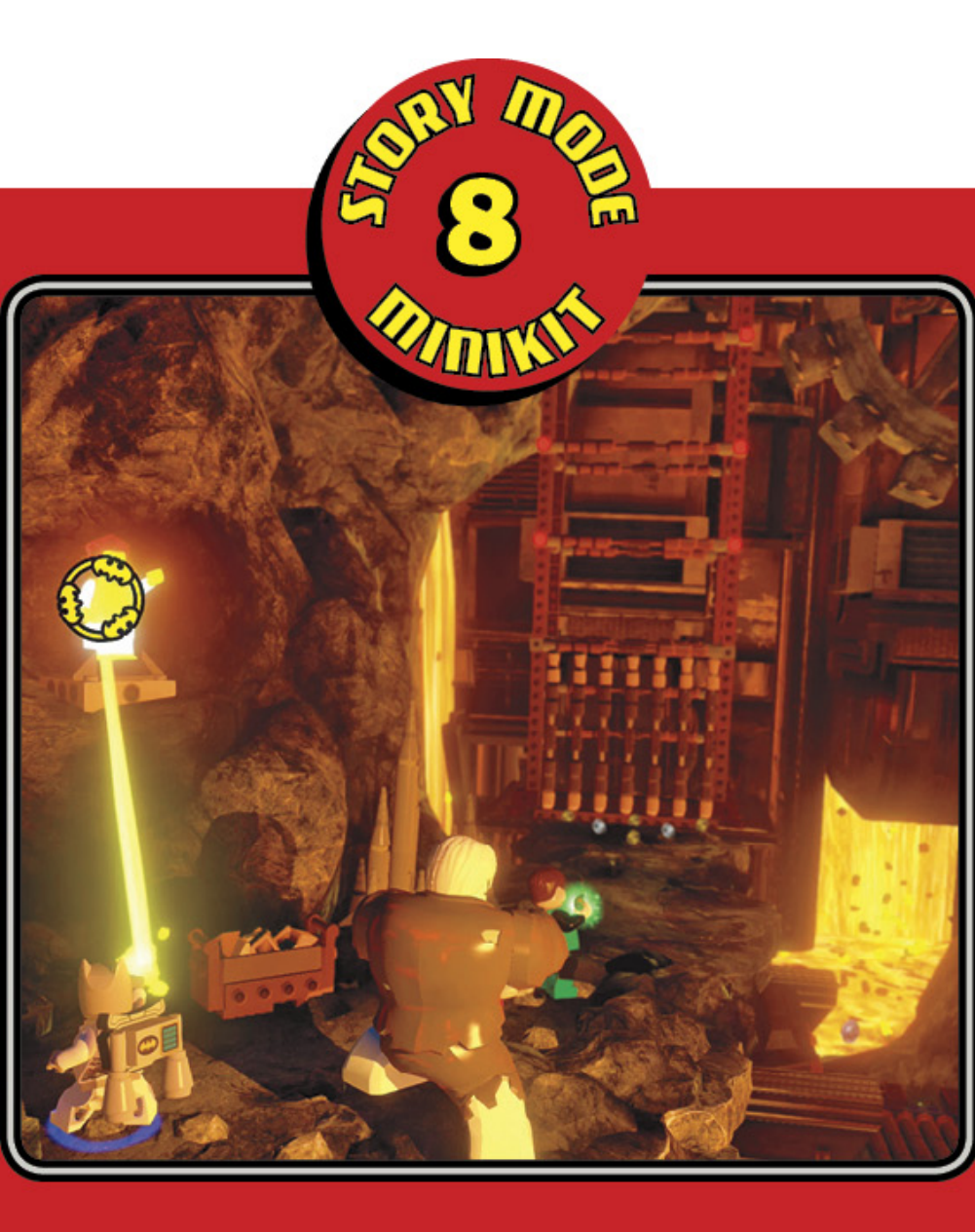
After smashing Arkillo, use Batman's Sensor Suit to detect a cracked patch of ground nearby. Tag to Solomon Grundy and smash through the ground, and you drop through a hole and land on a lower path.

GREEN LANTERN BREAKS LOOSE



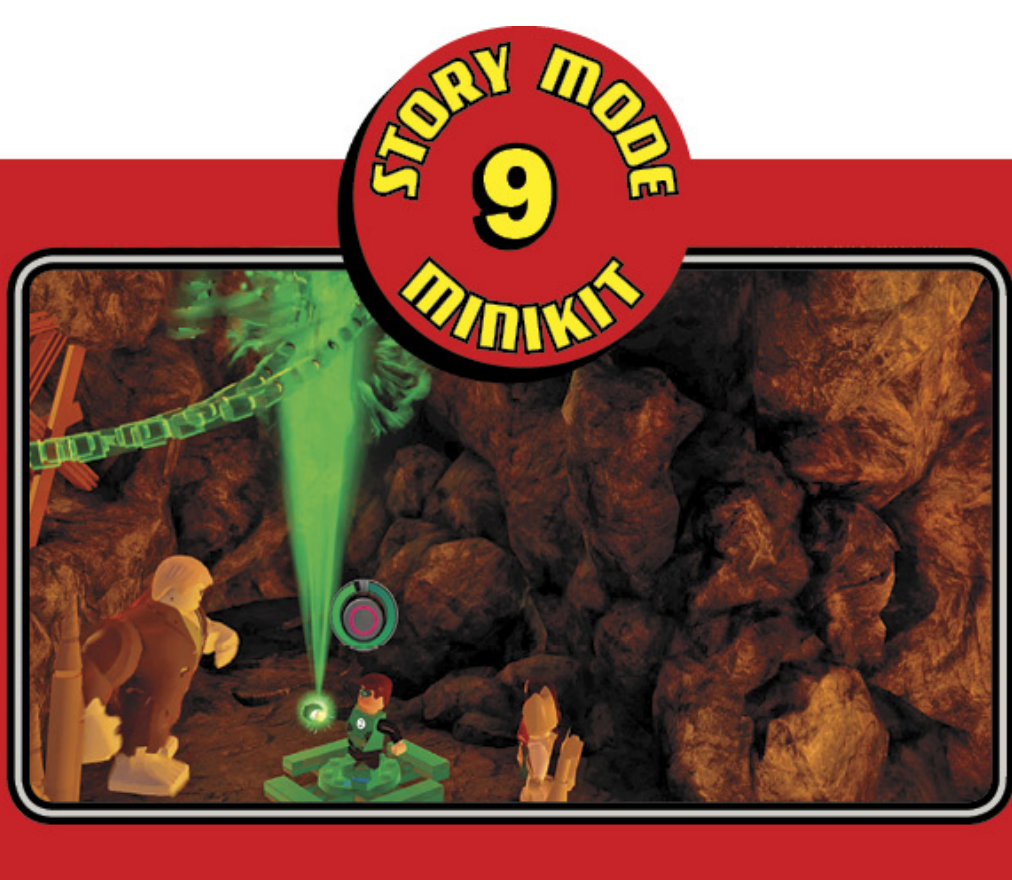
Our heroes have caught up with Sinestro on the lower path, who still has Green Lantern suspended like a puppet. Press the buttons shown on-screen to help Green Lantern break free of Sinestro's grip. Sinestro flees once he's free, and Green Lantern rejoins your group. Nothing can stop you now!

STORY MODE 8 MINIKIT



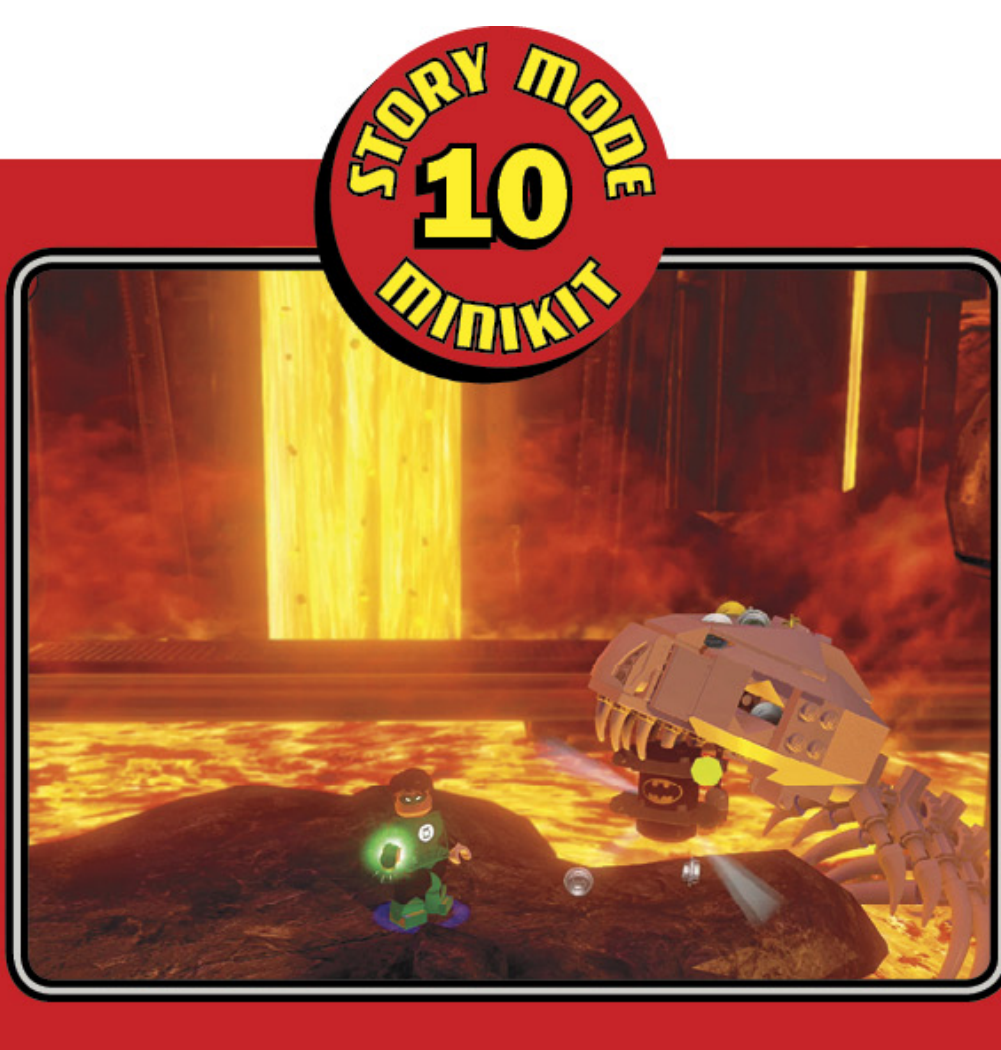
After Green Lantern breaks free, tag to Batman and use his Space Suit's laser to destroy the gold Sinestro statue in the nook along the path. The statue explodes into a Minikit! Fly up and grab it.

STORY MODE 9 MINIKIT



Now that you have the aid of Green Lantern, fly him to the left and return to the spot where you landed after smashing through the ground. Smash the bones in the background nook at the end of the trail and then build the bones' bricks into a Lantern pad. Activate the pad to construct a mine cart that smashes the nearby wall, revealing a Minikit!

STORY MODE 10 MINIKIT

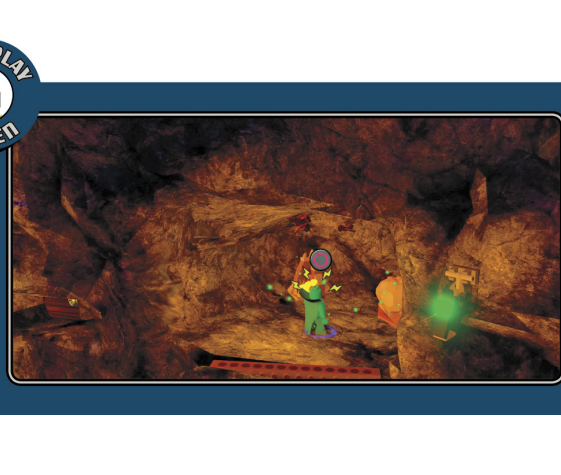


Fly Green Lantern back through the level, passing the dangerous conveyor belt. Land on the other side and dig in the collection of dirt mounds to uncover lots of bricks. Build these into a big dinosaur whose jaw drops open, revealing the creature's last meal: a Minikit!

FREE PLAY TOKEN

SINESTRO CORPS WARRIOR

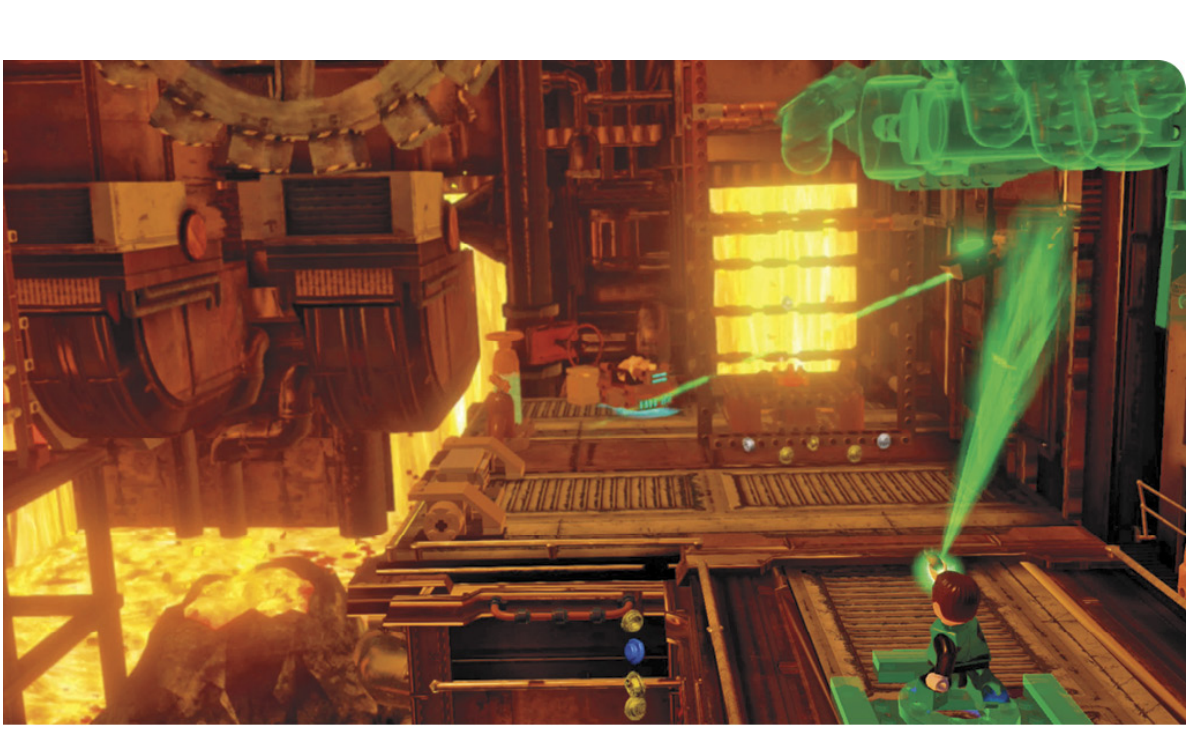
In Free Play, you find the wannabe super hero Bat-Mite standing near your landing spot after you smash through the ground. He seeks another special item. Fly up through the hole that you just fell through and then fly up onto the high background ledge near the spot where you recently battled Arkillo. Use super senses to detect the item that Bat-Mite desires, then return it to the little fellow in exchange for a Character Token!

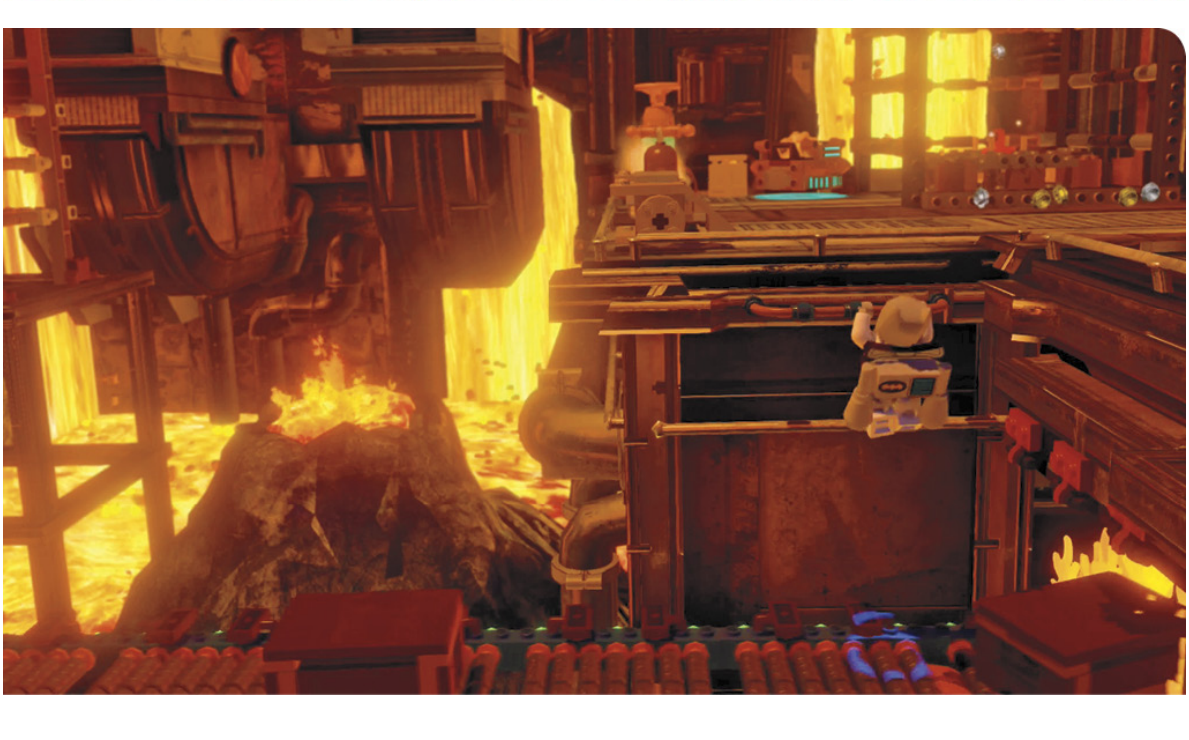


REACHING SINESTRO

Fly Green Lantern over to the ledge with the security cameras on the right and smash two big canisters and the pipe into bricks. Build these into a Lantern pad, then construct a giant hand crank that activates a conveyor belt below you.

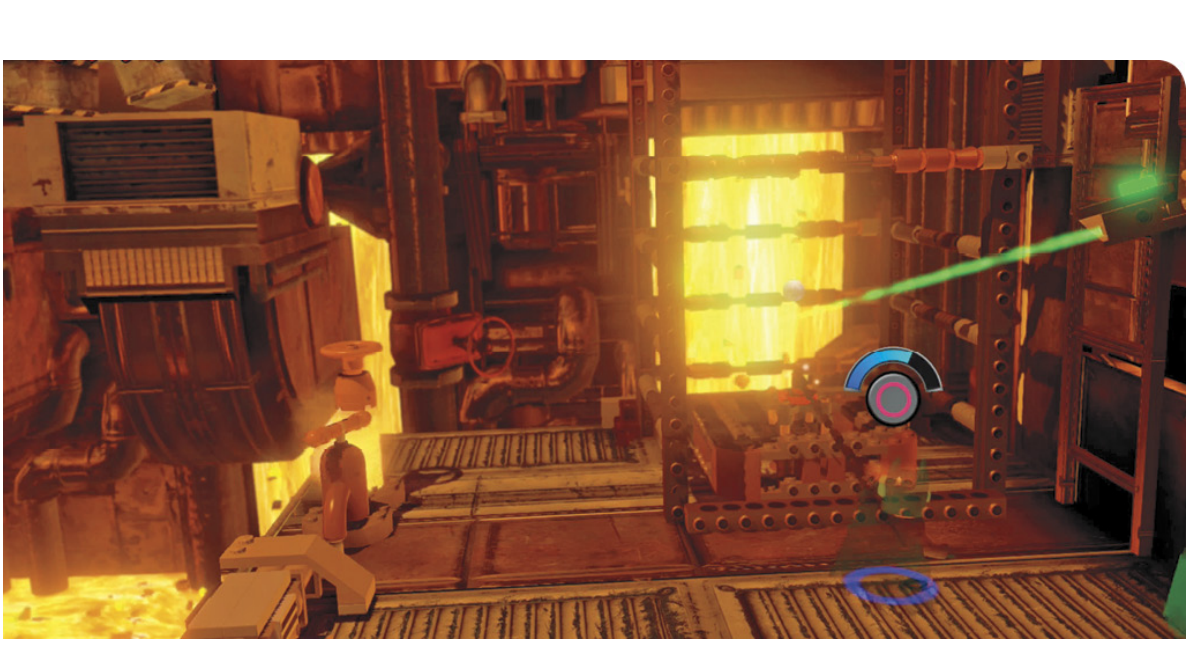
Tag to Batman and jump onto one of the boxes that travels along the conveyor belt. Ride the box all the way to the right, then jump toward the background and grab a hand hold just before you reach the end of the belt. Leap from the handhold and join Green Lantern on the ledge.

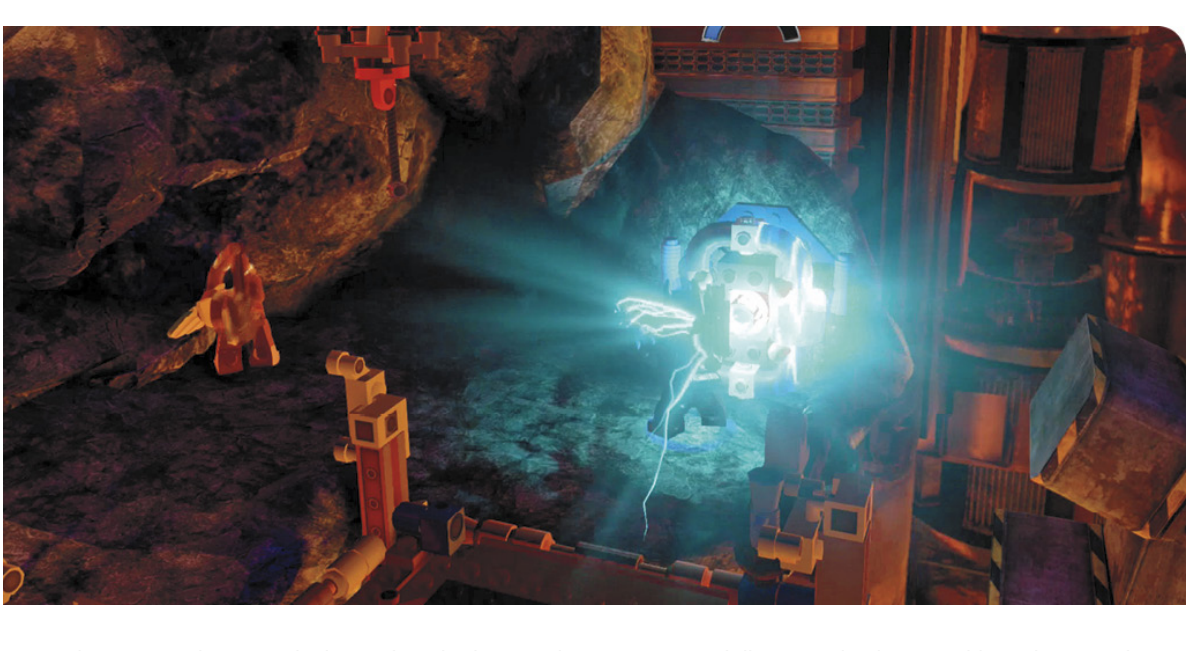




Use Batman's Sensor Suit and hold the Interact button to enter stealth mode and fool the nearby security cameras. Use his grapple gun next to yank an orange hook out of the nearby elevator shaft, starting an updraft. Jump into the updraft to soar up to a higher walkway.

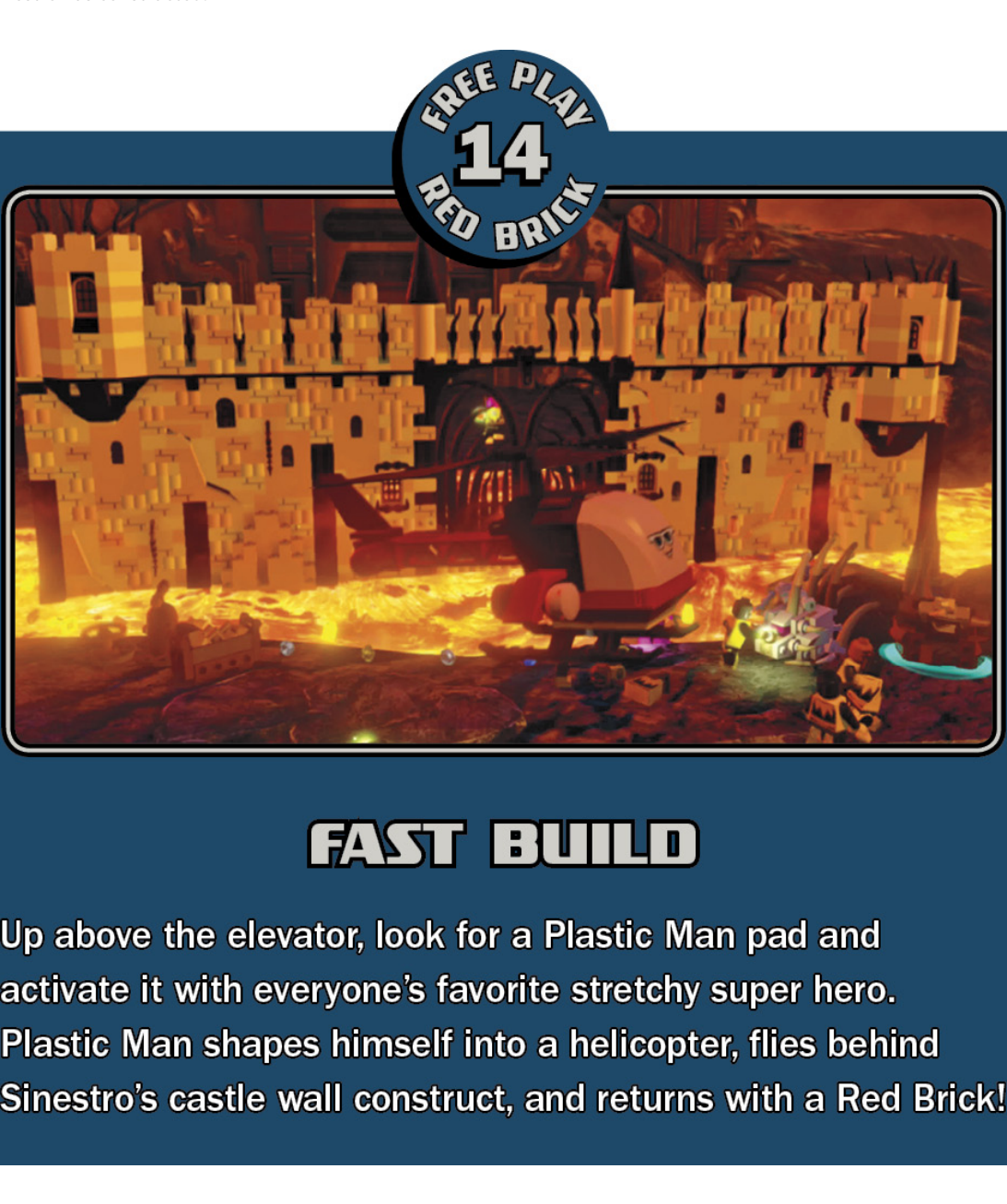
Quickly leap across the walkway when the rotating section is flat and stable. (Hold the Jump button to glide if need be.) Once you're across, equip Batman's Electricity Suit and deposit the electrical charge that Batman is still carrying into the nearby electric panel. This activates an elevator that hoists Solomon Grundy up to your level (again, Wonder Woman can just fly up to meet you).





Tag to Solomon Grundy, run to the left and use his big muscles to rip apart a drill, causing bricks to tumble to the ground. Tag to Green Lantern and build them into a Lantern pad, then use the pad to construct a battering ram that destroys the castle wall that Sinestro has constructed.

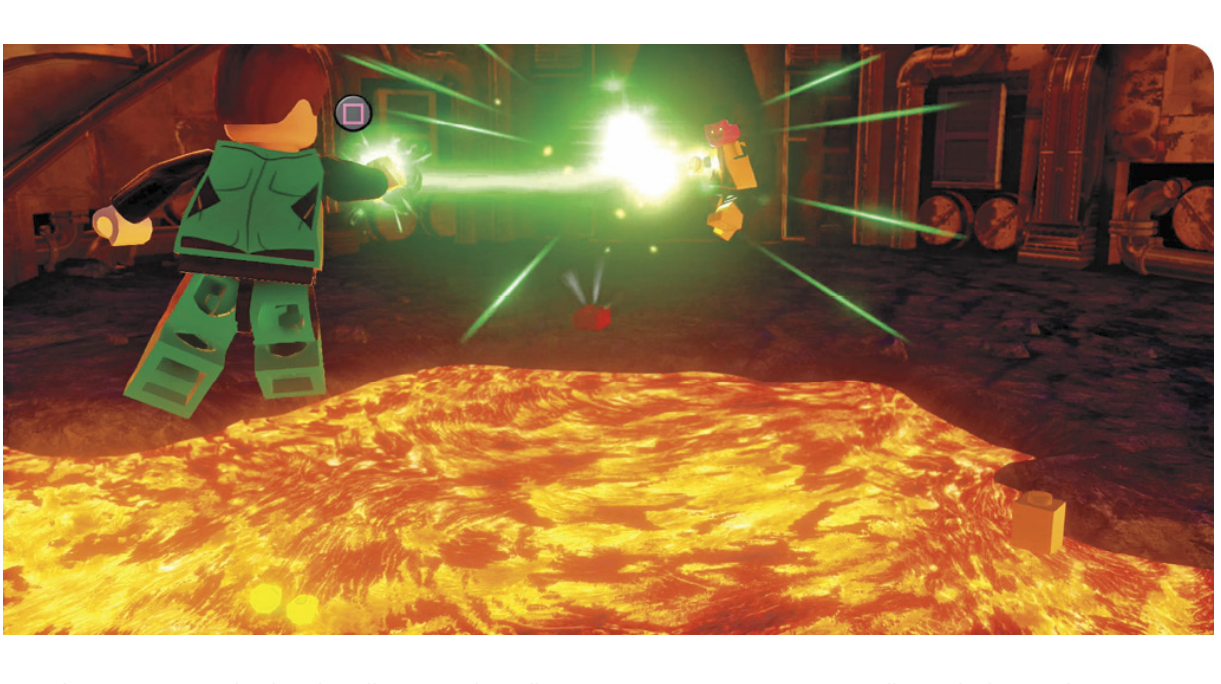
FREE PLAY 14 RED BRICK



FAST BUILD

Up above the elevator, look for a Plastic Man pad and activate it with everyone's favorite stretchy super hero. Plastic Man shapes himself into a helicopter, flies behind Sinestro's castle wall construct, and returns with a Red Brick!

Be sure to jump into the updraft produced by the broken drill and collect the Purple Stud above!



Near defeat, Sinestro unleashes the full power of his yellow ring against Green Lantern. Rapidly tap the button shown on-screen to fight back with Green Lantern's own indomitable power. Keep battling until you overcome Sinestro's frightful might, and the final Lantern power source is yours!

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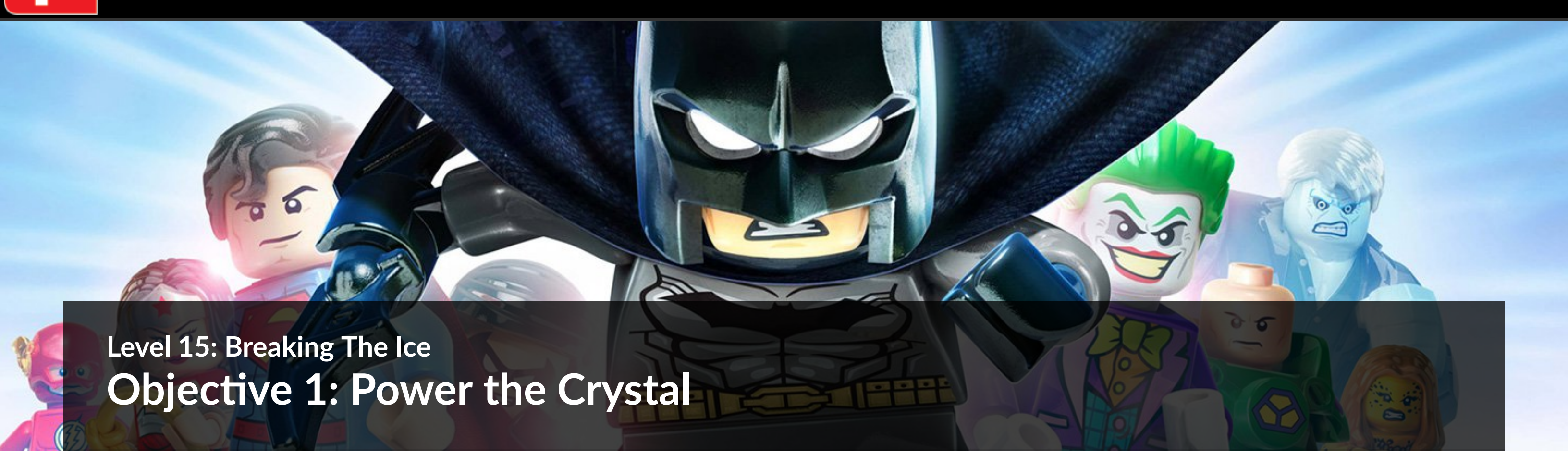


Level 15: Breaking The Ice

Objective 1: Power the Crystal

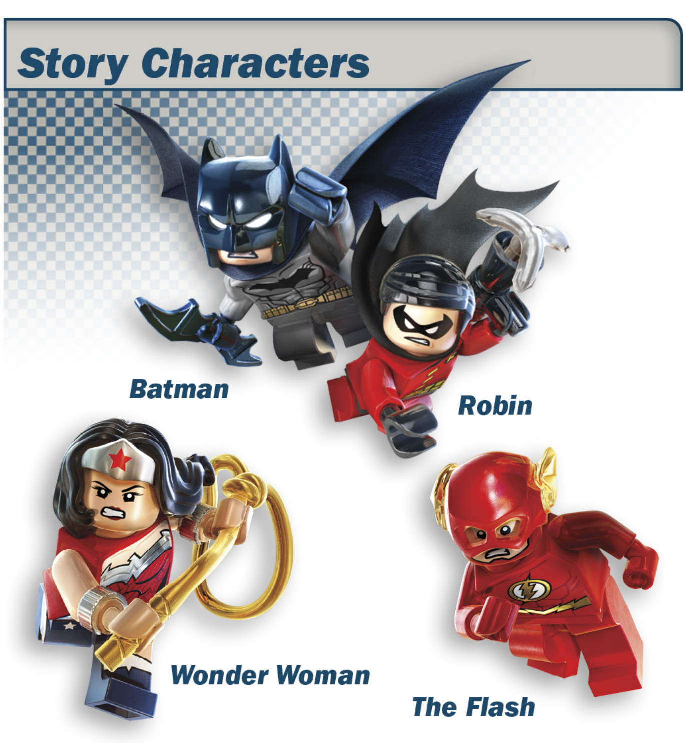
WALKTHROUGH
15
LEVEL

Breaking the Ice

The Story Thus Far ...

With all three of the heroic Lanterns rallied to their banner—and with all three of the less-than-heroic Lanterns' Power Batteries "acquired"—our heroes are now ready to restore Earth to its natural state and glory. The channeling crystal is the final ingredient, and our heroes hurry to check on Superman's progress in creating such a crystal at his miniaturized Fortress of Solitude.

Story Characters



True Hero Stud Requirement

30,000

Tokens

Icon	Character	Area	Mode	Notes
	Composite Superman	Free Play room	Free Play	Complete Bat-Mite's fetch quest (stealth required).
	Superman (Solar Suit)	Free Play room	Free Play	Hack the techno panel in the background and then build the key.
	Cyborg Superman	Free Play room	Free Play	Use sonar to shatter the glass crystals in the background. Build and power the TV, then jump on the shapes as shown on TV.

Adam West in Peril!

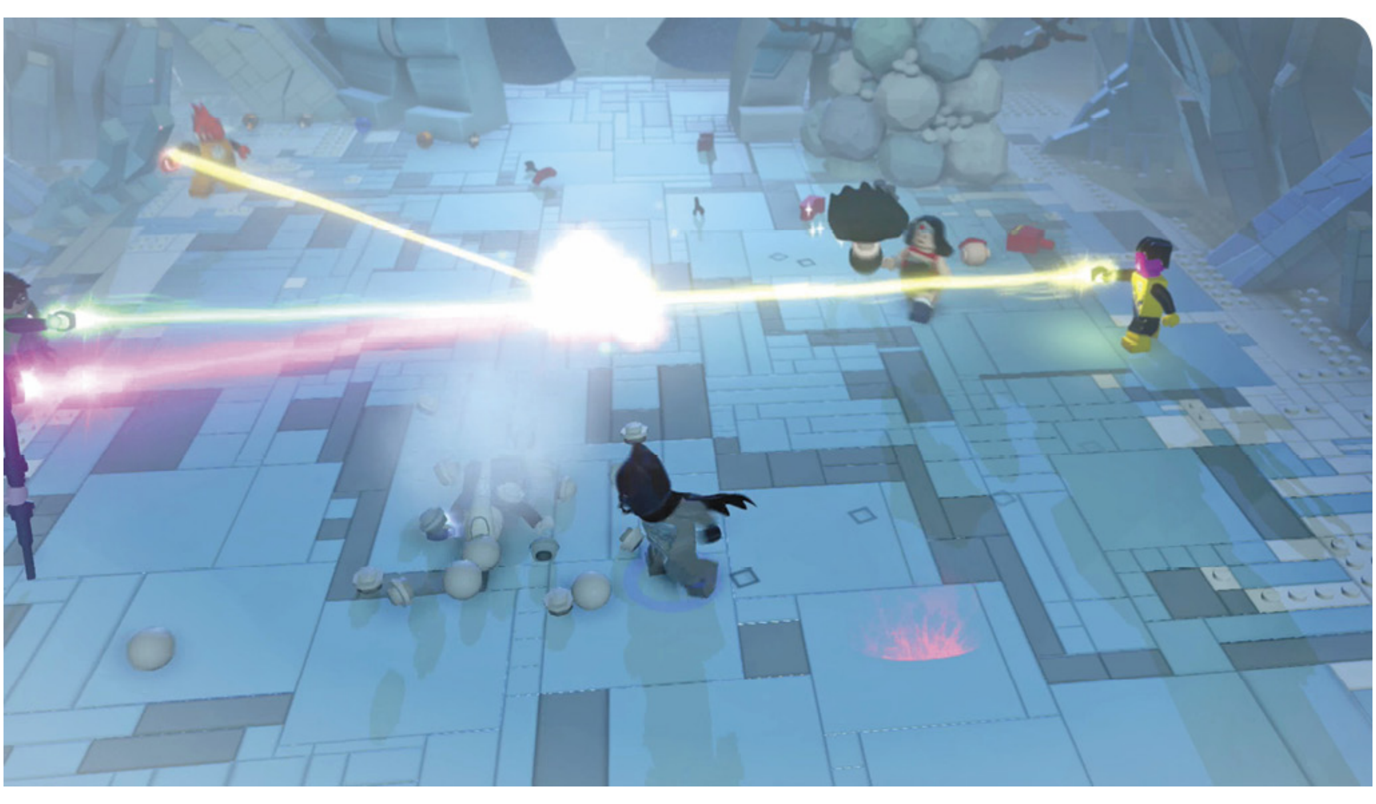
Area	Mode	Notes
Free Play room	Free Play	Smash the central platform's crystals and then build the transporter.

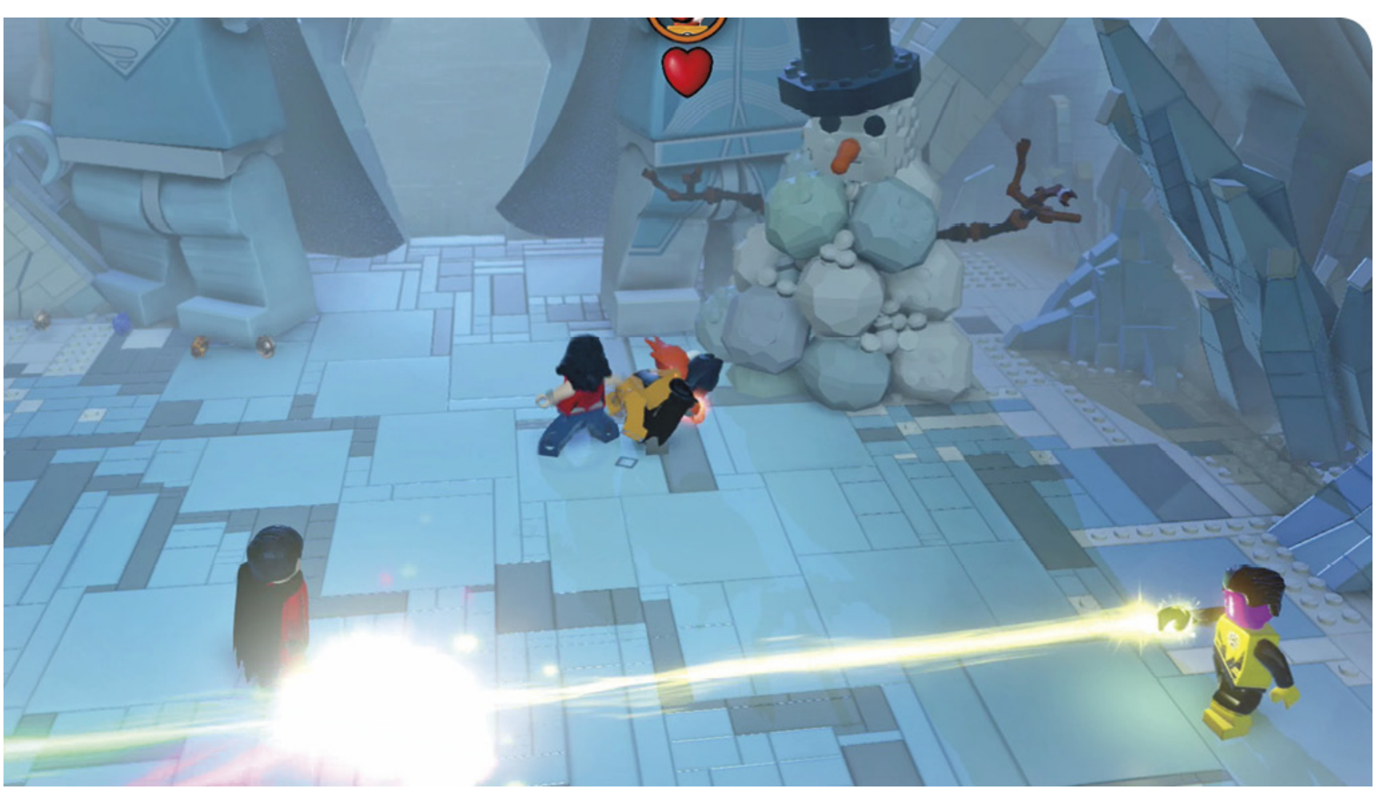
Minikits

No.	Area	Mode	Notes
1	2	Free Play	Use a laser or heat vision to melt the chunk of ice in the foreground on the right, then activate the Lantern pad.
2	Free Play room	Free Play	Use sonar to shatter five glass statues around the Free Play room
3	Free Play room	Free Play	Ride three Bat-Cows into the pen.
4	Free Play room	Free Play	Send the Toy Wonder through the hatch near the Bat-Cow pen.
5	Free Play room	Free Play	Open Superman's diary, laser the gold page and then build and smash the ink pot.
6	Free Play room	Free Play	Drain the charge from the electric panel and then follow the robot.
7	Free Play room	Free Play	Destroy the silver crystal near the central platform. Build and use the spinner and then shatter the glass case.
8	Free Play room	Free Play	Freeze the water fountain near the Illumination Suit charging station.
9	Free Play room	Free Play	Light up the dark cave on the right with the Illumination Suit.
10	Free Play room	Free Play	Use magnetic power to open Superman's baby pod.

Red Brick

No.	Effect	Area	Mode	Notes
15	Collect Ghost Studs	Free Play room	Free Play	Activate the Plastic Man pad in the background.



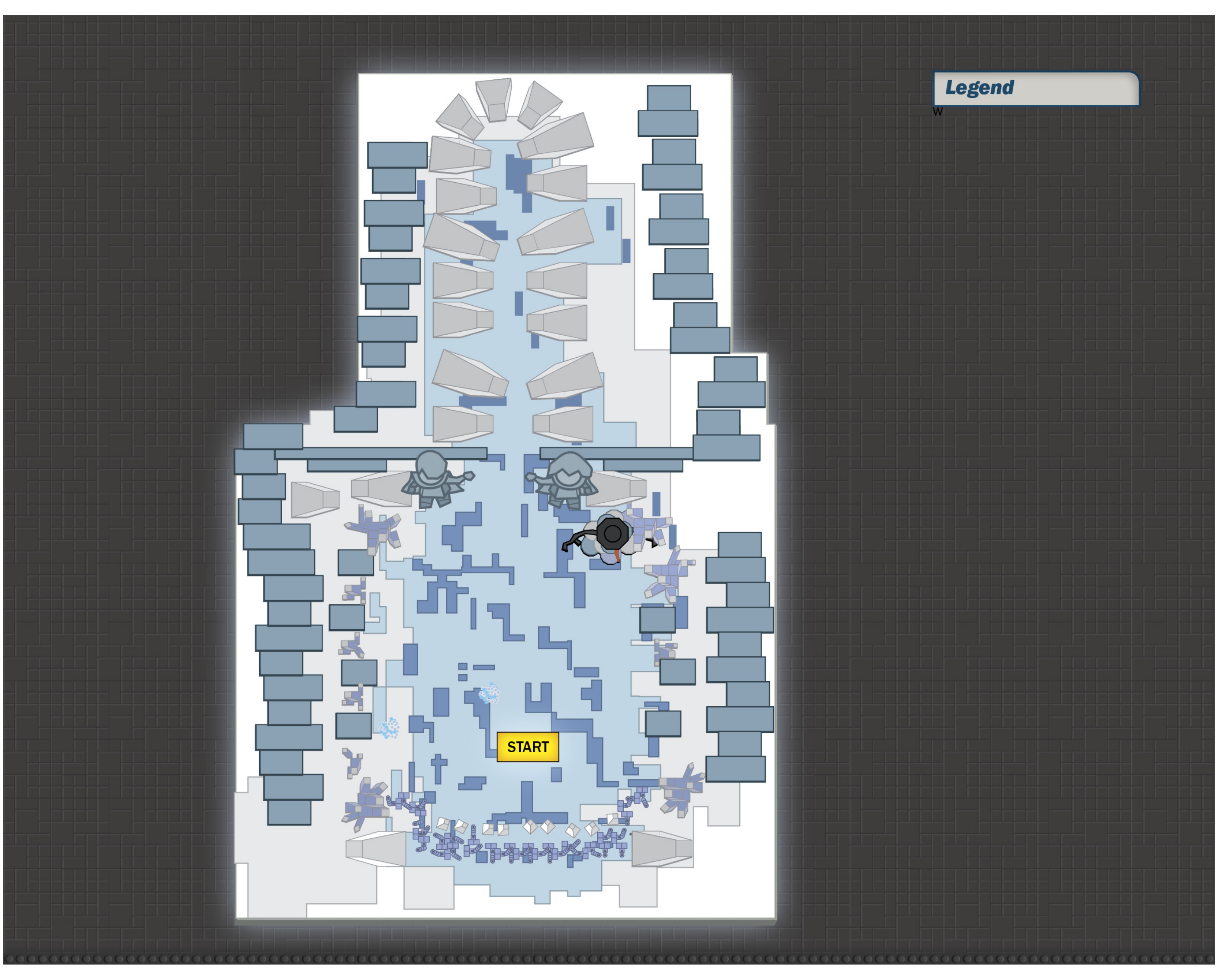


Without warning, Sinestro, Atrocitus, and Larfleeze suddenly ambush our heroes at the Fortress of Solitude. It seems that you didn't need to steal their Power Batteries, after all! Green Lantern and Indigo–1 are quickly drawn into a grueling power struggle against Sinestro. Carefully move past them and approach Larfleeze in the background.

> Don't touch any of the Lantern's lasers during this battle or you'll be vaporized!

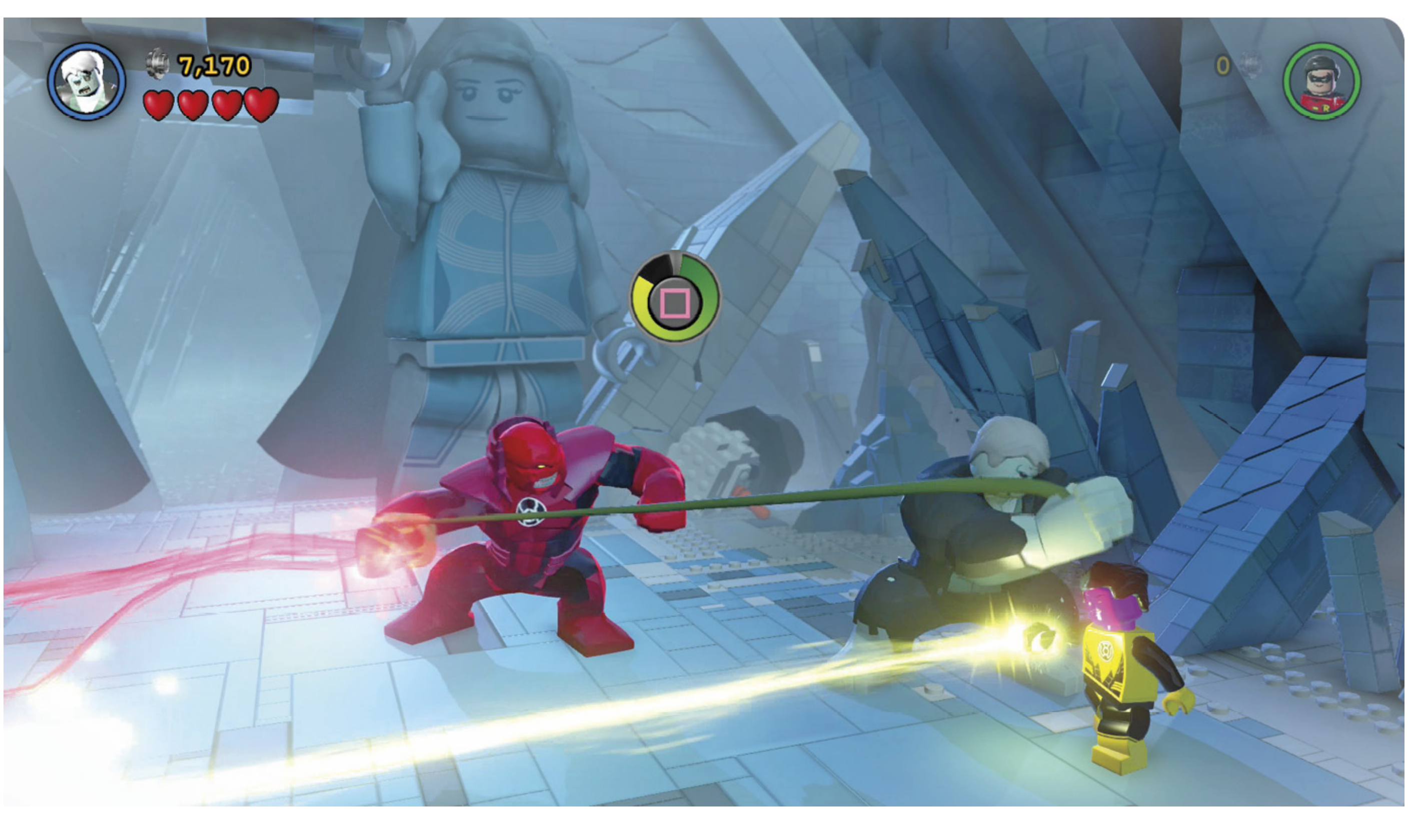
Larfleeze flees as you approach and summons a host of Orange Lantern Constructs to battle you. Defeat all of Larfleeze's constructs, and the villain returns to the fray. Wait for Larfleeze to pounce on one of you, then tag to another character and attack Larfleeze while he's busy.

Again, Larfleeze flees—but this time, he unleashes his ring laser at you. Lure Larfleeze's aim toward the central crystal, uniting the power of his ring laser with those of the other Lanterns who are locked in struggle.



ATROCITUS ARRIVES

With Larfleeze's laser locked with the others, the raging Red Lantern Atrocitus arrives to take up the fight. Keep away from Atrocitus and wipe out all of his goons. Solomon Grundy then springs his ingenious trap: He pops out from the nearby snowman and locks horns with Atrocitus! Rapidly tap the buttons shown onscreen until Solomon Grundy forces Atrocitus into merging his ring laser with the others.



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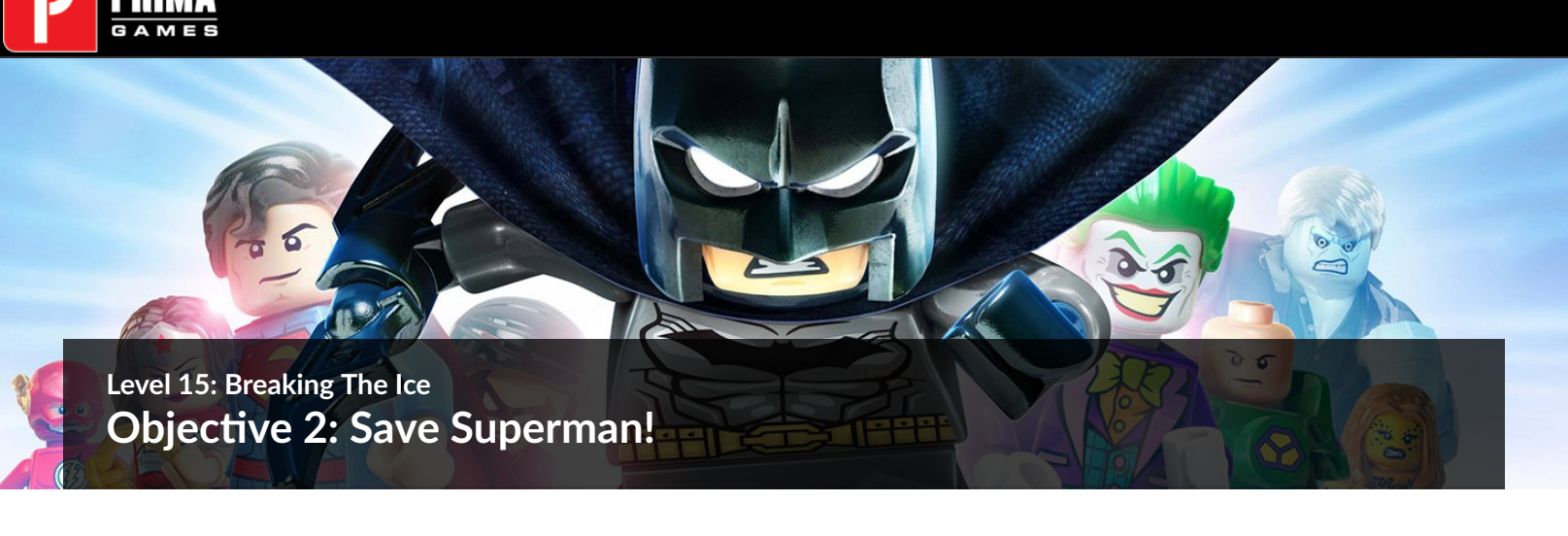
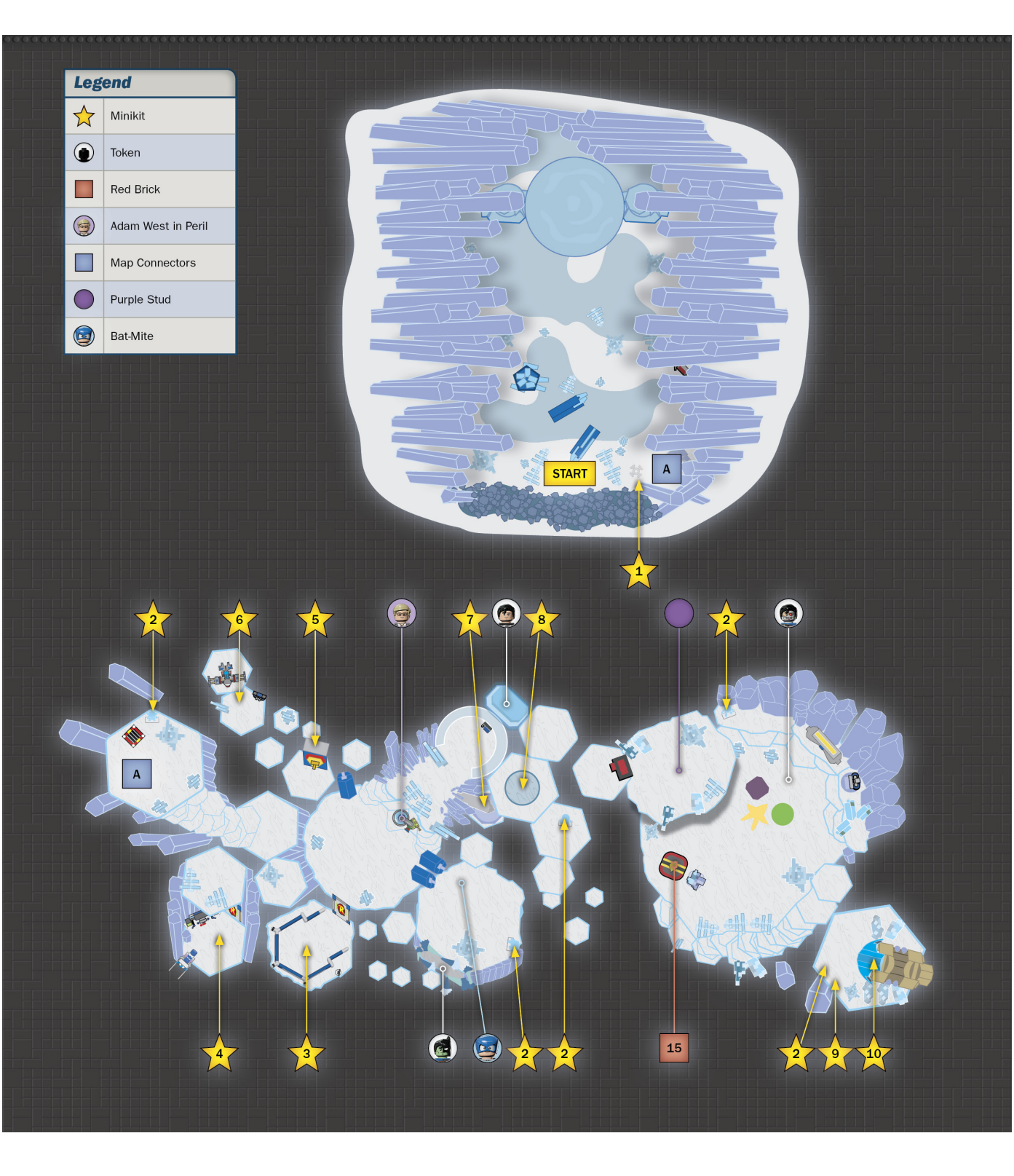
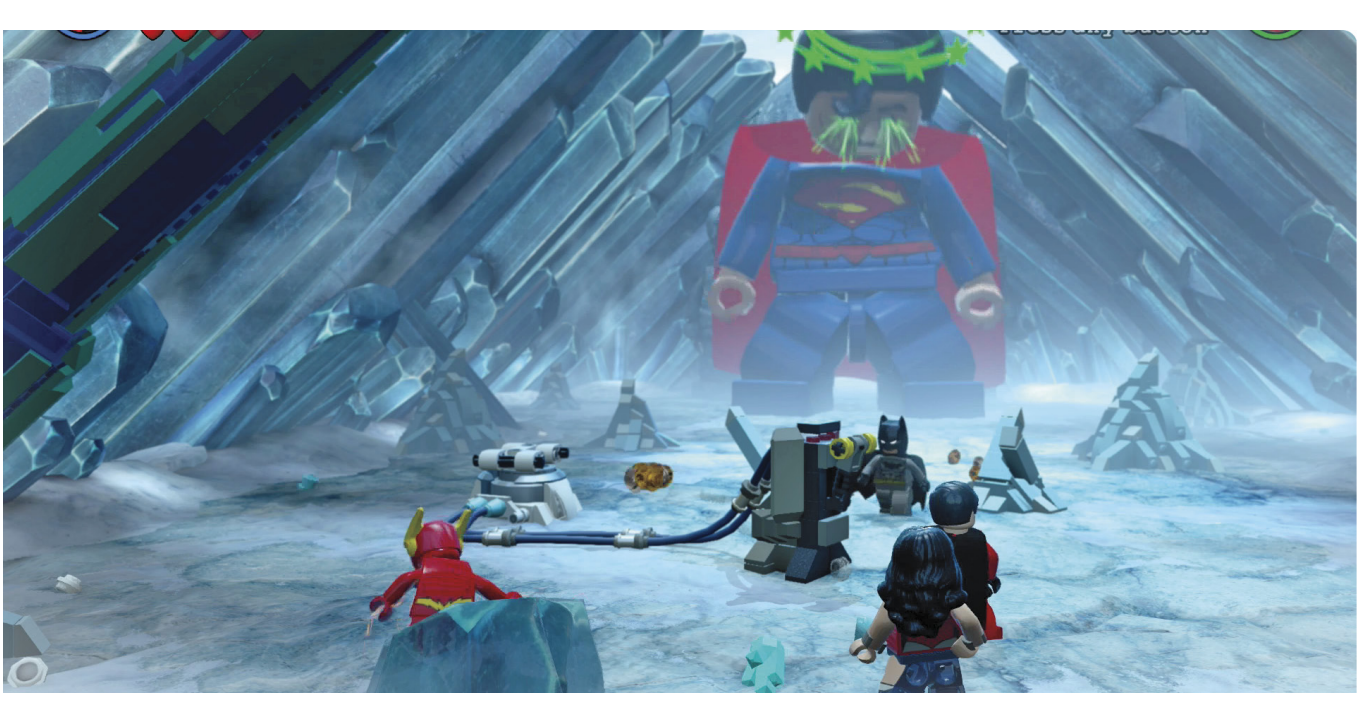


Level 15: Breaking The Ice

Objective 2: Save Superman!



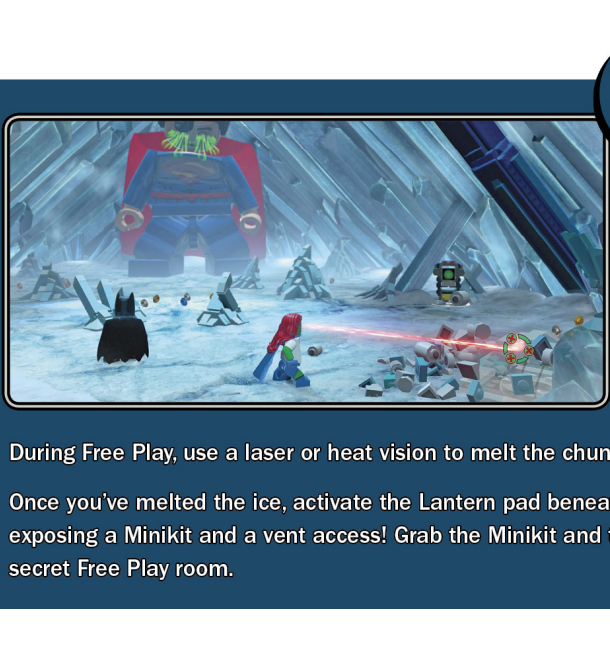


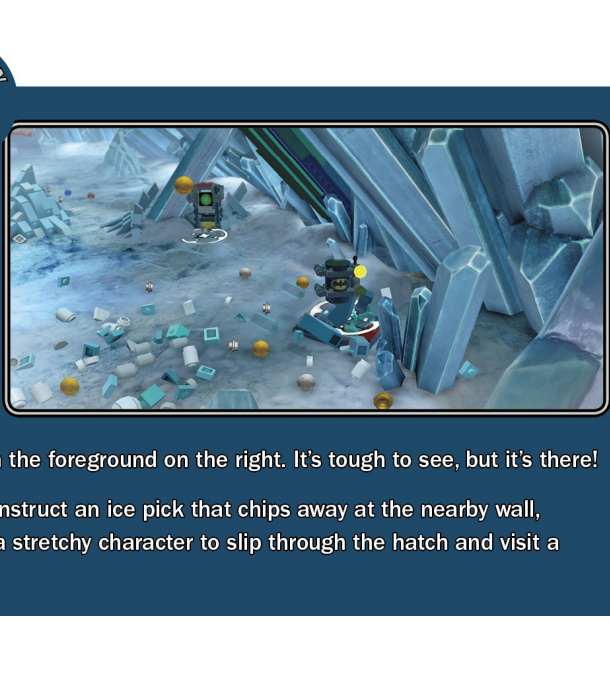
With all seven Lanterns locked in struggle, tremendous energy is released. Superman is quick to channel this energy through his crystal, and the Earth is at last restored!

It seems that the day is won, but our heroes aren't finished yet. The restoration of Earth has allowed Brainiac to break free of his bonds! Using the power of his shrink ray in reverse, Brainiac enlarges Superman, and then takes control of the Man of Steel's mind. You've got to save Superman!

Jump, fly, and stay mobile to avoid Superman's mighty attacks. Wait until one of his crushing punches causes some crystals to fall, then smash those crystals and build their bricks into a lever.

FREE PLAY 1 MINIKIT



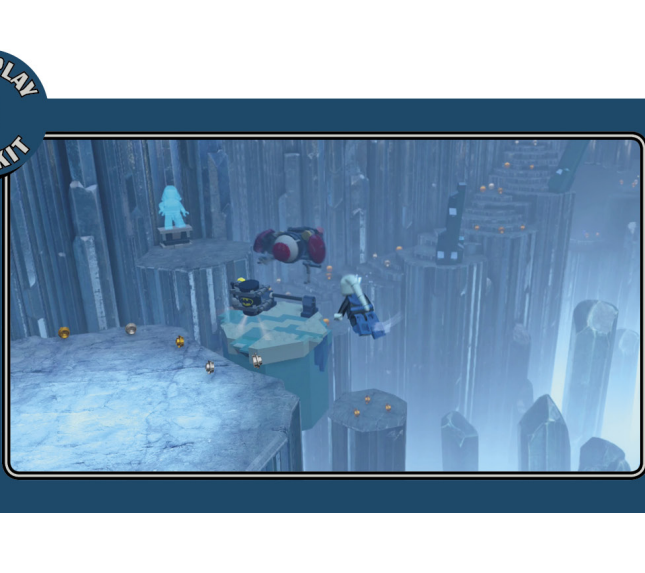


During Free Play, use a laser or heat vision to melt the chunk of ice in the foreground on the right. It's tough to see, but it's there!

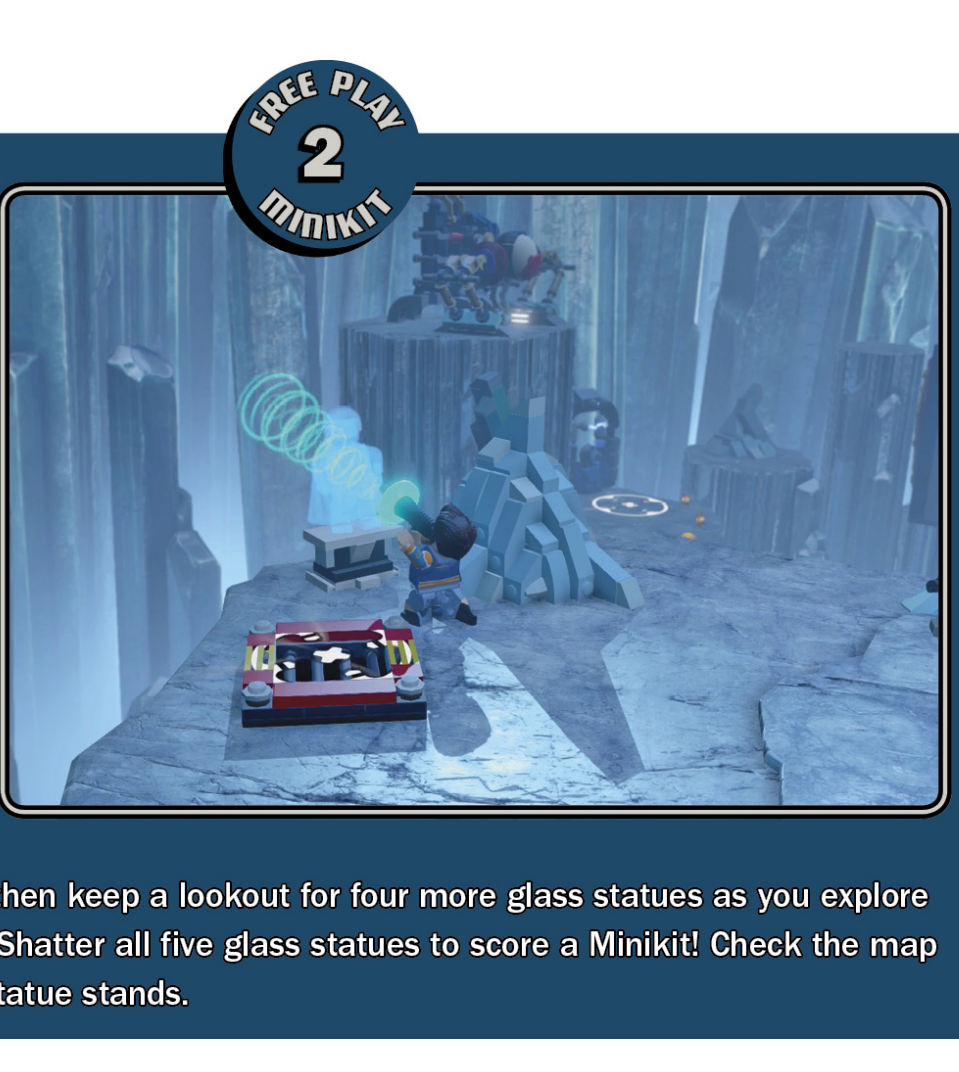
Once you've melted the ice, activate the Lantern pad beneath it to construct an ice pick that chips away at the nearby wall, exposing a Minikit and a vent access! Grab the Minikit and then use a stretchy character to slip through the hatch and visit a secret Free Play room.

FREE PLAY 6 MINIKIT

Use an Electricity Suit to drain the charge from the electric panel to the left of Superman's diary. This activates a robot above you, which flies off to the right. Switch to a character that can fly and pursue the robot around the Free Play room. Keep following the robot until it dips down and pops up with a Minikit!

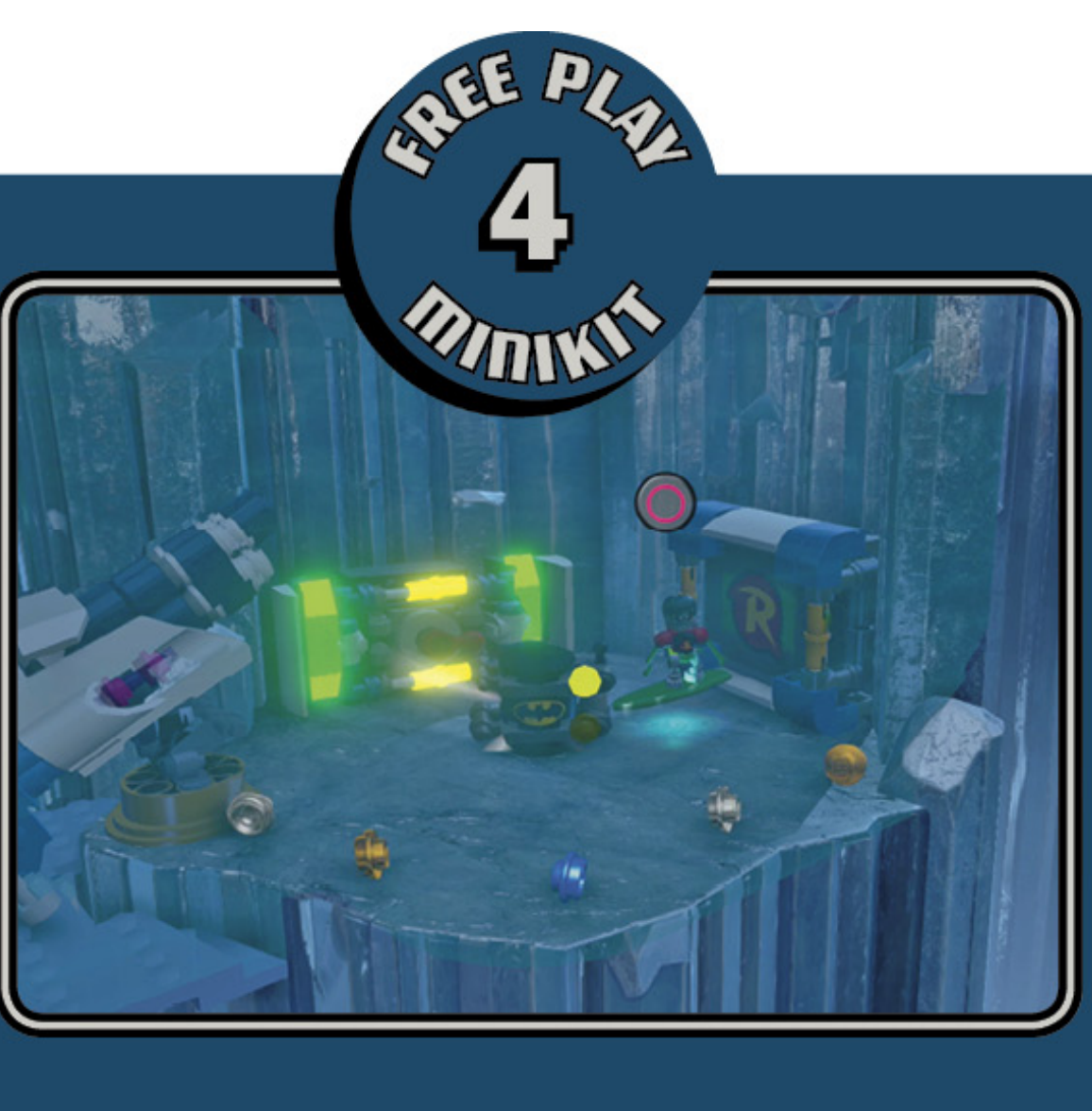


FREE PLAY 2 MINIKIT



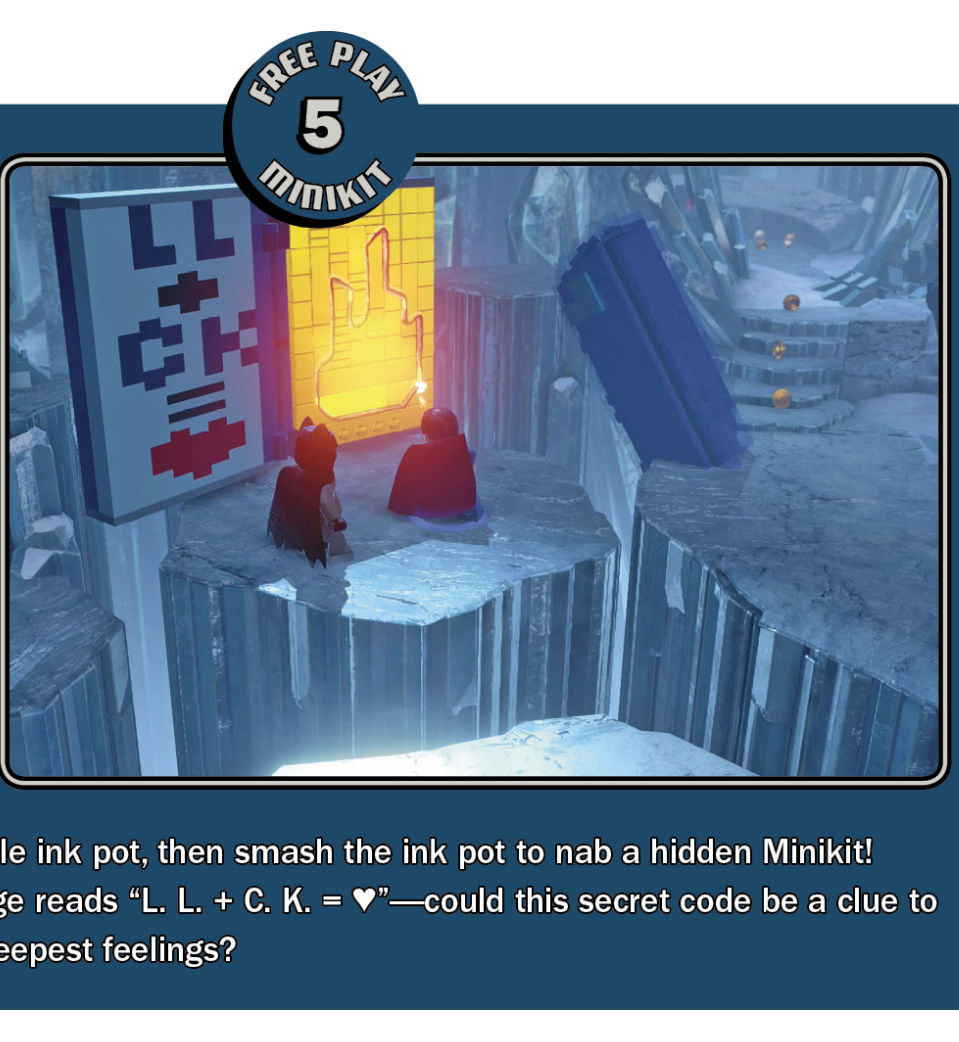
During the battle against giant Superman, grab Minikit 1 and the use the vent access to enter the secret underground Free Play room. When you enter, you are standing right next to a glass statue. Use a sonar attack to shatter it, then keep a lookout for four more glass statues as you explore the Free Play room. Shatter all five glass statues to score a Minikit! Check the map to see where each statue stands.

FREE PLAY 4 MINIKIT



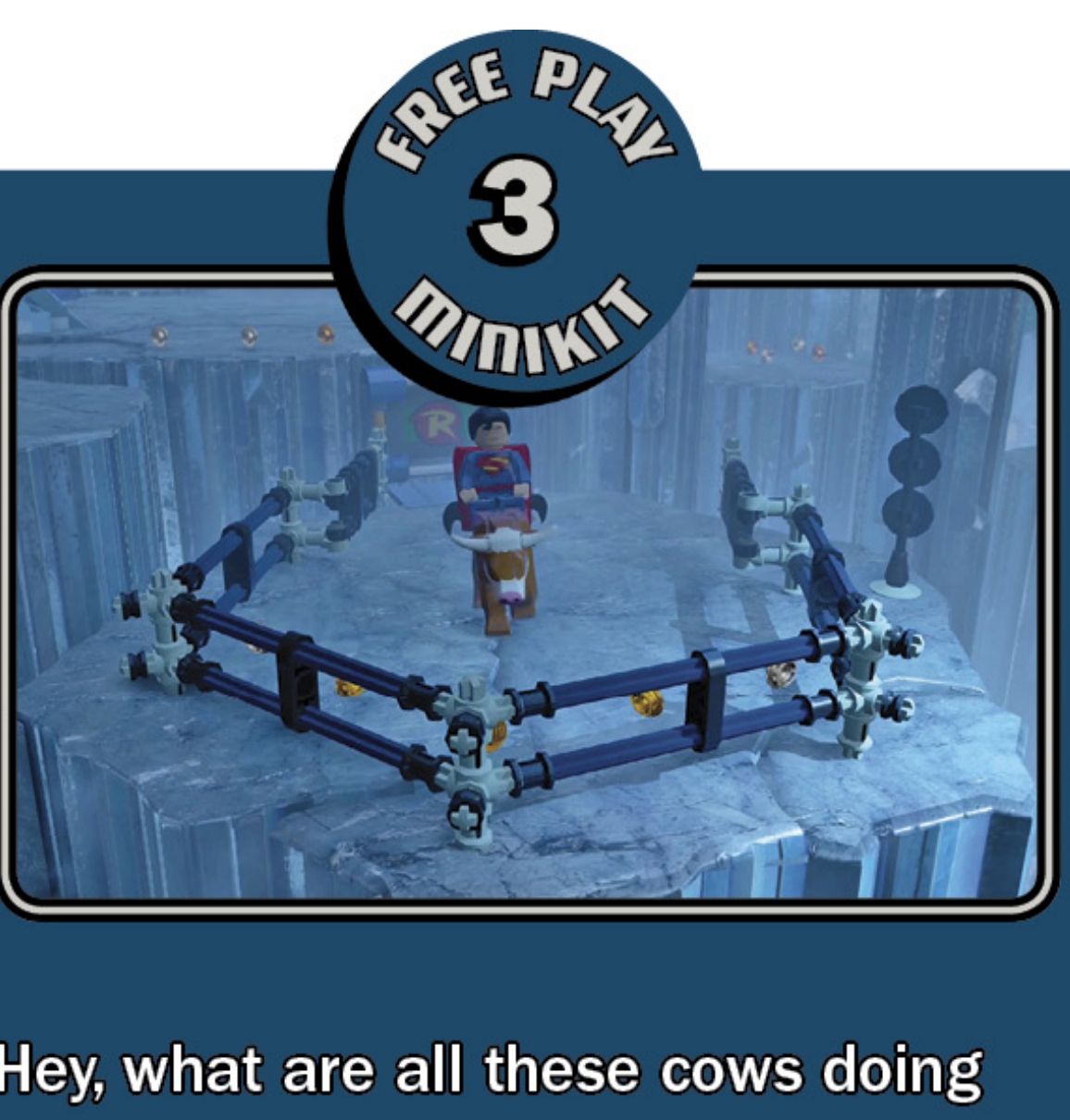
A Toy Wonder hatch catches your eye near the Bat-Cow pen. Don Robin's Techno Suit and send his Toy Wonder through the hatch. It emerges in a lower area. Hack the Toy Wonder panel here to activate a gadget that builds a Minikit out of thin air!

FREE PLAY 5 MINIKIT



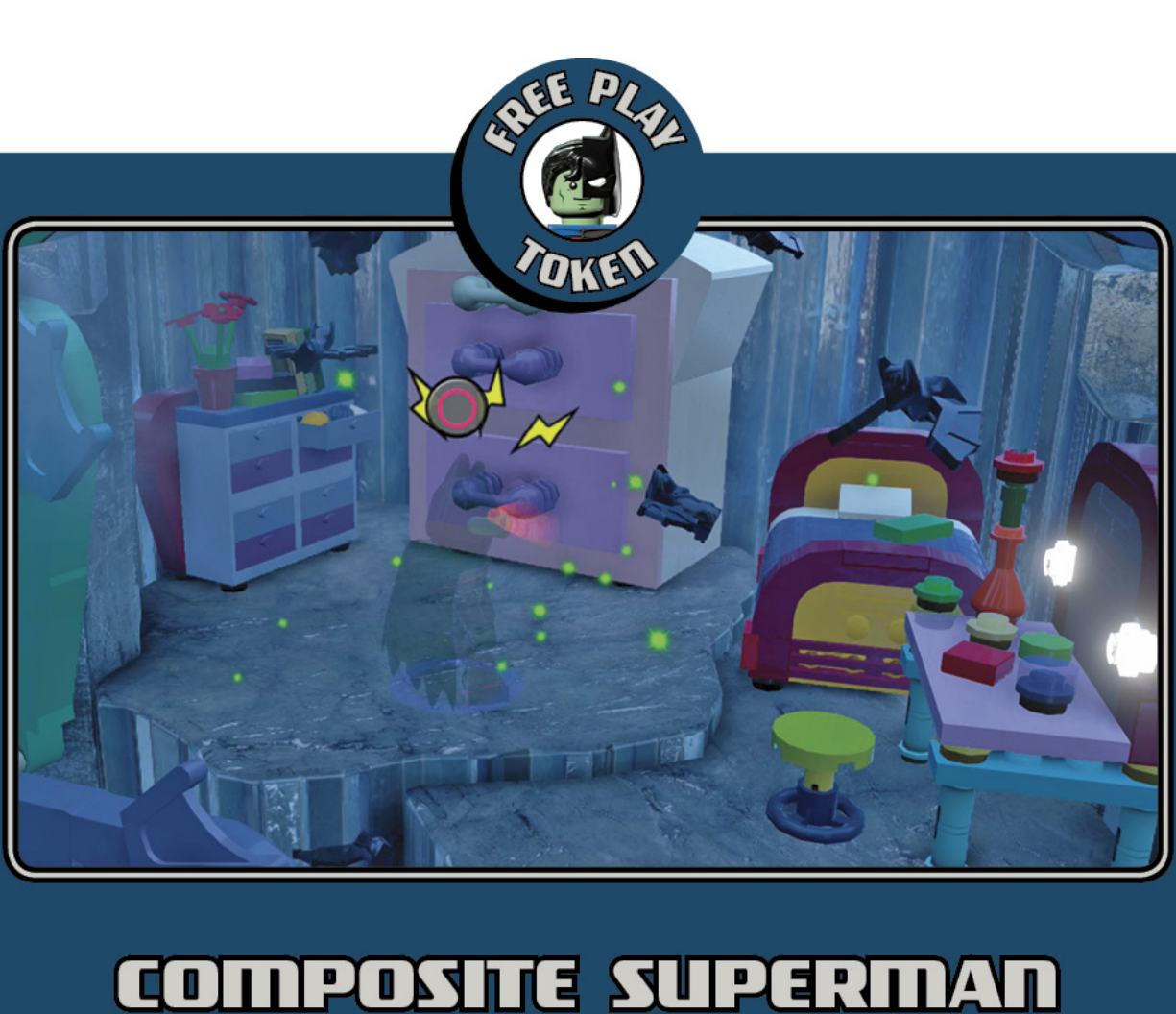
Superman's mighty diary leans against the Free Play room's left wall. Grapple its orange hook to open the tall tome, then use a laser to cut a shape out of its golden page. Build the bricks that spill out of the book into a purple ink pot, then smash the ink pot to nab a hidden Minikit! The diary's other page reads "L. L. + C. K. = ♥"—could this secret code be a clue to the Man of Steel's deepest feelings?

FREE PLAY 3 MINIKIT



Hey, what are all these cows doing down here? Their capes indicate that these must be Bat-Cows! Hop on and ride each Bat-Cow into the pen on the right. You need to jump the Bat-Cows platform to platform as you ride them. Return all three Bat-Cows to the pen to receive a Minikit!

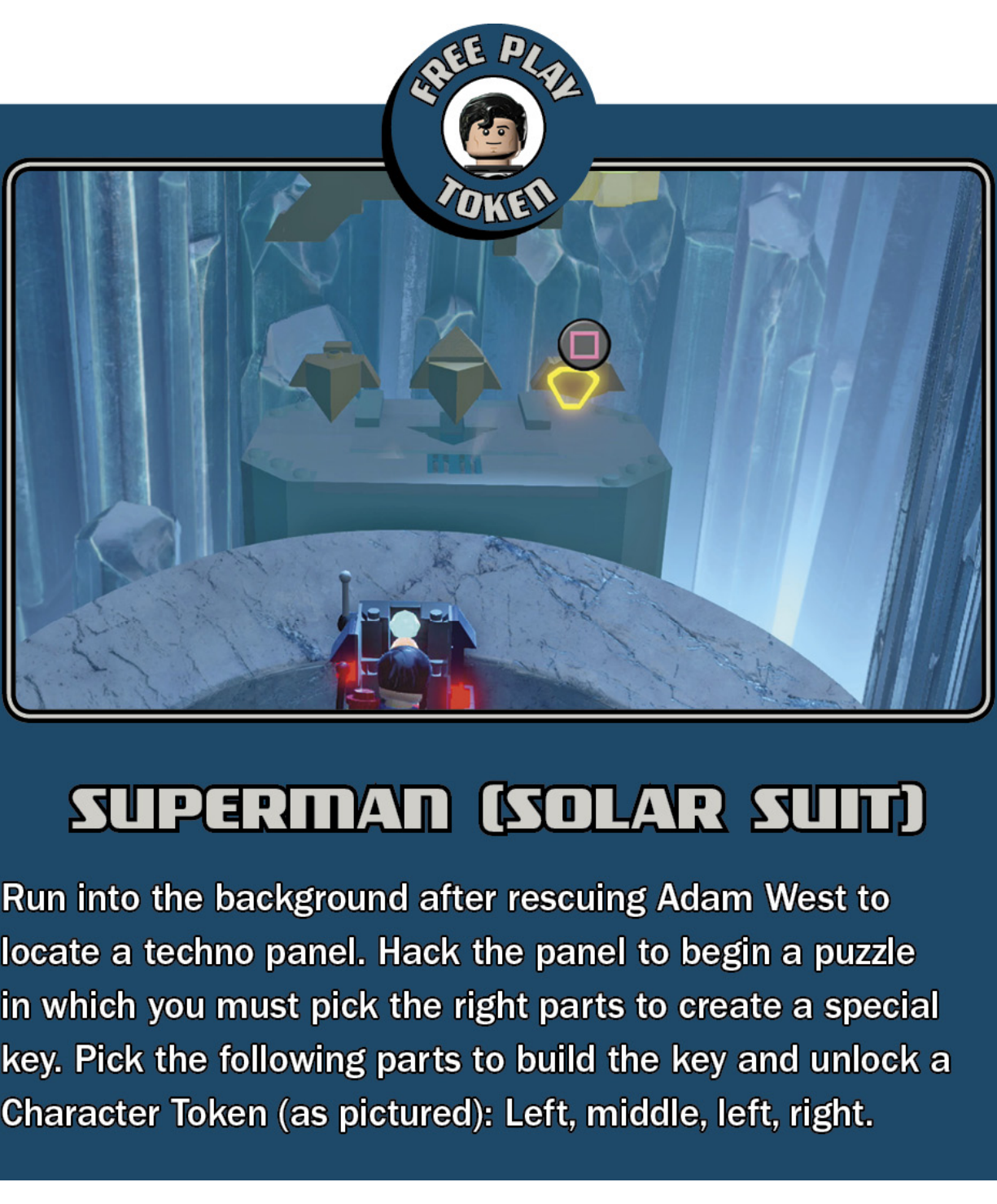
FREE PLAY TOKEN



COMPOSITE SUPERMAN

Your old pal Bat-Mite stands on the last platform that the robot leads you to as part of claiming Minikit 6. Chat with Bat-Mite and then use a stealth character to slip past the security camera that lies beneath Bat-Mite's platform. You land in Superman's bedroom. Use super senses to detect a big gold lock on the dresser, then use a laser or heat vision to destroy the lock and discover the item that Bat-Mite desires! Return the item to Bat-Mite in exchange for a Token.

FREE PLAY TOKEN

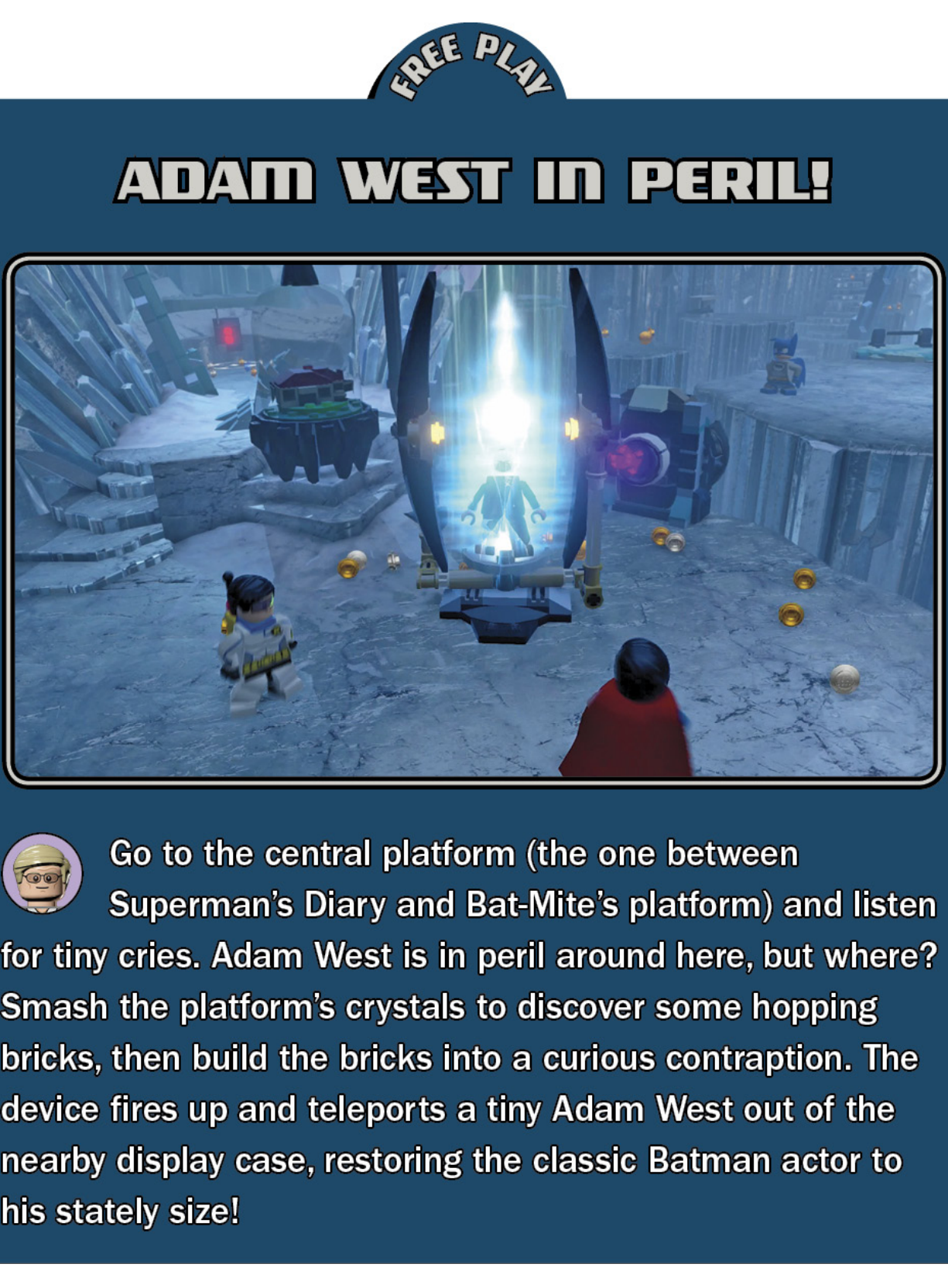


SUPERMAN (SOLAR SUIT)

Run into the background after rescuing Adam West to locate a techno panel. Hack the panel to begin a puzzle in which you must pick the right parts to create a special key. Pick the following parts to build the key and unlock a Character Token (as pictured): Left, middle, left, right.

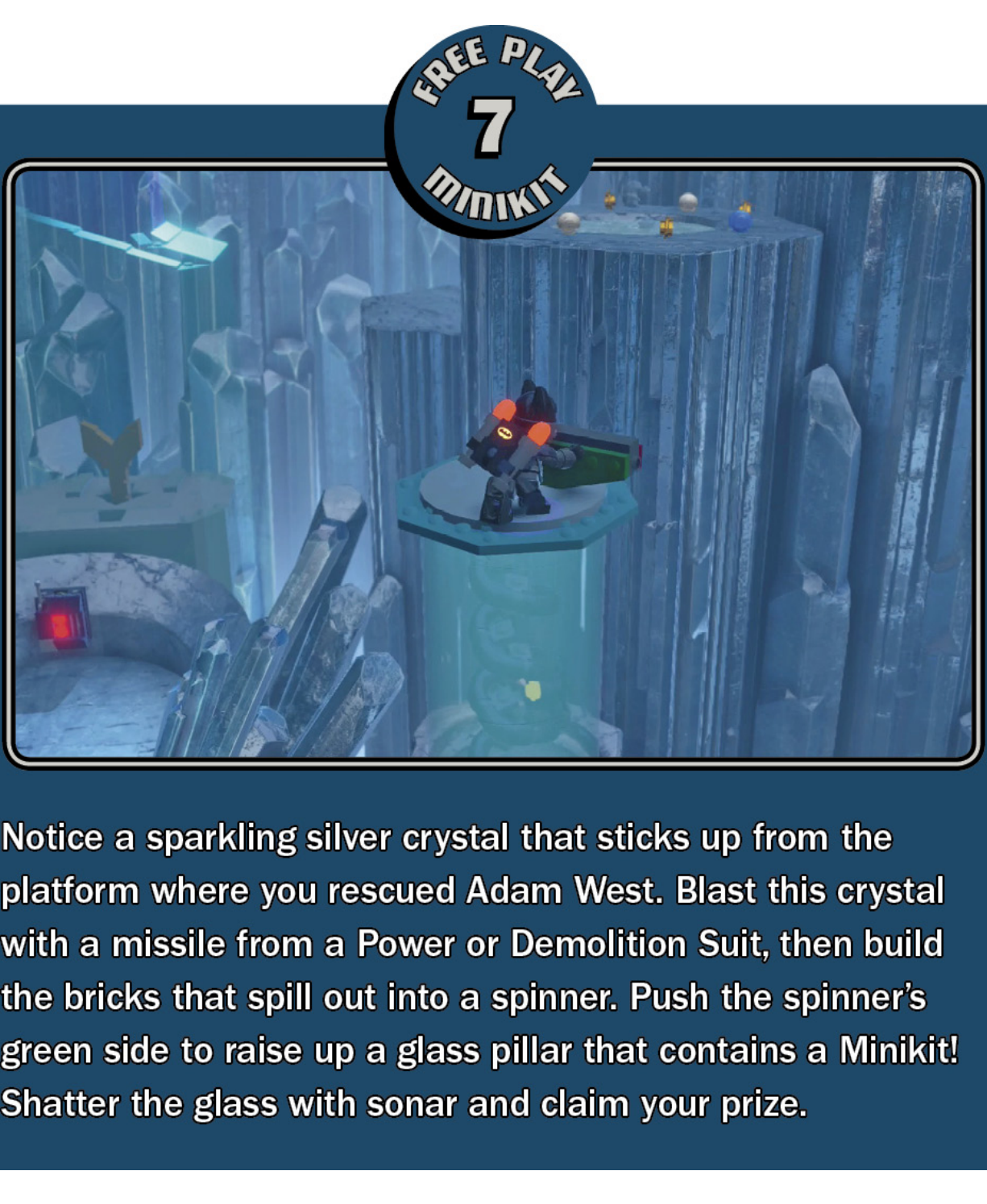
FREE PLAY

ADAM WEST IN PERIL!



Go to the central platform (the one between Superman's Diary and Bat-Mite's platform) and listen for tiny cries. Adam West is in peril around here, but where? Smash the platform's crystals to discover some hopping bricks, then build the bricks into a curious contraption. The device fires up and teleports a tiny Adam West out of the nearby display case, restoring the classic Batman actor to his stately size!

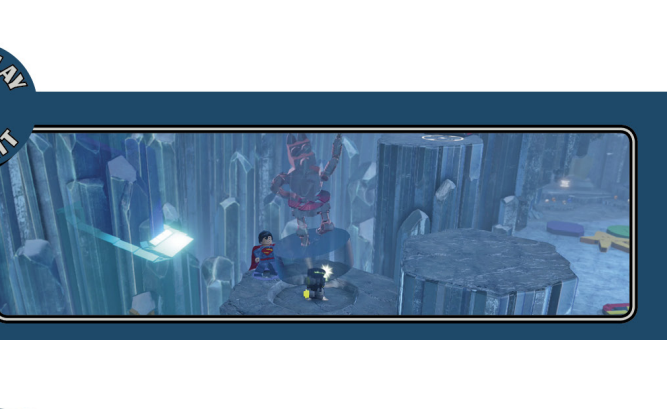
FREE PLAY 7 MINIKIT



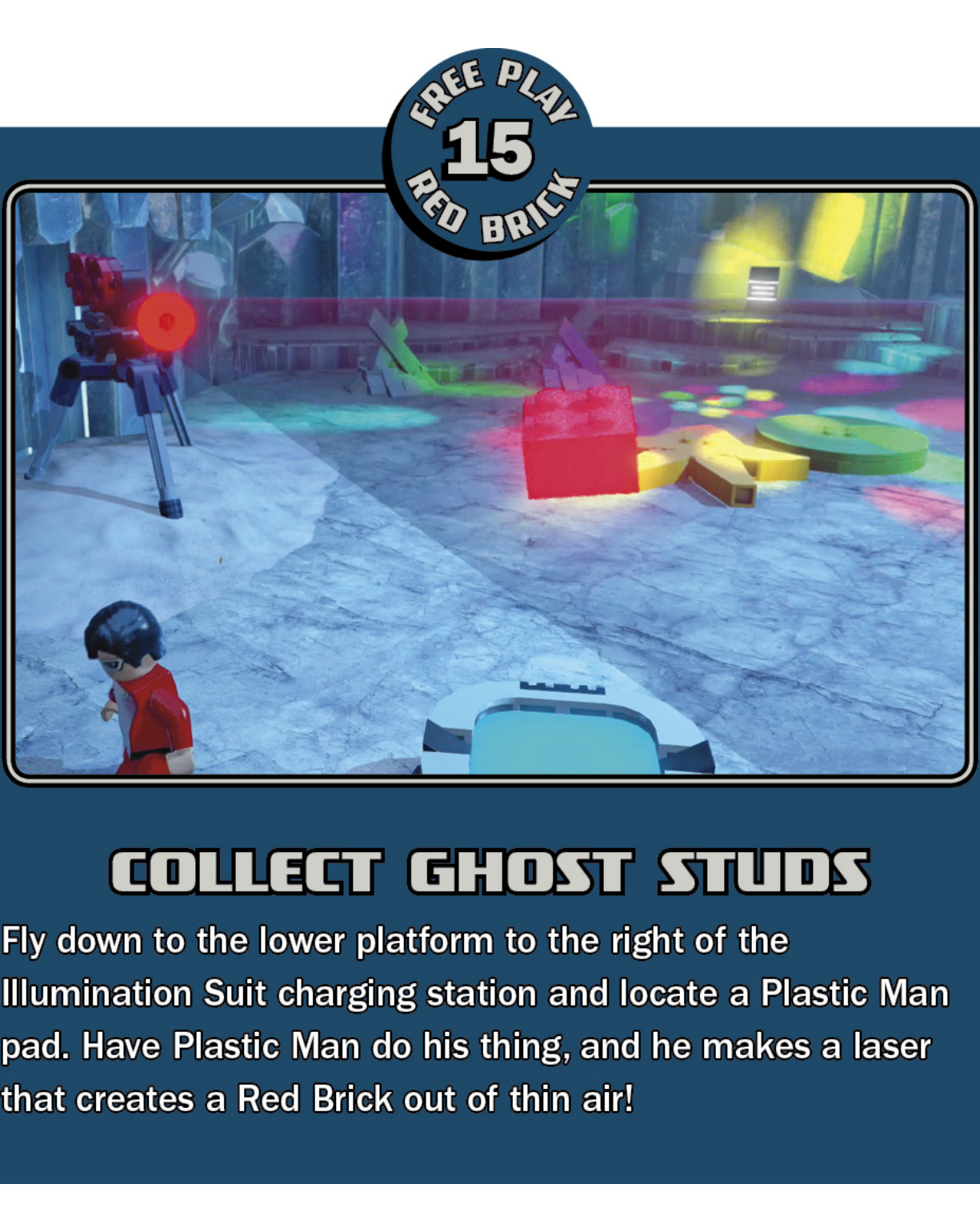
Notice a sparkling silver crystal that sticks up from the platform where you rescued Adam West. Blast this crystal with a missile from a Power or Demolition Suit, then build the bricks that spill out into a spinner. Push the spinner's green side to raise up a glass pillar that contains a Minikit! Shatter the glass with sonar and claim your prize.

FREE PLAY 8 MINIKIT

Fly up high to discover an Illumination Suit charging station. Ignore it for now and use super-breath or a freeze cannon to freeze the water fountain on the platform below. The water hardens into an unusual ice sculpture that suddenly takes flight, leaving a Minikit behind!



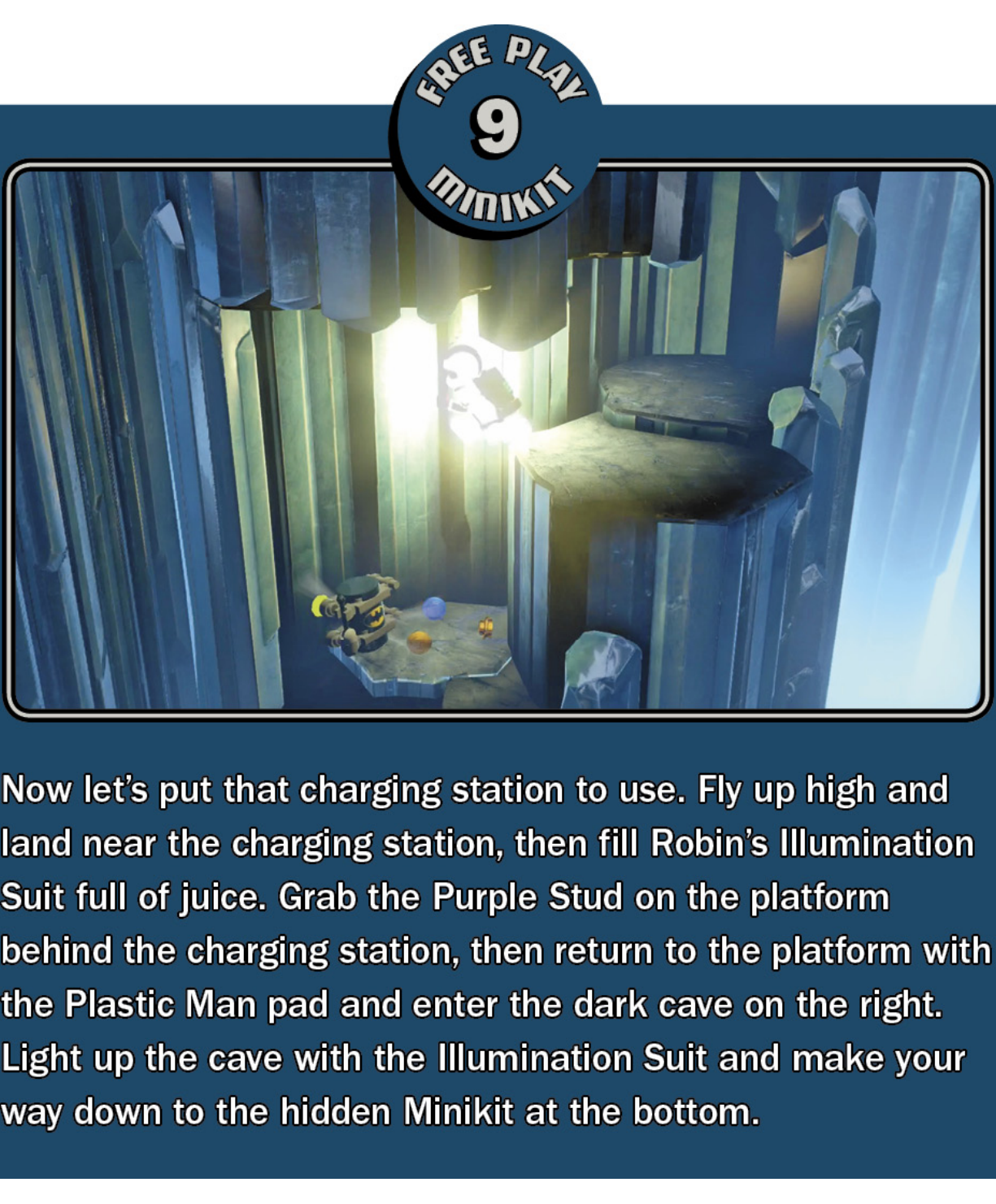
FREE PLAY 15 RED BRICK



COLLECT GHOST STUDS

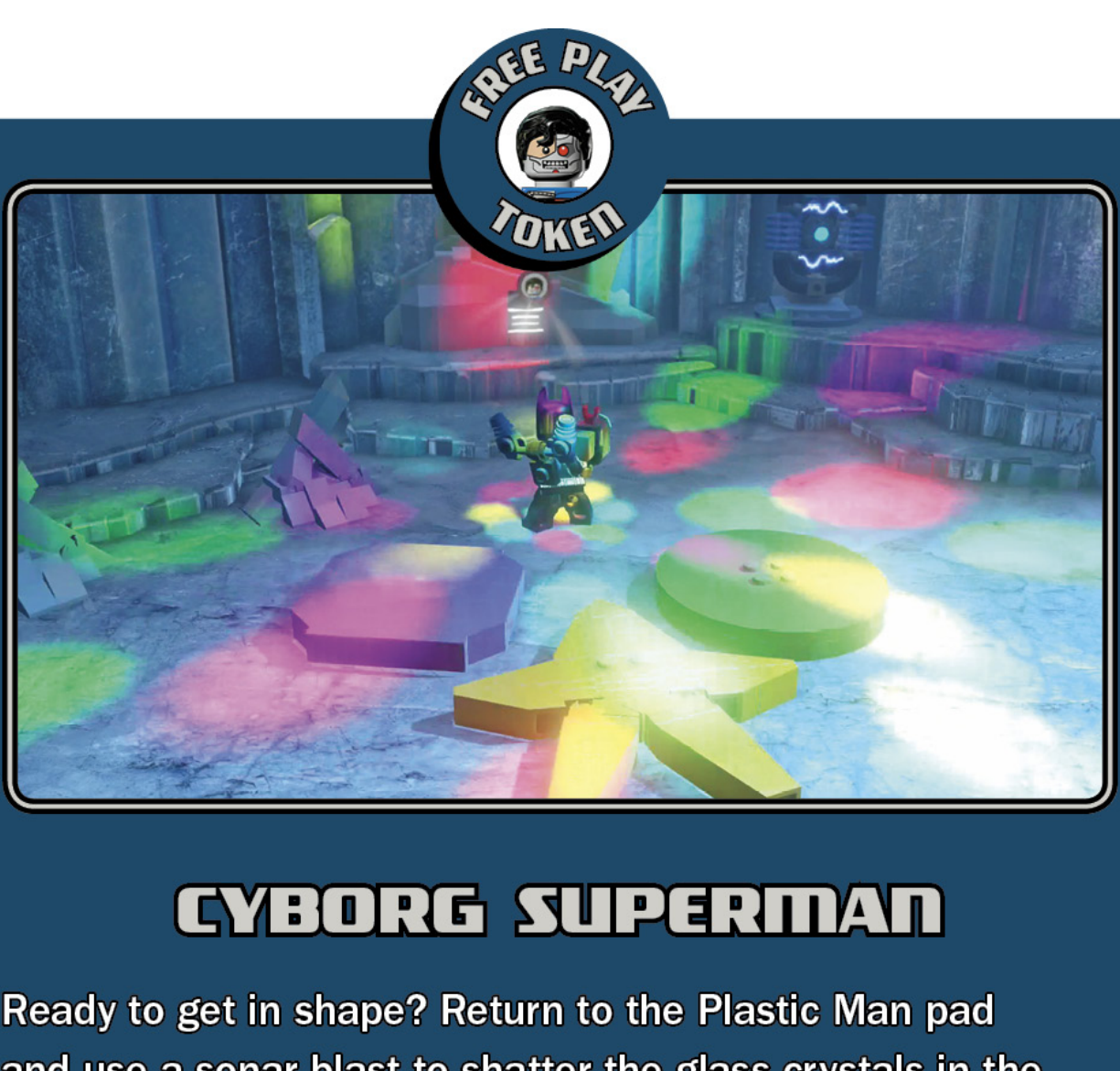
Fly down to the lower platform to the right of the Illumination Suit charging station and locate a Plastic Man pad. Have Plastic Man do his thing, and he makes a laser that creates a Red Brick out of thin air!

FREE PLAY 9 MINIKIT



Now let's put that charging station to use. Fly up high and land near the charging station, then fill Robin's Illumination Suit full of juice. Grab the Purple Stud on the platform behind the charging station, then return to the platform with the Plastic Man pad and enter the dark cave on the right. Light up the cave with the Illumination Suit and make your way down to the hidden Minikit at the bottom.

FREE PLAY TOKEN



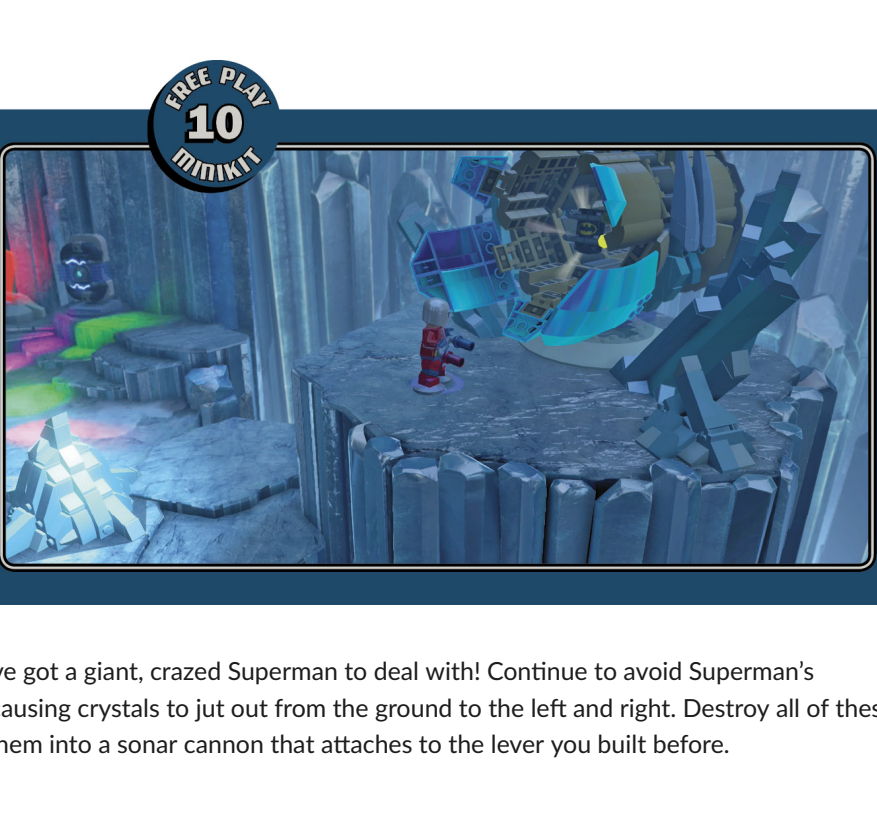
CYBORG SUPERMAN

Ready to get in shape? Return to the Plastic Man pad and use a sonar blast to shatter the glass crystals in the background. Build their bricks into a TV screen, then power the nearby electric panel using the charge that you drained from the previous panel as part of obtaining Minikit 6. This starts up a party and turns on the TV. Jump onto the nearby shapes on the floor, leaping to each shape that's shown on the TV that you built. Keep jumping from shape to shape until a Character Token shapes up nearby!

BACK TO THE ACTION

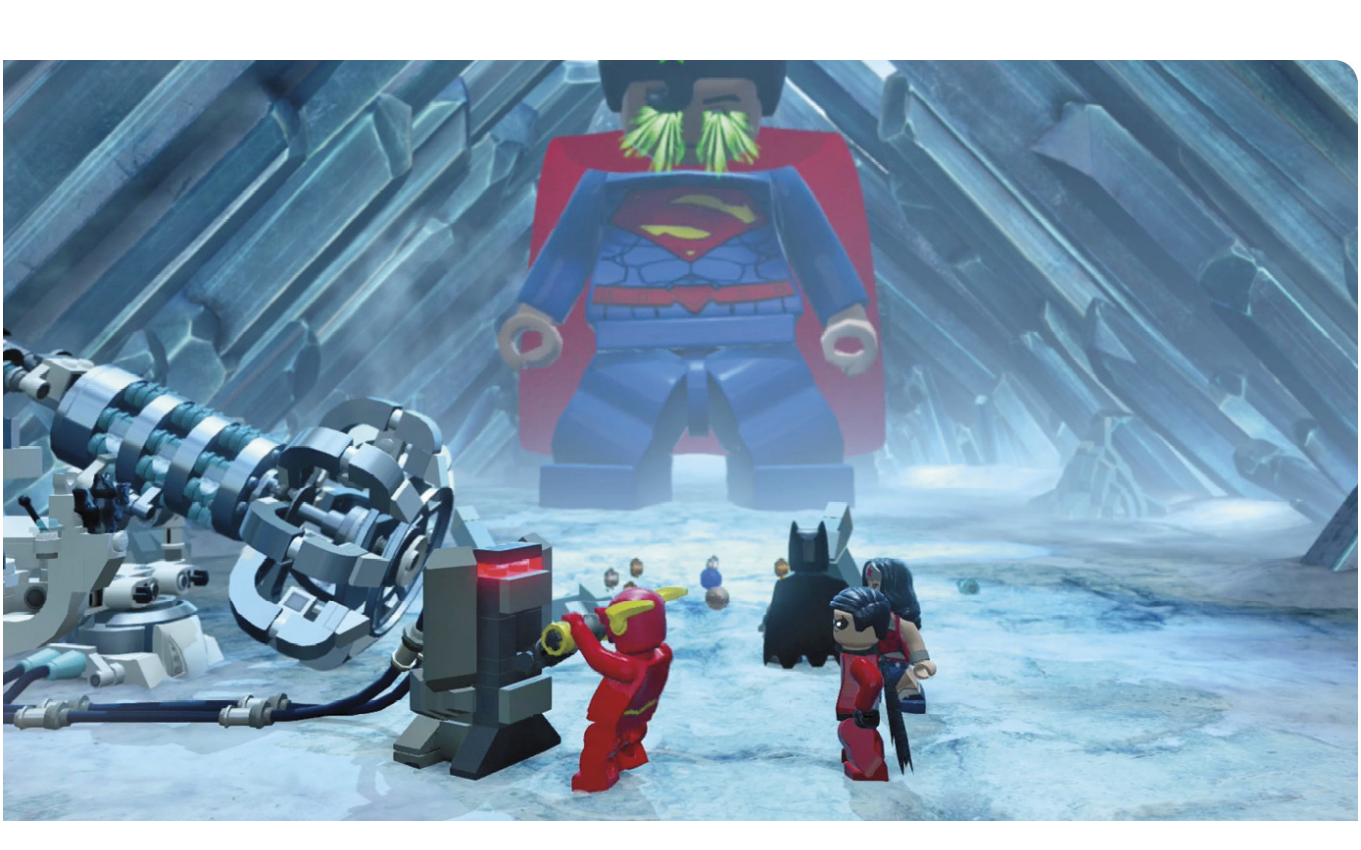
FREE PLAY 10 MINIKIT

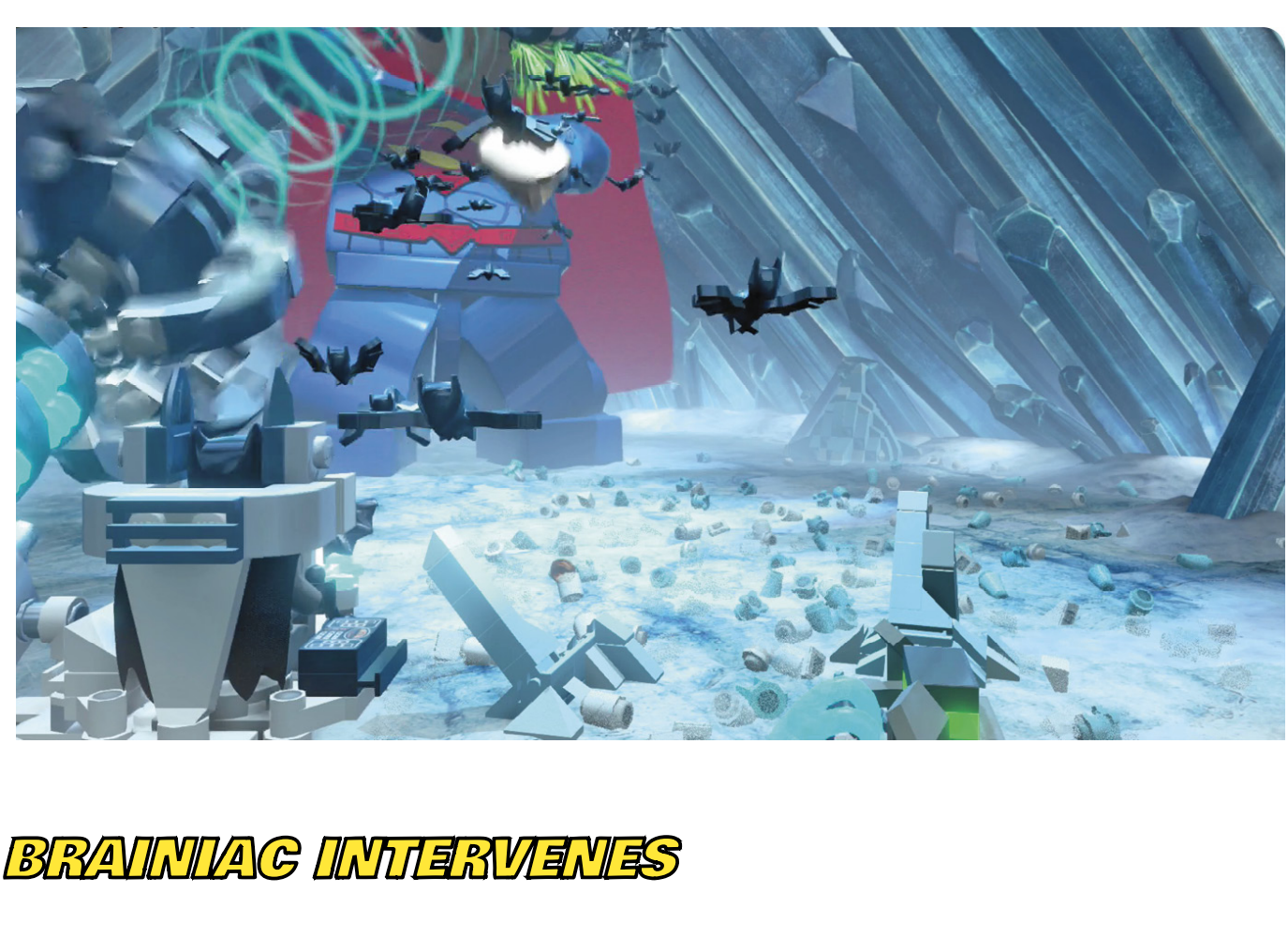
The final Free Play goodie is as good as yours. Just fly up to the platform on the right of the Plastic Man pad and then use magnetic power to open Superman's baby pod, the very same craft he arrived in when he first landed on Earth. Inside the pod lies this level's last Free Play prize—a Minikit!



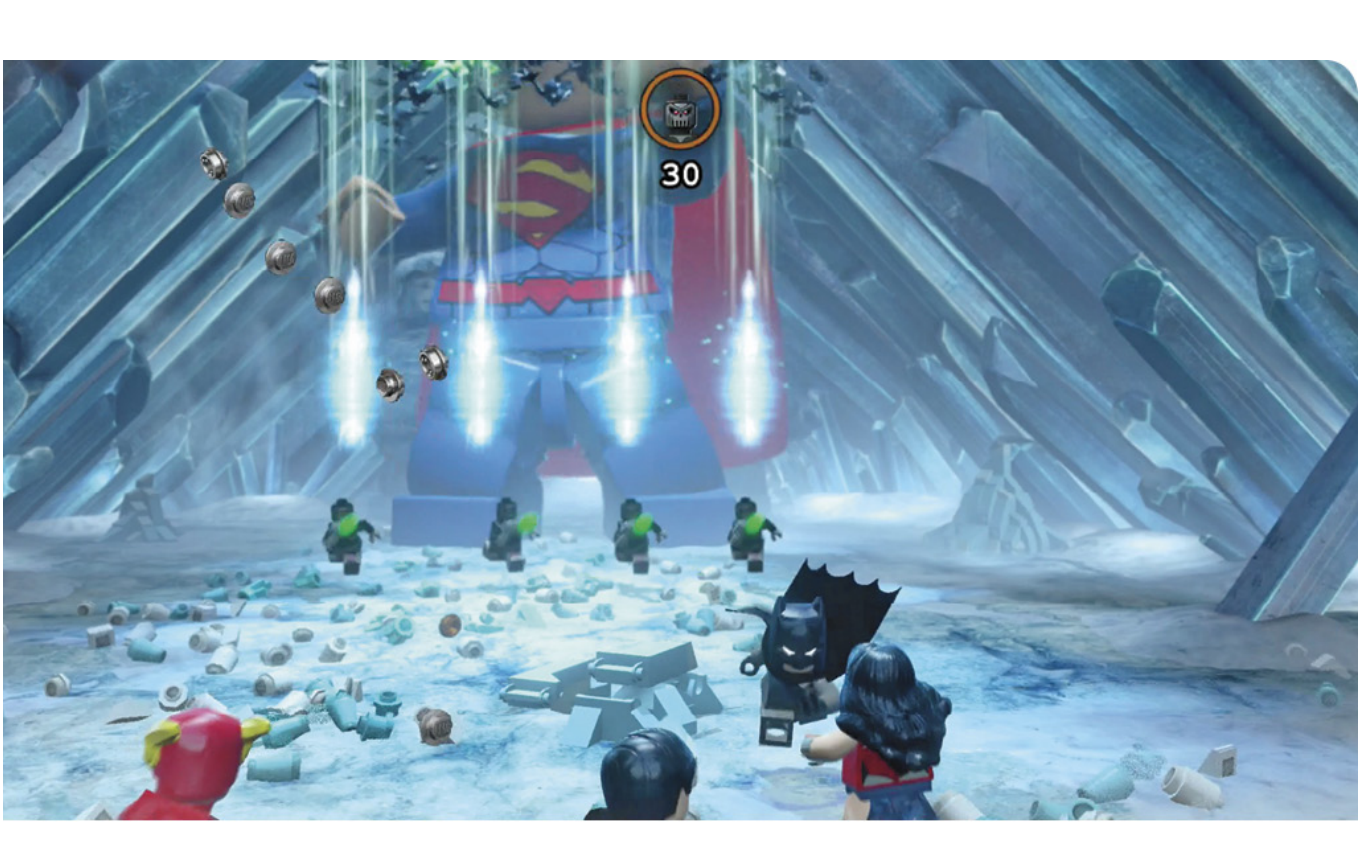
Free Play activities are fun and all, but you've got a giant, crazed Superman to deal with! Continue to avoid Superman's onslaught until he slams the ground again, causing crystals to jut out from the ground to the left and right. Destroy all of these crystals to discover more bricks, and build them into a sonar cannon that attaches to the lever you built before.

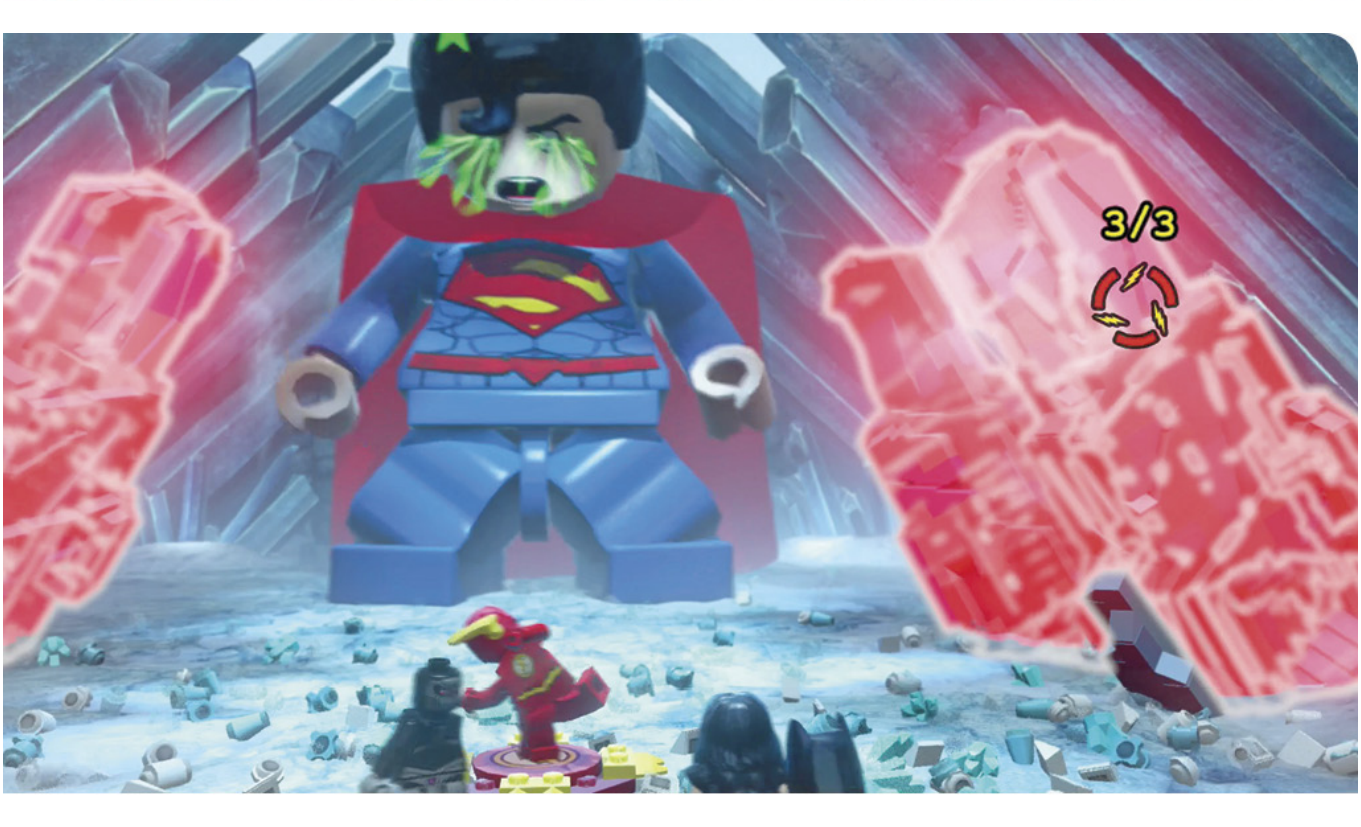
Pull the lever to power the sonar cannon and then jump into the gunner's seat. Hold the Attack button to emit a sonic ray at Superman that draws a huge swarm of bats around him. The bats encircle Superman's head, distracting him and preventing him from attacking. The Man of Steel smashes the sonic ray afterward, but he can't seem to shake those bats!

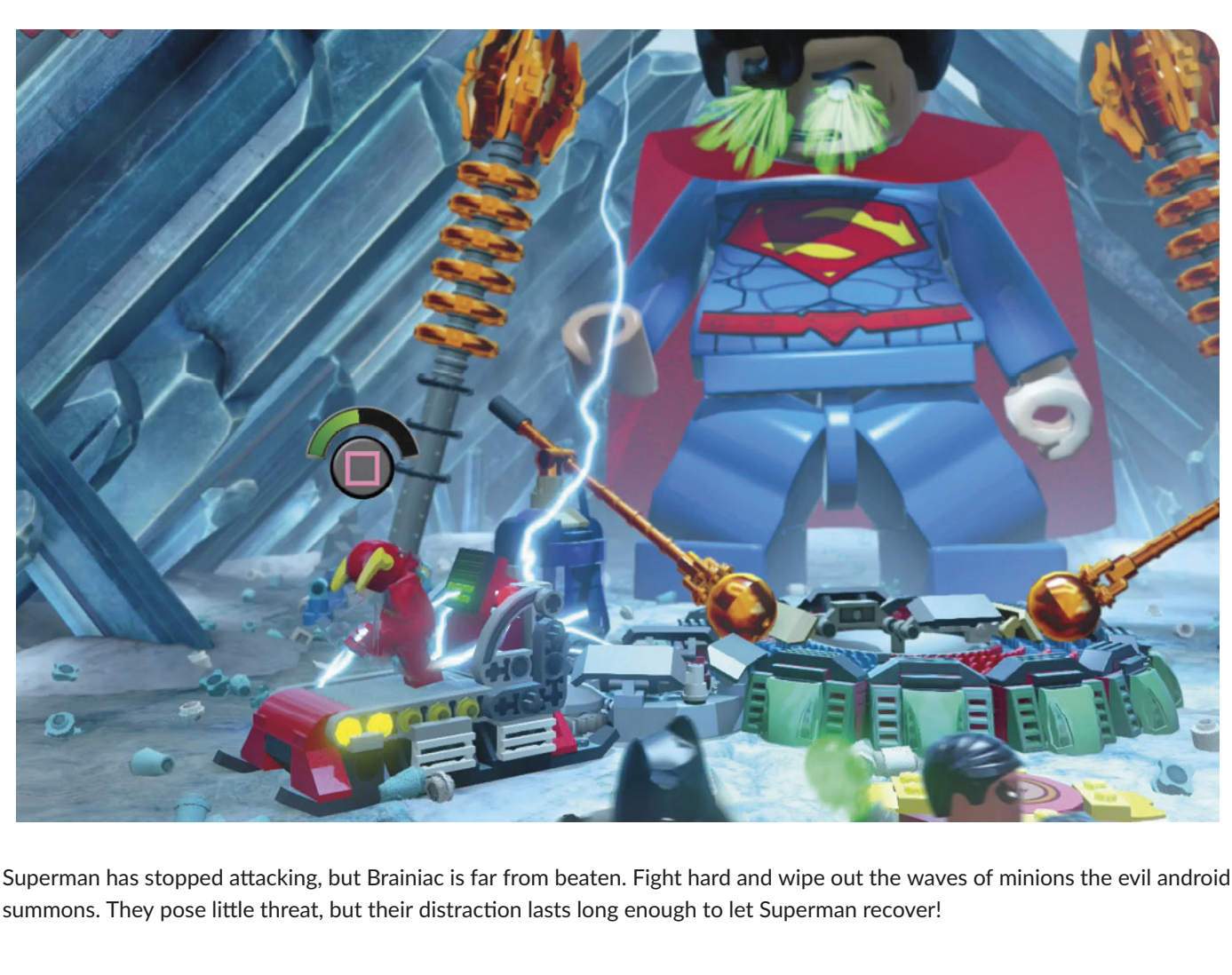




BRAINIAC INTERVENES







Superman has stopped attacking, but Brainiac is far from beaten. Fight hard and wipe out the waves of minions the evil android summons. They pose little threat, but their distraction lasts long enough to let Superman recover!

Superman resumes his attack. Dodge his punches until one of them causes more crystals to emerge from the floor. Smash the crystals in the middle to discover some bricks, then build a Flash-Build pad. Tag to The Flash and use the pad to construct a giant voltage mechanism out of the three big crystals around you.

The voltage mechanism features a treadmill. Hop on with The Flash and run at super-speed to power the device. This sends a huge electrical current through Superman, which Batman believes is the key to undoing Brainiac's mind control.

A SHOCKING ENDING

Will Batman's big, juicy jolt do the job? Can the Caped Crusader save Superman and stop the evil Brainiac once and for all? Tune in to your own copy of LEGO *Batman 3* and find out for yourself!

Same Bat-time! Same Bat-channel!

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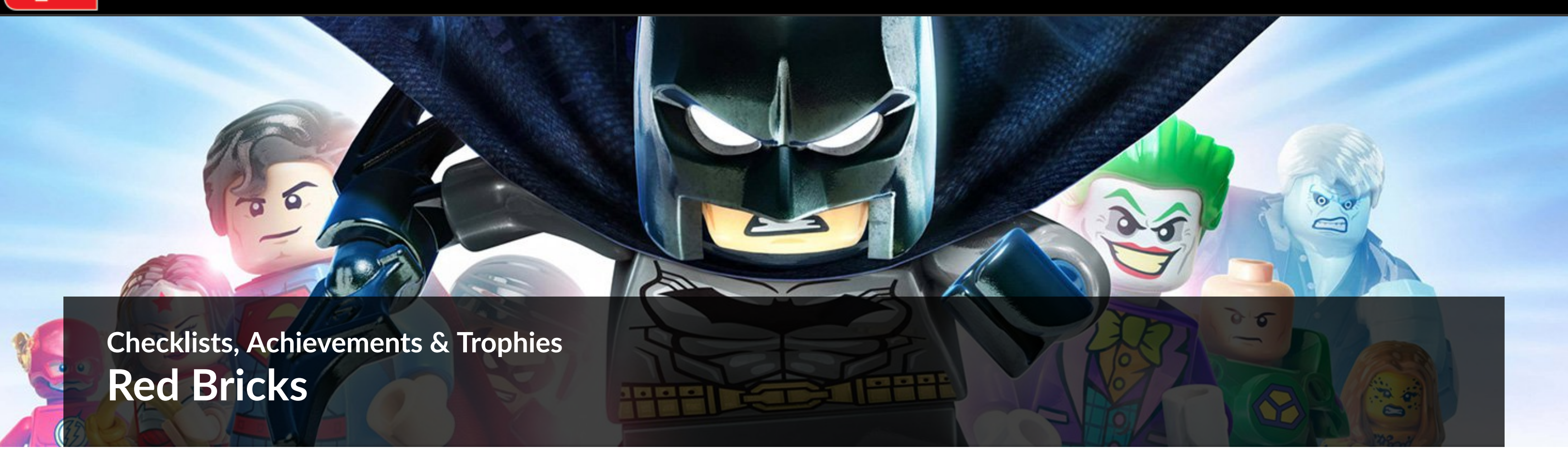

Red Bricks

Checklists and Extras

***Spoiler Alert!** The following pages reveal all of* LEGO Batman 3*'s best-kept secrets. Read on only if you wish to learn exactly where every Red Brick, Gold Brick, and Token lies! Achievements/Trophy tips and super-secret cheat codes are also revealed at the end. Happy hunting!*

Red Bricks are found in the levels, and each one unlocks a special power. There's one Red Brick to discover in each of 16 levels (another four are available for purchase at the start of the game, bringing the total to 20). Finding each Red Brick entails using Plastic Man to activate special pads in the levels that let him obtain the Red Brick.

Finding a Red Brick in a level is only half of the job. If you want to use a Red Brick that you've found, you have to buy it! Go to the Trophy Room in either the Batcave or Watchtower and then use the Red Brick station to view the Red Bricks that you've found. Each one's cost is displayed on-screen. Spend studs on purchasing the Red Bricks, then activate them at any time through the pause menu!

Red Bricks

No.	Effect	Cost	Location
1	Studs x2	1,000,000	Level 1: Pursuers in the Sewers
2	Studs x4	2,000,000	Level 2: Breaking BATS!
3	Studs x6	3,000,000	Level 3: Space suits you, Sir!
4	Studs x8	4,000,000	Level 4: Space Station Infestation
5	Studs x10	5,000,000	Level 5: The Big Grapple
6	Disguises	300,000	Level 6: The Lantern Menace
7	Gold Brick Detector	200,000	Level 7: Europe Against It
8	Minikit Detector	200,000	Level 8: Big Trouble in Little Gotham
9	Quest Detector	100,000	Level 9: Power of Love
10	Adam West in Peril Detector	100,000	Level 10: A Blue Hope
11	Attract Studs	100,000	Level 11: Jailhouse Nok
12	Festive Hats	600,000	Level 12: All the Rage
13	Character Token Detector	800,000	Level 13: Need for Greed
14	Fast Build	100,000	Level 14: Aw-Qward Situation
15	Collect Ghost Studs	100,000	Level 15: Breaking the Ice
16	Bat-Fight Captions	100,000	Level 16: Same Bat-time! Same Bat-channel!
17	Mini Characters	100,000	Available from the start
18	Unlimited Light	100,000	Available from the start
19	Unlimited Fuel	100,000	Available from the start
20	Unlimited Electricity	100,000	Available from the start

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Checklists, Achievements & Trophies

Gold Bricks

There are more Gold Bricks to find than Red Bricks—a lot more, in fact! With 250 Gold Bricks to discover in total, it helps to know exactly where they come from. So, let's review!

GETTING GOLD BRICKS FROM LEVELS

Counting the bonus level, there are 16 levels in the game. You can earn five Gold Bricks from each level when you do the following:

> Complete the level for the first time in Story Mode.

> Collect studs to fill the True Hero Stud Requirement.

> Collect all of the Tokens in the level.

> Find all of the level's Minikits.

> Rescue Adam West from peril in the level.

With five Gold Bricks to earn from each level, you can earn a total of 80 Gold Bricks from the game's 16 levels (8 x 16 = 80).

GETTING GOLD BRICKS IN THE HUBS

There are 170 Gold Bricks to be found in the hubs. Gold Bricks can found in the hubs in one of five ways:

> Find them in the environment through exploration or by solving environmental puzzles.

> Earn them by completing quests.

> Win them by completing races.

> Receive them after rescuing Adam West from peril.

> Win them by completing hub VR Training Missions (available at the Batcave or Watchtower).

Hub Gold Bricks

Hub Name	Quests	Hidden	Races	Perils	Total
Hub 1: Batcave	13	3	0	2	18
Hub 2: Watchtower	11	3	0	2	16
Hub 3: Hall of Justice	8	2	0	2	12
Hub 4: Hall of Doom	8	2	0	2	12
Hub 5: Oa	0	5	12	0	17
Hub 6: Zamaron	5	4	3	1	13
Hub 7: Odym	5	4	3	1	13
Hub 8: Nok	5	4	3	1	13
Hub 9: Ysmault	5	4	3	1	13
Hub 10: Okaara	5	4	3	1	13
Hub 11: Qward	5	4	3	1	13
Hub VR Missions	0	17	0	0	17
Grand Total					170

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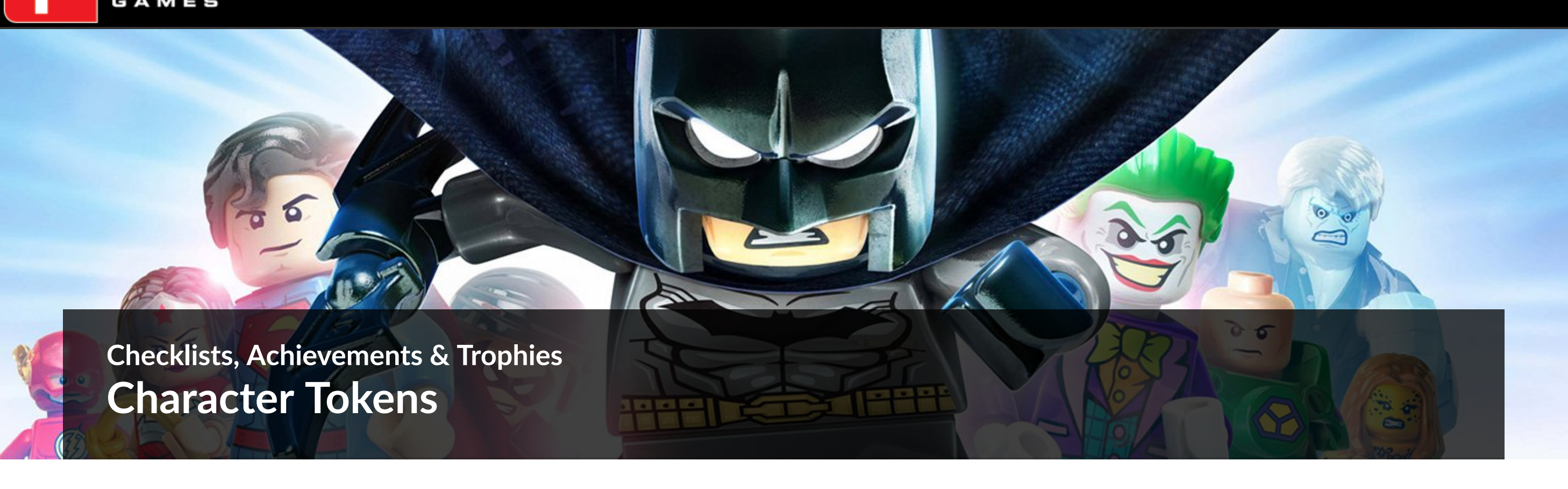

Checklists, Achievements & Trophies

Character Tokens

Each level has three Character Tokens for you to find, and many more can be found in the hubs. Character Tokens can be obtained in the following ways:

> Find them in the environment through exploration or by solving environmental puzzles.

> Earn them by completing quests for Bat-Mite or other characters in need.

> Discover them during hub VR Training Missions.

The following table provides a complete list of Character Tokens, with information on where to find them. Refer to the Walkthrough and Hub Areas chapters of this guide for more in-depth details on how to obtain every Character Token in the game.

Character Tokens

Icon	Character	Cost	Abilities	How to Unlock	Location
	Ace the Bat-Hound	25,000	Dig, super senses	Complete the "Sleep Well" quest	Batcave
	Adam West	N/A	Grapple	Complete all Adam West in Perils!	N/A
	Alfred (1966)	45,000	Fire resistant, dig	Collect the Character Token	Batcave
	Ambush Bug	25,000	Double jump, goo resistant, hatch travel, twirl pole (flip only), wall jump	Complete the "Walking the Bug" quest	Nok
	Aquaman	250,000	Dive, water spray	Complete the "Croc My Heart" quest	Odym
	Arkillo	200,000	Fire resistant, flight, goo resistant, Lantern's ring, self-healing, super-strength	Collect the Character Token	Level 14: Aw-Qward Situation
	The Atom	25,000	Double jump, hatch travel, shrink (self only), twirl pole (flip only), wall jump	Collect the Character Token	Level 5: The Big Grapple
	Atrocitus	1,000,000	Fire resistant, flight, goo resistant, Lantern's ring, self-healing, super-strength	Collect the Character Token	Level 12: All the Rage
	Bane	100,000	Fire resistant, goo resistant, self-healing, super-strength, twirl pole (flip only), wall jump	Collect the Character Token	Level 1: Pursuers in the Sewers
	Bat-Cow	50,000	None	Complete "The Cow Jumped Over the Moon" quest	Okaara
	Batgirl	225,000	Grapple, twirl pole (flip only), wall jump	Complete the "Lost in Translation" quest	Batcave
	Batgirl (1966)	N/A	Grapple, twirl pole (flip only), wall jump	Complete the bonus level	Bonus level: Same Bat-time! Same Bat-channel!
	Batman (1966)	N/A	Electricity (drain/charge only), explosive attacks, glide, grapple, stealth, super senses, X-ray vision	Complete the bonus level	Bonus level: Same Bat-time! Same Bat-channel!
	Batman (Darkest Knight)	150,000	Deflection, dig, flight, grapple, Lantern's ring, twirl pole (flip only), wall jump	Collect the Character Token	Batcave
	Batman (Zur-En-Arrh)	25,000	Glide, grapple, techno	Collect the Character Token	Batcave
	Bat-Mite	N/A	Flight, Flash-Build, grapple, hatch-travel, self-healing	Complete all of Bat-Mite's fetch quests, Complete "Proof is in the Pummeling" quest	N/A
	Beast Boy	150,000	Dig, dive, flight, hatch travel, self-healing, super-strength, twirl pole (flip only), wall jump	Collect the Character Token	Level 5: The Big Grapple
	Black Adam	250,000	Electricity, fast-build, flight, Flash-Build, self-healing, super-strength	Collect the Character Token	Watchtower
	Black Canary	20,000	Sonar, twirl pole (flip only), wall jump	Complete the "Canary's Cure" quest	Watchtower
	Black Hand	500,000	Deflection, dig, flight, grapple, Lantern's ring	Collect the Character Token	Level 11: Jailhouse Nok
	Black Manta	50,000	Dive, heat vision, twirl pole (flip only), wall jump	Collect the Character Token	Level 1: Pursuers in the Sewers
	Bleez	120,000	Deflection, flight, grapple, Lantern's ring, twirl pole (flip only), wall jump	Collect the Character Token	Level 12: All the Rage
	Blue Beetle	50,000	Flight, laser, super senses, techno, twirl pole (flip only), wall jump	Collect the Character Token	Level 10: A Blue Hope
	Booster Gold	1,250,000	Flight, laser, super senses, techno, twirl pole (flip only), wall jump	Complete the "No Gold, No Glory" quest	Watchtower
	Brainiac Minion	15,000	Goo resistant, hatch travel	Collect the Character Token	Level 6: The Lantern Menace
	Bronze Tiger	75,000	Dig, twirl pole (flip only), wall jump	Collect the Character Token	Nok
	Bruce Wayne	25,000	Super senses, techno	Collect the Character Token	Batcave
	Captain Cold	150,000	Freeze cannon, twirl pole (flip only), wall jump	Collect the Character Token	Level 10: A Blue Hope
	Catwoman	350,000	Dig, grapple, super senses, twirl pole (flip only), wall jump	Collect the Character Token	Batcave
	Catwoman (1966)	125,000	Dig, grapple, super senses, twirl pole (flip only), wall jump	Collect the Character Token	Bonus level: Same Bat-time! Same Bat-channel!
	Catwoman (Pre-New 52)	50,000	Dig, grapple, super senses, twirl pole (flip only), wall jump	Complete the "Cat That Got the Gleam" quest	Watchtower
	Cheetah (Robin Disguise)	5,000	Dig, twirl pole (flip only), wall jump	Collect the Character Token	Oa
	Cheshire	10,000	Dig, twirl pole (flip only), wall jump	Collect the Character Token	Level 7: Europe Against It!
	Composite Superman	1,500,000	Fast build, fire resistant, Flash-Build, flight, goo resistant, grapple, heat vision, self-healing, super-breath, super senses, super-strength, techno, X-ray vision	Collect the Character Token	Level 15: Breaking the Ice
	Condiment King	50,000	Laser	Complete the "Saucy Showdown" quest	Watchtower
	Croc Henchman	10,000	Goo resistant	Collect the Character Token	Level 1: Pursuers in the Sewers
	Cyborg Superman	2,500,000	Fast build, fire resistant, Flash-Build, flight, goo resistant, grapple, heat vision, self-healing, super-breath, super-strength, techno, X-ray vision	Collect the Character Token	Level 15: Breaking the Ice
	Deadshot	750,000	Grapple, super senses, techno, twirl pole (flip only), wall jump	Collect the Character Token	Level 8: Big Trouble in Little Gotham
	Deathstroke	450,000	Self-healing, super senses, techno, twirl pole, wall jump	Collect the Character Token	Level 8: Big Trouble in Little Gotham
	Detective Chimp	65,000	Super senses, techno, twirl pole (flip only), wall jump, X-ray vision	Complete "The Secret of Chimpanzees" quest	Batcave
	Dex-Starr	85,000	Dig, flight, grapple, Lantern's ring, twirl pole (flip only), wall jump	Complete the "Territory Trouble" quest	Ysmault
	Doctor Fate	350,000	Flight, hatch travel, laser	Collect the Character Token	Level 6: The Lantern Menace
	Doomsday	1,250,000	Fire resistant, goo resistant, self-healing, super-strength	Collect the Character Token	Hall of Doom
	Etrigan	650,000	Fire resistant, goo resistant, laser, self-healing, super-strength	Collect the Character Token	Hall of Doom
	Firefly	25,000	Fire resistant, flight, laser	Collect the Character Token	Qward
	Firestorm	350,000	Fire resistant, flight, laser, twirl pole (flip only), wall jump	Collect the Character Token	Hall of Justice
	Frankenstein	135,000	Fire resistant, goo resistant, self-healing, super-strength	Collect the Character Token	Hall of Doom
	Geoff Johns	25,000	Flight, freeze cannon, dive, super senses	Complete the VR missions	Batcave
	Giganta	1,250,000	Fire resistant, goo resistant, self-healing, super-strength	Complete the "Getting Over Groddy-Poos" quest	Odym
	Gorilla Grodd	250,000	Fire resistant, goo resistant, self-healing, super-strength, techno	Complete the "My Super-sized Ex-Girlfriend" quest	Odym
	The Gray Ghost	500,000	Glide, grapple, super senses	Collect the Character Token	Batcave
	Grayson	130,000	Grapple, stealth, super senses, techno, twirl pole (flip only), wall jump	Collect the Character Token	Batcave
	Green Arrow	300,000	Double jump, grapple, super senses, techno, twirl pole (flip only), wall jump	Collect the Character Token	Level 4: Space Station Infestation
	Green Loontern	50,000	Dig, flight, grapple, Lantern's ring, twirl pole (flip only), wall jump	Complete all Loontern quests (20 in all)	Multiple hubs
	Harley Quinn	120,000	Twirl pole (flip only)	Complete the "Five Studs, Please" quest	Hall of Doom
	Hawkgirl	25,000	Flight, twirl pole (flip only)	Collect the Character Token	Level 3: Space suits you, Sir!
	Hawkman	50,000	Flight	Collect the Character Token	Hall of Justice
	Heat Wave	32,500	Fire resistant, laser, twirl pole (flip only), wall jump	Collect the Character Token	Ysmault
	Hush	25,000	Super senses, techno, twirl pole (flip only), wall jump	Collect the Character Token	Level 2: Breaking BATS!
	Indigo Tribe Warrior	25,000	Goo resistant	Collect the Character Token	Level 11: Jailhouse Nok
	Jim Lee	25,000	Flight	Complete the VR missions	Batcave
	John Stewart	250,000	Deflection, dig, flight, grapple, Lantern's ring	Collect the Character Token	Level 4: Space Station Infestation
	The Joker (1966)	N/A	Goo resistant, grapple	Complete the bonus level	Bonus level: Same Bat-time! Same Bat-channel!
	The Joker (Batman Disguise)	25,000	Goo resistant, grapple	Collect the Character Token	Oa
	The Joker Clown Henchman	3,500	Goo resistant	Collect the Character Token	Batcave
	The Joker Mime Henchman	3,500	Goo resistant	Collect the Character Token	Hall of Justice
	The Joker Space Henchman	3,500	Goo resistant	Collect the Character Token	Watchtower
	Kalibak	125,000	Fire resistant, goo resistant, self-healing, super-strength	Collect the Character Token	Nok
	Kevin Smith	125,000	Sonar	Complete the "A Polarizing Decision" quest	Batcave
	Kid Flash	250,000	Fast build, Flash-Build, super-speed, twirl pole (flip only), wall jump	Collect the Character Token	Watchtower
	Killer Moth	15,000	Flight	Complete the "Protective Insect" quest	Watchtower
	Kilowog	250,000	Dig, fire resistance, flight, goo resistance, grapple, Lantern's ring, self-healing, super-strength	Collect the Character Token	Level 13: Need for Greed
	Krypto the Super-Dog	65,000	Dig, flight, goo resistance, super senses, X-ray vision	Complete the "Hound at the Speed of Sound" quest	Zamaron
	Larfleeze	1,000,000	Deflection, dig, flight, grapple, Lantern's ring	Collect the Character Token	Level 13: Need for Greed
	Lexbot	25,000	Flight, goo resistance	Collect the Character Token	Hall of Doom
	Lex Luthor (Hawkman Disguise)	5,000	Grapple	Collect the Character Token	Hall of Justice
	Lex Luthor (Wonder Woman Disguise)	15,000	Grapple	Collect the Character Token	Oa
	Lobo	300,000	Grapple, self-healing	Collect the Character Token	Level 7: Europe Against It!
	Mad Hatter	150,000	Mind control, techno	Collect the Character Token	Level 8: Big Trouble in Little Gotham
	Man-Bat	25,000	Dig, flight, sonar	Collect the Character Token	Level 2: Breaking BATS!
	Manchester Black	30,000	Flight, hatch travel, laser, mind control	Collect the Character Token	Level 7: Europe Against It!
	Metallo	325,000	Fire resistant, goo resistant, laser, techno	Collect the Character Token	Hall of Doom
	Miss Martian	50,000	Flight, heat vision, mind control, portal travel, self-healing, stretchy, super senses, techno, twirl pole (flip only), wall jump, X-ray vision, hatch access	Collect the Character Token	Level 3: Space suits you, Sir!
	Mr Freeze	75,000	Freeze cannon	Complete the "Thaw Subject" quest	Qward
	Mr Mxyzptlk	25,000	Flight, Flash-Build, hatch travel, beam	Complete the "Not-so-scared Crows" quest	Hall of Doom
	Music Meister	45,000	Mind control, sonar, twirl pole (flip only), wall jump	Collect the Character Token	Watchtower
	Nightwing	275,000	Double jump, grapple, twirl pole (flip only), wall jump	Complete the "Rose-tinted Rumble" quest	Batcave
	Orange Construct Warrior	20,000	Goo resistant	Collect the Character Token	Level 13: Need for Greed
	Orion	750,000	Fire resistant, flight, goo resistant, laser	Collect the Character Token	Level 6: The Lantern Menace
	Parasite	175,000	Fire resistant, goo resistant, self-healing, super-strength	Collect the Character Token	Level 9: Power of Love
	The Penguin	135,000	Deflection, explosive attacks, glide	Complete the "I, Penguin" quest	Hall of Doom
	The Penguin (1966)	200,000	Deflection, explosive attacks, glide	Collect the Character Token	Bonus level: Same Bat-time Same Bat-channel!
	Platinum	225,000	Grapple, stretchy, twirl pole (flip only), wall jump	Collect the Character Token	Watchtower
	Poison Ivy	25,000	Goo resistant, mind control, plant portal travel, twirl pole (flip only), wall jump	Complete the "Love Stinks" quest	Hall of Doom
	Polka-Dot Man	15,000	Flight, hatch travel, sphere shape	Complete the "Dot and Bothered" quest	Batcave
	The Question	8,500	Super senses, techno, twirl pole (flip only), wall jump	Collect the Character Token	Watchtower
	Reach Warrior	5,000	Goo resistant	Collect the Character Token	Level 10: A Blue Hope
	Red Hood	250,000	Grapple, twirl pole (flip only), wall jump	Collect the Character Token	Level 2: Breaking BATS!
	Red Lantern Warrior	10,000	Flight, goo resistant, grapple, Lantern's ring	Collect the Character Token	Level 12: All the Rage
	Red Tornado	23,500	Fire resistant, flight, goo resistant, laser, self-healing, super senses, techno	Collect the Character Token	Hall of Doom
	Reverse Flash	125,000	Fast build, Flash-Build, super-speed, techno, twirl pole (flip only), wall jump	Collect the Character Token	Level 4: Space Station Infestation
	The Riddler	250,000	Dig, mind control, techno	Complete the "Triple Riddle" quest	Hall of Justice
	The Riddler (1966)	100,000	Dig, mind control, techno	Collect the Character Token	Bonus level: Same Bat-time Same Bat-channel!
	Robin (1966)	N/A	Double jump, grapple, magnetic, techno, twirl pole (flip only), wall jump	Complete the bonus level	Bonus level: Same Bat-time! Same Bat-channel!
	Shazam!	250,000	Electricity, fast-build, flight, Flash-Build, self-healing, super-strength	Collect the Character Token	Level 3: Space suits you, Sir!
	Sinestro	250,000	Deflection, dig, flight, grapple, Lantern's ring	Collect the Character Token	Level 14: Aw-Qward Situation
	Sinestro Corps Warrior	20,000	Dig, flight, grapple, Lantern's ring (no laser)	Collect the Character Token	Level 14: Aw-Qward Situation
	Stargirl	15,000	Flight, grapple, laser, twirl pole (flip only), wall jump	Collect the Character Token	Level 5: The Big Grapple
	Superboy	325,000	Fast-build, fire resistant, flight, Flash-Build, goo resistant, heat vision, super-breath, super-speed (treadmills only), super-strength, X-ray vision	Complete the "Misguided Tour" quest	Hall of Justice
	Supergirl	325,000	Fast-build, fire resistant, flight, Flash-Build, goo resistant, heat vision, super-breath, super-speed (treadmills only), super-strength, twirl pole (flip only), wall jump, X-ray vision	Complete the "Who Let the Thugs Out?" quest	Nok
	Supergirl (Classic)	115,000	Fast-build, fire resistant, flight, Flash-Build, goo resistant, heat vision, super-breath, super-speed (treadmills only), super-strength, twirl pole (flip only), wall jump, X-ray vision	Complete the VR missions	Batcave
	Superman (Solar Suit)	1,000,000	Fast build, fire resistant, Flash-Build, flight, goo resistant, heat vision, self-healing, super-breath, super-strength, X-ray vision	Collect the Character Token	Level 15: Breaking the Ice
	Swamp Thing	275,000	Burrow, fire resistant, goo resistant, self-healing, super-strength	Complete the "The Garden of Love" quest	Hall of Doom
	Swamp Thing (New 52)	265,000	Burrow, fire resistant, goo resistant, self-healing, super-strength	Collect the Character Token	Odym
	Thunderer	3,500	None	Collect the Character Token	Hall of Justice
	Tim Drake	35,000	None	Collect the Character Token	Watchtower
	Toyman	20,000	Techno	Complete the "Virtual Insanity" quest	Batcave
	Trickster	40,000	Twirl pole (flip only), wall jump	Complete the "Tricky Tour Guide" quest	Hall of Justice
	Ultra-Humanite	500,000	Fire resistant, goo resistant, mind control, self-healing, super-strength, techno	Collect the Character Token	Level 11: Jailhouse Nok
	Vibe	75,000	Twirl pole (flip only), wall jump, sonar	Collect the Character Token	Level 9: Power of Love
	White Lantern	150,000	Deflection, dig, flight, grapple, Lantern's ring	Complete the VR missions	Batcave
	Wonder Girl	25,000	Deflection, fire resistant, flight, grapple, mind control, twirl pole (flip only), wall jump	Collect the Character Token	Hall of Justice
	Zamaron Warrior	7,500	Goo resistant	Collect the Character Token	Level 9: Power of Love
	Zatanna	85,000	Flight, hatch travel, laser, mind control, twirl pole (flip only), wall jump	Collect the Character Token	Qward
	The Fierce Flame	1,000	Fast build, Flash-Build, super-speed, twirl pole (flip only), wall jump	Collect the Character Token	Okaara

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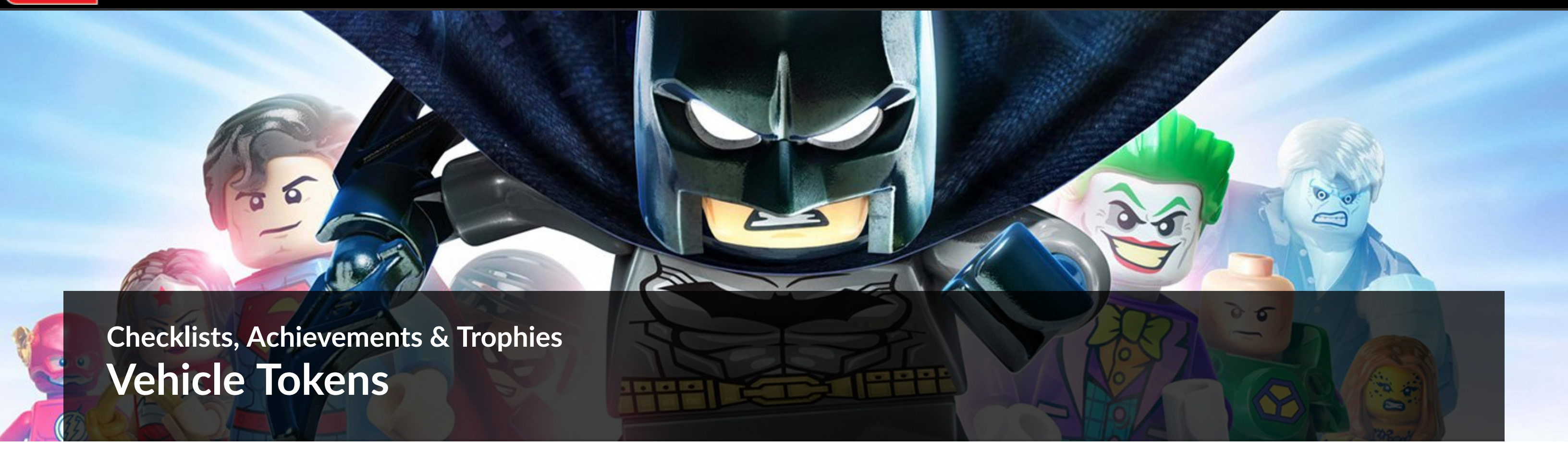
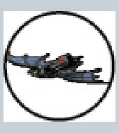
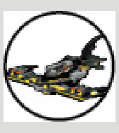
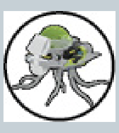
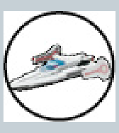


Vehicle Tokens

Vehicle Tokens are far more rare than Character Tokens, and they're all found in the hubs. In fact, most Vehicle Tokens are found by completing the various VR Training Missions that are available in the labs at the Batcave and Watchtower. Collect Vehicle Tokens just like you do Character Tokens, then make your way to the hub world of Oa and spend studs to purchase the vehicles that you've unlocked!

Vehicle Tokens

Icon	Vehicle	Cost	Type	How to Unlock	Location
	Banana Truck	25,000	Driving	Collect the Vehicle Token	Hub VR mission "Ring Master 1"
	Bane's Mole Machine	100,000	Driving	Collect the Vehicle Token	Hub VR mission "Spaceship Shooter 2"
	Bane's Tumbler	150,000	Driving	Collect the Vehicle Token	Oa
	Bat-rocket (Batman-Pod)	75,000	Flying	Collect the Vehicle Token	Hub VR mission "Shooting Range 1"
	Bat-rocket (Robin-Pod)	75,000	Flying	Collect the Vehicle Token	Zamaron
	The Bat	200,000	Flying	Collect the Vehicle Token	Odym
	Batcopter	100,000	Flying	Collect the Vehicle Token	Ysmault
	The Batcycle	50,000	Driving	Collect the Vehicle Token	Hub VR mission "Stealth Collector 1"
	Batman's Buggy	50,000	Driving	Collect the Vehicle Token	Hub VR mission "Snake 2"
	Batman's Whirly-Bat	75,000	Flying	Collect the Vehicle Token	Hub VR mission "Stealth Collector 3"
	The Batmoible	200,000	Driving	Collect the Vehicle Token	Odym
	The Batmobile (1989)	250,000	Driving	Collect the Vehicle Token	Batcave (Trophy Room)
	The Batwing	250,000	Flying	Collect the Vehicle Token	Qward
	Brainiac Skull Ship	100,000	Flying	Collect the Vehicle Token	Ysmault
	Bruce Wayne's Compact Sports Car	50,000	Driving	Collect the Vehicle Token	Oa
	Catwoman's Motorcycle	75,000	Driving	Collect the Vehicle Token	Odym
	Classic TV Batmobile	150,000	Driving	Collect the Vehicle Token	Nok
	Classic TV Mini Batmobile	150,000	Driving	Collect the Vehicle Token	Hub VR mission "Stud Maze"
	Cyborg's Sports Car	75,000	Driving	Collect the Vehicle Token	Okaara
	The Flash Mobile	75,000	Driving	Collect the Vehicle Token	Hub VR mission "Spaceship Shooter 3"
	Green Lantern Jet	150,000	Flying	Collect the Vehicle Token	Zamaron
	Invisible Jet	150,000	Flying	Collect the Vehicle Token	Hub VR mission "Snake 1"
	Invisible Ship	125,000	Flying	Collect the Vehicle Token	Hub VR mission "Ring Master 3"
	Javelin	150,000	Flying	Collect the Vehicle Token	Hub VR mission "Spaceship Shooter 1"
	The Joker Helicopter	150,000	Flying	Collect the Vehicle Token	Zamaron
	The Joker Steam Roller	100,000	Driving	Collect the Vehicle Token	Hub VR mission "Stealth Collector 2"
	Orange Lantern Spacecraft	150,000	Flying	Collect the Vehicle Token	Okaara
	Robin's Redbird Cycle	75,000	Driving	Collect the Vehicle Token	Okaara

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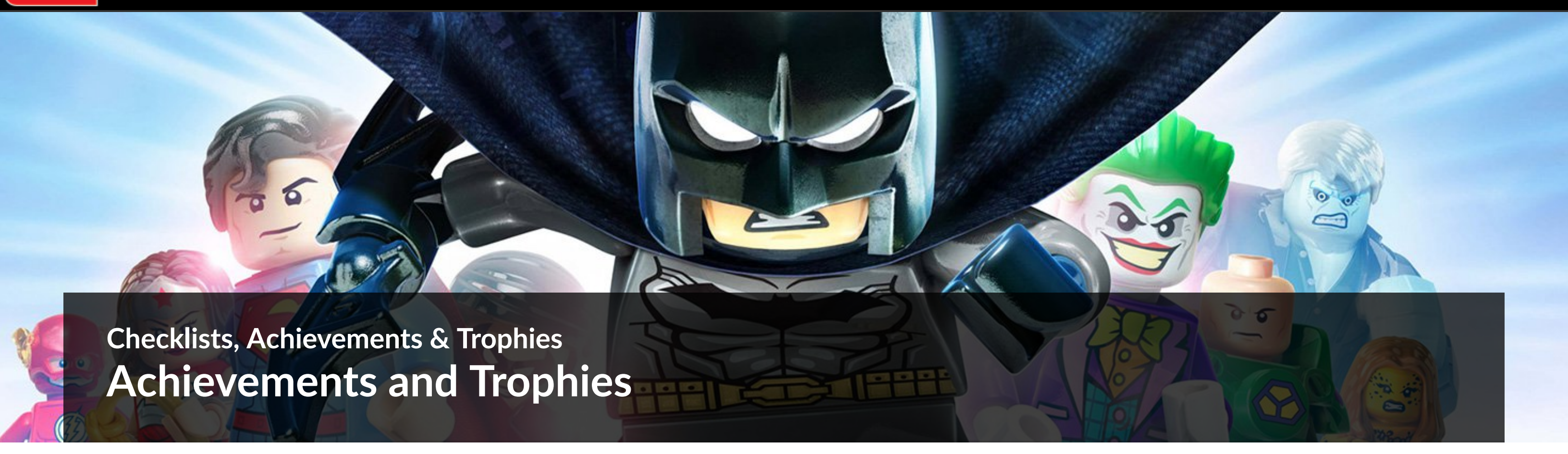

Achievements and Trophies

The following table reveals every Achievement/Trophy in *LEGO Batman 3*, along with their point values and special tips for completing the tricker ones. Get out there, Hero, and see what you can achieve!

Achievements and Trophies

Icon	Name	Trophy Type	Gamerscore	Description	Notes
	World's Finest	Platinum	—	Collect all of the Trophies	You earn this automatically after you earn all of the other Trophies.
	Pursuers in the sewers	Bronze	20	Complete Level 1 - Pursuers in the sewers	You earn this automatically as you progress through Story Mode.
	Breaking BATS!	Bronze	20	Complete Level 2 - Breaking BATS!	You earn this automatically as you progress through Story Mode.
	Space suits you, Sir!	Bronze	20	Complete Level 3 - Space suits you, Sir!	You earn this automatically as you progress through Story Mode.
	Space Station Infestation	Bronze	20	Complete Level 4 - Space Station Infestation	You earn this automatically as you progress through Story Mode.
	The Big Grapple	Bronze	20	Complete Level 5 - The Big Grapple	You earn this automatically as you progress through Story Mode.
	The Lantern Menace	Bronze	20	Complete Level 6 - The Lantern Menace	You earn this automatically as you progress through Story Mode.
	Europe Against It	Bronze	20	Complete Level 7 - Europe Against It	You earn this automatically as you progress through Story Mode.
	Big Trouble in Little Gotham	Bronze	20	Complete Level 8 - Big Trouble in Little Gotham	You earn this automatically as you progress through Story Mode.
	Power of Love	Bronze	20	Complete Level 9 - Power of Love	You earn this automatically as you progress through Story Mode.
	A Blue Hope	Bronze	20	Complete Level 10 - A Blue Hope	You earn this automatically as you progress through Story Mode.
	Jailhouse Nok	Bronze	20	Complete Level 11 - Jailhouse Nok	You earn this automatically as you progress through Story Mode.
	All the Rage	Bronze	20	Complete Level 12 - All the Rage	You earn this automatically as you progress through Story Mode.
	Need for Greed	Bronze	20	Complete Level 13 - Need for Greed	You earn this automatically as you progress through Story Mode.
	Aw-Qward Situation	Bronze	20	Complete Level 14 - Aw-Qward Situation	You earn this automatically as you progress through Story Mode.
	Breaking the Ice	Bronze	20	Complete Level 15 - Breaking the Ice	You earn this automatically as you progress through Story Mode.
	Same Bat-time! Same Bat-channel!	Bronze	50	Complete Bonus Level - Same Bat-time! Same Bat-channel!	Complete the bonus level: Same Bat-time! Same Bat-channel!
	Bat's all, folks	Gold	70	Witnessed the 100% LEGO Stud Fountain	In the Watchtower's Control Room (the room with the Justice League Computer), go through the door on the right to visit the meeting room. Go to the middle of the room and interact with the switch in the center. Available after you complete the game.
	True Hero	Bronze	20	Attain "True Hero" status in any level	Collect lots of studs in a level to fill the meter and attain True Hero status. Stud multiplier Red Bricks make this easier.
	An Unearthly Likeness	Bronze	20	Play as Batman (Zur-en_Arrh)	Unlock the character by finding its Token in the Batcave.
	Bane and Gain	Bronze	20	Transform Bane into Bane (Venom-Powered)	Hold the Tag button to transform.
	Beings from the 5th Dimension	Bronze	20	Set both Free Play characters as Bat-Mite and Mr Mxyzptlk	Complete all of Bat-Mite's fetch quests and complete "Proof is in the Pummeling" quest to unlock him. Unlock Mr Mxyzptlk by completing quests in the Hall of Doom.
	Doughnut Discoverer	Bronze	20	Find and destroy a hidden donut on a hub planet	See the Hub Areas chapters to discover the location of each hidden donut.
	Everyone Loves Bouncing	Bronze	20	Jump on bouncy objects 50 times	Bouncy objects can be found in many areas, such as the big mushrooms that grow on many planetoid hubs.
	Glide on Time	Silver	30	Glide continuously for 10 seconds	Try it from the top of the Batcave.
	Hard Traveling Heroes	Bronze	20	Set both Freeplay characters as Green Arrow and Green Lantern	Green Lantern unlocks over the course of Story Mode. Unlock Green Arrow by finding his Token in Level 4 - Space Station Infestation.
	Hey Diddle Diddle	Silver	30	Find a gang of jumping cows on the Moon	Complete the "Permission to Launch" quest on the Watchtower to gain access to the moon base, then search the Moon's surface for the cows in question.
	Intruder alert! Intruder alert!	Bronze	20	Play as Riddler in the Batcave Trophy Room	Unlock the Riddler by completing quests in the Hall of Justice.
	Loontern's Space Race	Bronze	20	Complete any hub race as the Green Loontern	Unlock the Green Loontern by completing all of his quests around the hubs.
	Mirror... MIRROR!	Silver	30	Create a custom character	Character customizers can be found in the Batcave and on the Watchtower.
	Nok Nok!	Bronze	20	Knock out your buddy on the planet Nok	Just beat up the other character while exploring the planet.
	New Queens of Crime	Bronze	20	Set both Free Play characters as Poison Ivy and Harley Quinn	Unlock both characters by completing quests around the Hall of Doom.
	Now THAT's Impressive	Bronze	20	Find and destroy a hidden Riddler Trophy	Enter the Trophy Room in the Batcave and go to the far right of the area. Tag to a strong character such as Superman and then break the cracked LEGO wall. The hidden Riddler Trophy is found inside; smash it!
	One Giant Leap for (Bat)Man-kind	Gold	50	Visit all of the HUB Lantern Planets	Complete the "Permission to Launch" quest on the Watchtower to gain access to the moon base, then travel through all seven slideways teleporters on the moon base (including the one on the surface that leads to Oa).
	One Small Step for (Bat)Man...	Bronze	20	Visit the moon base in the hub	Complete the "Permission to Launch" quest on the Watchtower to gain access to the moon base, then travel from the Watchtower to the moon base.
	SHAZAM!	Bronze	20	Transform from Billy Batson into	Unlock Shazam! by collecting the Character Token in Level 3 - Space suits you, Sir!

Checklists, Achievements & Trophies

Cheat Codes

Last but not least, enter the following codes at the pause screen to activate special cheats in the game. After all, if you aren’t cheating, you aren’t trying!

Cheat Codes

Code	Unlock
5MZ73E	“Studs x2” Red Brick
KNJBD8	“Quest Detector” Red Brick
JYJAFX	“Minikit Detector” Red Brick
EWTPKA	“Fight Captions” Red Brick
PHHGPH	“Festive Hats” Red Brick
V3GTHB	Aquaman
ZGCEAJ	Atrocitus
XZKLKQ	Bane
4LS32K	Batgirl
ZWQPJD	Batman (Zur-En-Arrh)
YC3KZZ	Beast Boy
APEKBV	Blue Beetle
5SW59X	Deathstroke
4HRERD	Doctor Fate
FQ4ESE	Frankenstein
95U7BM	Giganta
9WYGLP	The Joker
J6ANCT	Kevin Smith
B5ABPQ	Lobo
S7GSDE	Music Meister
N9CZ7S	Nightwing
H2VB8Z	Plastic Man
TRQTPS	Red Hood
QDQ3YL	Superboy
NQ46RC	The Fierce Flame

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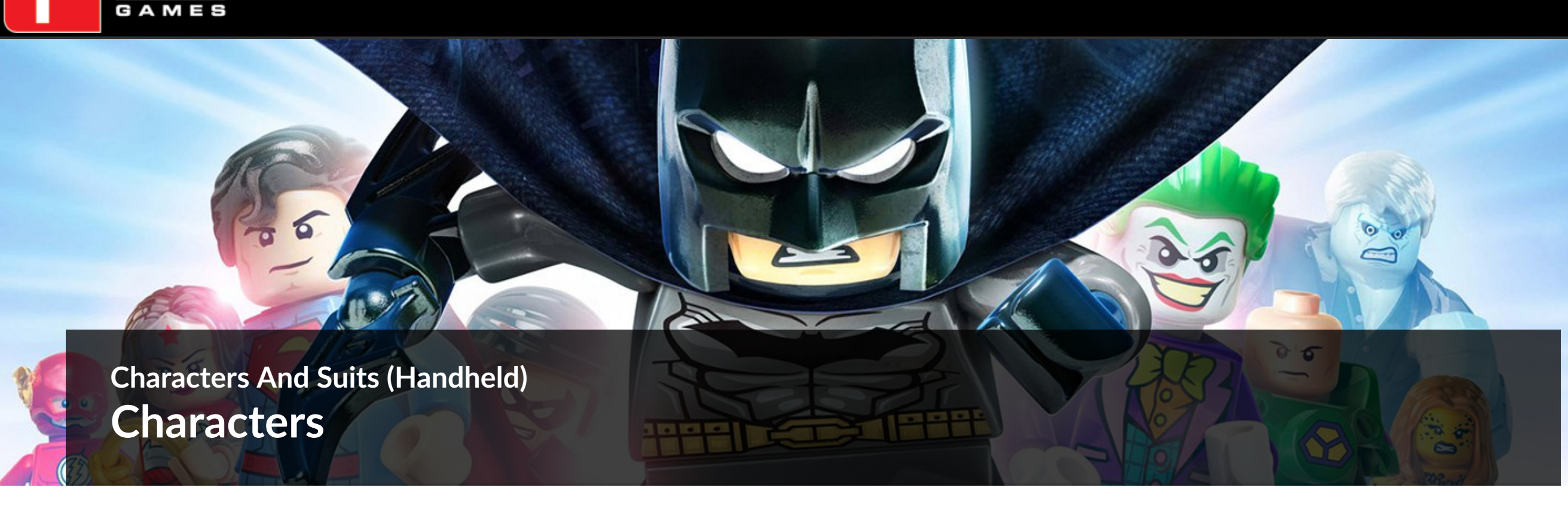
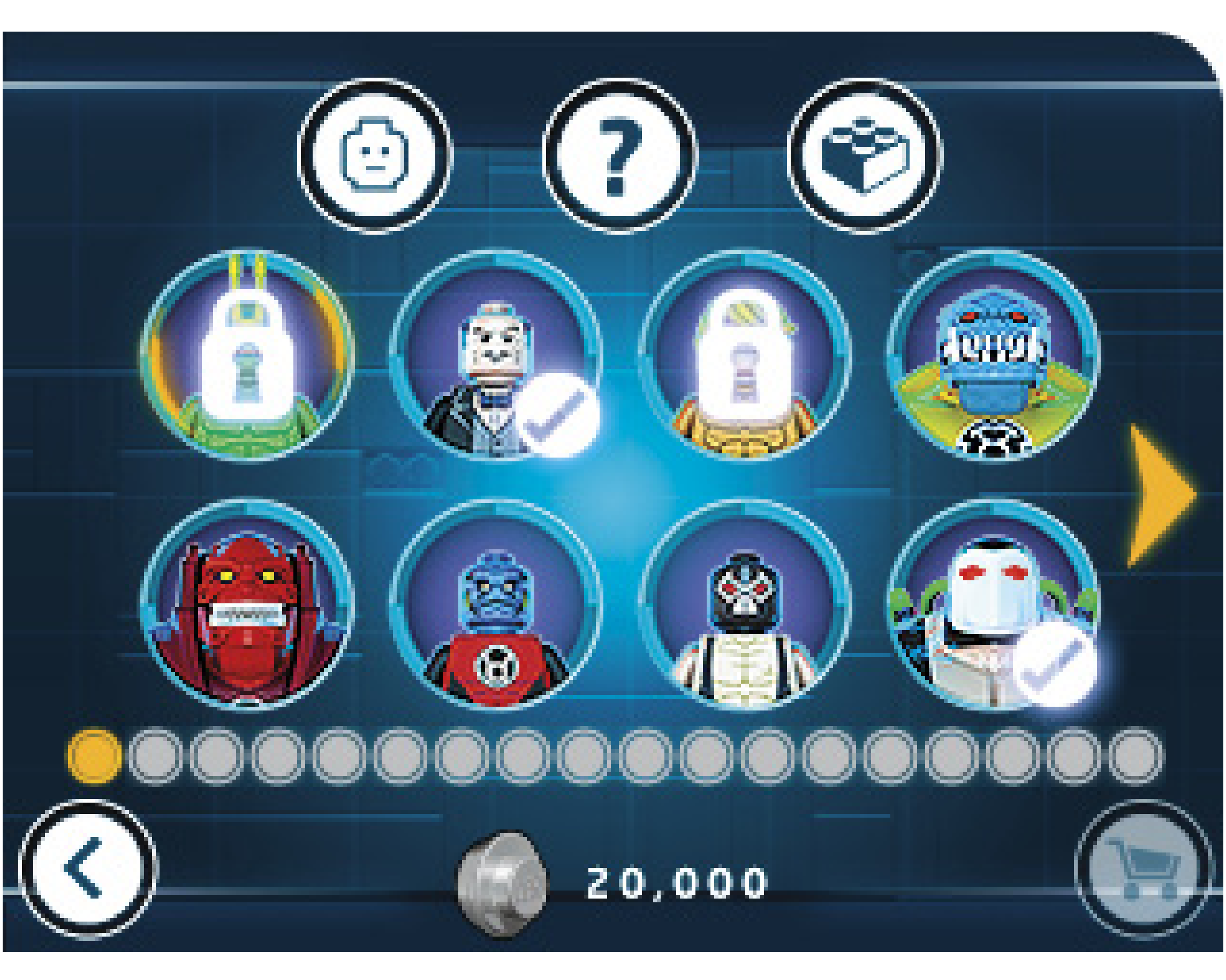


Characters And Suits (Handheld)

Characters



Batman may act like he takes on the villains alone, but this roster tells a whole different story. While you play as most of the Justice League, as well as their villainous counterparts during the story of *LEGO Batman 3: Beyond Gotham*, during Free Play you have the chance to experience many more characters. By collecting The Joker Cards during missions or by tracking down the Tokens strewn throughout the hubs, you are able to purchase many familiar faces of the DC Comics universe.

After you've collected a Token or Joker Card, you can purchase the character with studs that you have collected by accessing The Shop. To access The Shop, interact with the computer on the top floor of the hangar at the Watchtower, or access the Batcomputer found by passing through the doorway above the Batwing pad.

Icon	Character	Cost	Prerequisite	Abilities
	Ambush Bug	20000	Find The Joker Card in Superman In Space (5-1).	Acrobat; Phase
	Alfred	–	Complete Killer Croc (1-3).	Dig; Shield
	Aquaman	100000	Find The Joker Card in The Weapons Lab (5-2).	Sink; Sonic
	Arkillo	250000	Find The Joker Card in Sinestro's Surprise (14-2).	Big; Flight; Hyper; Projectile
	Atrocitus	250000	Complete The Butcher (12-3).	Dig; Flight; Hyper; Lantern (Red); Projectile
	Goon (Red Lantern)	20000	Find the Token on the Watchtower.	None
	Bane	100000	Find the Token on the Watchtower.	Acrobat; Big
	Bane (Big LEGO Figure)	–	Unlocked Bane.	Big; Hyper
	Batgirl	75000	Find the Token in the Batcave.	Grapple; Projectile; Glide
	Batman (Black)	–	Default	Grapple; Projectile; Glide
	Batman ('66)	500000	Find the Token in the Batcave.	Grapple; Projectile; Glide
	Batman (Arctic Suit)	–	Find the Token on the Watchtower.	Grapple; Ice; Glide
	Batman (As The Joker)	20000	Complete Wayne Tower (8-3).	Grapple; Projectile
	Batman (Demolition Suit)	–	Find the Token in the Batcave.	Explosives; Grapple; Super-strength
	Batman (Electricity Suit)	–	Find the Token during The Containment Facility (4-3).	Electric; Grapple
	Batman (Dive Suit)	–	Find the Token in the Batcave.	Grapple; Projectile; Sink
	Batman (Sensor Suit)	–	Find the Token during Gotham Sewers (1-1).	Detective; Grapple; Projectile; Glide
	Batman (Sonar Suit)	–	Find the Token during The Batrocket Hangar (3-1).	Grapple; Sonic; Glide
	Batman (Space Suit)	–	Find the Token during The Batrocket Hangar (3-1).	Jet pack; Flight; Grapple; Laser
	Black Adam	75000	Find the Token on the Watchtower.	Beam; Flight; Electric Charge; Super-strength
	Black Canary	20000	Find the Token on the Watchtower.	Acrobat; Sonic
	Black Manta	20000	Find the Token in the Batcave.	Laser; Sink
	Goon (Reach)	20000	Find the Token on the Watchtower.	Projectile
	Blue Beetle	50000	Find The Joker Card in the Nok Approach (11-1).	Flight; Laser; Shield
	Booster Gold	20000	Find the Token on the Watchtower.	Detective; Flight; Laser
	Brainiac	2,000,000	Complete Wayne Tower (8-3).	Detective; Flight; Hack; Mind Control; Projectile; Shrink Ray
	Bronze Tiger	20000	Find the Token on the Watchtower.	Acrobat; Dig
	Bruce Wayne	20000	Find The Joker Card in The Bat Observatory (2-1).	None
	Captain Cold	20000	Find the Token in the Batcave.	Acrobat; Ice
	Catwoman	50000	Find The Joker Card in The Batrocket Hangar (3-1).	Acrobat; Dig; Grapple
	Cheetah	–	Complete The Containment Facility (4-3).	Acrobat; Dig
	Cheetah (As Robin)	20000	Complete Wayne Tower (8-3).	Acrobat; Dig
	Cheshire	20000	Find The Joker Card in The Docking Bay (5-3).	Acrobat; Dig
	Clark Kent	20000	Complete Watchtower Access (3-3).	Laser
	Composite Superman	100000	Find The Joker Card in Atrocitus Attack (15-2).	Flight; Grapple; Ice; Laser; Super-speed; Super-strength
	Cyborg	–	Complete The Bat Monster (2-3).	Grapple; Hack; Projectile; Goo Resistance
	Cyborg (Big LEGO Figure)	–	Find the Token on the Watchtower.	Hyper
	Cyborg (Demolition)	–	Find the Token in the Batcave.	Explosives; Grapple
	Cyborg (Electricity)	–	Find the Token during The Containment Facility (4-3).	Electric; Grapple
	Cyborg (Magno)	–	Find the Token during Watchtower Access (3-3).	Grapple; Magnet
	Cyborg (Sonar)	–	Find the Token during The Batrocket Hangar (3-1).	Grapple; Sonic
	Cyborg (Space)	–	Find the Token during The Batrocket Hangar (3-1).	Jet pack; Flight; Grapple; Laser
	Cyborg (Stealth)	–	Find the Token on the Watchtower.	Stealth
	Cyborg (Superman)	75000	Find The Joker Card in The Fortress of Solitude (15-1).	Flight; Grapple; Laser; Super-speed; Super-strength
	Darkest Knight Batman	500000	Find The Joker Card in Larfleeze Attack (13-3).	Beam; Flight; Grapple; Reflect
	Deadshot	20000	Find the Token on the Watchtower.	Acrobat; Detective; Grapple; Hack; Projectile
	Deathstroke	100000	Find the Token in the Batcave.	Acrobat; Detective; Hack; Projectile
	Doctor Fate	20000	Find The Joker Card in Brainiac Battle (6-2).	Flight; Laser; Phase
	Doomsday	250000	Find The Joker Card in Sinestro Showdown (14-3).	Big; Hyper
	Etrigan	200000	Find The Joker Card in Watchtower Battle (3-2).	Big; Hyper; Laser
	Firefly	50000	Complete The Containment Facility (4-3).	Flight; Projectile
	Firestorm	50000	Find The Joker Card in Ysmault (12-2).	Flight; Projectile
	The Flash	–	Complete Watchtower Access (3-3).	Acrobat; Speed
	Frankenstein	50000	Find The Joker Card in LEGO Paris (7-1).	Big; Hyper
	Geoff Johns	20000	Find The Joker Card in Zamaron Encounter (9-2).	None
	Goon (Croc)	20000	Find the Gotham Sewers (1-1) Joker Card.	None
	Goon (The Joker Mime)	20000	Find the Killer Croc (1-3) Joker Card.	Projectile
	Goon (The Joker Space)	20000	Find the Watchtower Access (3-3) Joker Card.	Projectile
	Goon (Zamaron)	50000	Complete the Predator (9-3) Combat Challenge.	None
	Gorilla Grodd	50000	Find the Token on the Watchtower.	Big; Hyper
	The Gray Ghost	20000	Find the Token on the Watchtower.	Grapple; Projectile; Detective
	Green Arrow	75000	Find the Token on the Watchtower.	Grapple; Hack; Projectile; Detective
	Green Lantern (Hal Jordan)	–	Complete Wayne Tower (8-3).	Dig; Flight; Lantern (Green); Projectile; Sphere
	Green Lantern (Guy Gardner)	75000	Find the Rivers of Jam (12-1) Joker Card.	Dig; Flight; Lantern (Green); Projectile; Sphere
	Goon (Brainiac)	20000	Complete the Wayne Tower (8-3) Combat Challenge.	None
	Harley Quinn	50000	Find the Token on the Watchtower.	Acrobat
	Hawkgirl	75000	Find The Joker Card in LEGO Pisa (7-3).	Flight
	Hawkman	75000	Find The Joker Card in Super Skydive (6-3).	Flight
	Heat Wave	50000	Find The Joker Card in The Armory (4-2).	Acrobat; Beam; Projectile
	Indigo-1	100000	Complete The Indigo Power Battery (11-3).	Dig; Flight; Lantern (Indigo);Projectile; Sphere; Super-strength
	Green Lantern (John Stewart)	100000	Find the Larfleeze's Vault (13-2) Joker Card.	Dig; Flight; Lantern (Green);Projectile; Sphere
	The Joker	–	Complete The Docking Bay (5-3).	Grapple; Projectile
	The Joker (As Batman)	20000	Complete Wayne Tower (8-3).	Grapple; Projectile; Glide
	The Joker (Decoy Suit)	–	Complete The Docking Bay (5-3).	Grapple; Projectile
	The Joker (Demolition Suit)	–	Find the Token in the Batcave.	Explosives; Grapple
	The Joker (Electric Suit)	–	Find the Token during The Containment Facility (4-3).	Electric; Grapple; Projectile
	The Joker (Flower Suit)	–	Find the Token during The Weapons Lab (5-2).	Grapple; Mind Control; Projectile
	The Joker (Illumination Suit)	–	Find the Token during The Bat Obervatory (2-1).	Grapple; Illumination; Projectile
	The Joker (Magno Suit)	–	Find the Token during Watchtower Access (3-3).	Grapple; Magnet; Projectile
	The Joker (Sphere Suit)	–	Find the Token during The Armory (4-2).	Grapple; Projectile; Sphere
	Kid Flash	50000	Find The Underground Caverns (11-2) Joker Card.	Acrobat; Speed
	Killer Croc	–	Complete The Docking Bay (5-3).	Hyper; Sink
	Kilowog	200000	Find The Joker Card in The Breach of Okaara (13-1).	Flight; Hyper; Projectile
	Larfleeze	100000	Complete Larfleeze Attack (13-3).	Dig; Flight; Lantern (Orange); Projectile; Sphere; Super-strength
	Lex Luthor	–	Complete The Containment Facility (4-3).	Grapple; Projectile
	Lex Luthor (As Hawkman)	20000	Complete The Containment Facility (4-3).	Projectile
	Lex Luthor (As Wonder Woman)	20000	Complete Wayne Tower (8-3).	Projectile
	Lex Luthor (Hazard Suit)	–	Find the Token during Gotham Sewers (1-1).	Attract; Grapple; Hazard; Projectile
	Lex Luthor (Big LEGO Figure)	–	Find the Token on the Watchtower.	Hyper
	Lex Luthor (Decoy)	–	Complete The Docking Bay (5-3).	Grapple; Projectile
	Lex Luthor (Shield)	–	Complete The Containment Facility (4-3).	Grapple; Projectile; Shield
	Lex Luthor (Space)	–	Find the Token during The Batrocket Hangar (3-1).	Jet pack; Flight; Grapple; Laser; Projectile
	Lex Luthor (Stealth)	–	Find the Token on the Watchtower.	Grapple; Projectile; Stealth
	Lex Luthor (Techno Access)	–	Find the Token in the Batcave.	Grapple; Hack; Projectile
	Lobo	20000	Find the Token on the Watchtower.	Grapple
	Mad Hatter	50000	Find The Joker Card in The Fun House (8-2).	Mind Control; Projectile
	Manchester Black	50000	Find The Joker Card in LEGO London (7-2).	Flight; Phase; Shield
	Martian Manhunter	–	Complete The Containment Facility (4-3).	Big; Detective; Flight; Hack; Laser; Phase
	Martian Manhunter (Big LEGO Figure)	–	Complete The Containment Facility (4-3).	Hyper
	Metallo	75000	Find The Joker Card in Saint Walker (10-3).	Hack; Laser
	Miss Martian	100000	Find The Joker Card in The Reach (10-1).	Detective; Flight; Laser; Phase; Super-strength
	Mr Freeze	75000	Find The Joker Card in Wayne Tower (8-3).	Ice
	Music Meister	20000	Find The Joker Card in Ace Chemicals (8-1).	Acrobat; Projectile; Sonic
	Nightwing	75000	Find the Token in the Batcave.	Acrobat
	Goon (Orange Lantern)	20000	Find The Joker Card in The Bat Monster (2-3).	None
	Parasite	75000	Find The Joker Card in The Mines of Qward (14-1).	Hyper
	Poison Ivy	50000	Find The Joker Card in The Indigo Power Battery (11-3).	Acrobat; Mind Control
	The Question	20000	Find The Joker Card in Sewers Interchange (1-2).	Acrobat; Detective; Hack
	Red Hood	50000	Find the Token on the Watchtower.	Acrobat; Grapple; Projectile
	Reverse Flash	50000	Find The Joker Card in Predator (9-3).	Acrobat; Speed
	The Riddler	75000	Find the Token on the Watchtower.	Hack; Mind Control
	Robin	–	Default	Acrobat; Grapple; Projectile
	Robin '66	500000	Find the Token on the Watchtower.	Acrobat; Grapple; Projectile
	Robin (As Lex Luthor)	–	Complete Wayne Tower (8-3).	Acrobat; Grapple; Projectile
	Robin (Dive Suit)	–	Find the Token in the Batcave.	Grapple; Projectile; Sink
	Robin (Hazard Suit)	–	Find the Token during Gotham Sewers (1-1).	Attract; Grapple; Hazard
	Robin (Mind Control)	–	Complete The Weapons Lab (5-2).	Acrobat; Grapple; Mind Control; Projectile
	Robin (Illumination)	–	Find the Token during The Bat Observatory (2-1).	Acrobat; Grapple; Illumination; Projectile
	Robin (Magno Suit)	–	Find the Token during Watchtower Access (3-3).	Acrobat; Grapple; Magnet; Projectile
	Robin (Techno Access)	–	Find the Token in the Batcave.	Acrobat; Grapple; Hack; Projectile
	Robin (Sphere Suit)	–	Find the Token during The Armory (4-2).	Acrobat; Grapple; Projectile; Sphere
	Saint Walker	–	Complete Saint Walker (10-3).	Dig; Flight; Lantern (Blue); Projectile; Sphere
	Shazam!	75000	Find the Token in the Batcave.	Beam; Flight; Super-strength
	Sinestro	1,000,000	Complete Sinestro Showdown (14-3).	Dig; Flight; Lantern; Projectile; Sphere
	Solar Suit Superman	50000	Find The Joker Card in Brainiac's Ship (6-1).	Flight; Ice; Laser; Super-speed; Super-strength
	Solomon Grundy	–	Complete The Containment Facility (4-3).	Hyper; Swamp
	Stargirl	75000	Find The Joker Card in The Zamarons (9-1).	Flight; Grapple; Projectile
	Star Sapphire	–	Complete Predator (9-3).	Dig; Flight; Lantern; Projectile; Sphere
	Superboy	50000	Find The Joker Card in Brainiac's Final Stand (15-3).	Flight; Ice; Laser; Super-speed
	Supergirl	50000	Find the Token on the Watchtower.	Flight; Ice; Laser; Super-speed; Super-strength
	Superman	–	Complete Watchtower Access (3-3).	Flight; Ice; Laser; Super-speed; Super-strength
	Swamp Thing	75000	Find The Joker Card in the Odym Jungle (10-2).	Hyper; Swamp
	Tim Drake	20000	Find The Joker Card in The Batcave (2-2).	Acrobat
	Trickster	75000	Find The Joker Card in The Containment Facility (4-3).	Acrobat; Hack; Projectile
	Vibe	20000	Find The Joker Card in The Butcher (12-3).	Acrobat; Beam
	Wonder Girl	20000	Find The Joker Card in The Control Room (4-1).	Flight; Grapple; Mind Control; Shield; Super-strength
	Wonder Woman	–	Complete Watchtower Access (3-3).	Flight; Grapple; Mind Control; Projectile; Shield; Super-strength
	Wonder Woman (As Cheetah)	–	Complete Wayne Tower (8-3).	Flight; Grapple; Mind Control; Projectile; Shield; Super-strength
	Plastic Man	–	Complete 100% of the game.	Flight; Sphere; Grapple; Phase
	Zur-En-Arrh Batman	–	Complete 100% of the game.	Grapple; Projectile; Glide

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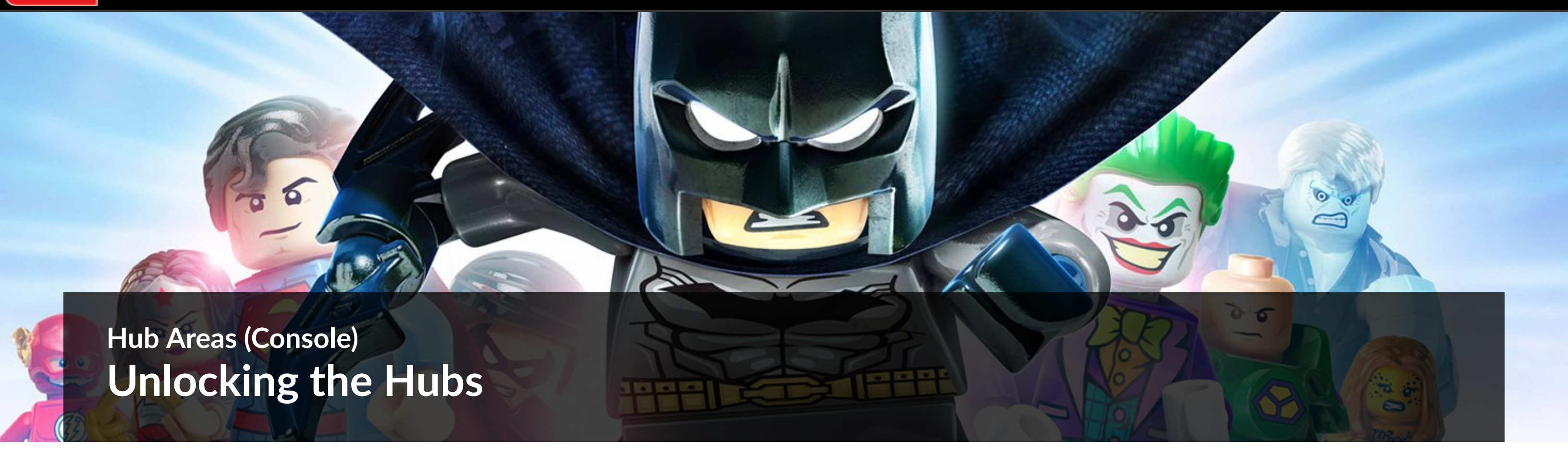
Characters And Suits (Handheld)

Suits

During the adventure of *LEGO Batman 3: Beyond Gotham*, the Dynamic Duo comes across various Suit Tokens. Collecting Suit Tokens unlocks new abilities for your favorite heroes and villains. Here's a breakdown of the suits and the skills they provide. Once a Token is found, it applies to all characters in your roster that can equip the suit. None of the suits are hidden (but some are off the beaten path), so don't worry that you will miss finding one as you progress through the story.

> There are some occasions when a character is unable to change their suit.

Suit	Description	Characters Who Can Wear
Arctic	The Arctic Suit is exclusive to Batman. This suit allows the Dark Knight to use an ice cannon. This suit can be used to extinguish flames.	Batman
Big LEGO Figure	Using the Big LEGO Figure suit enables the character to interact with hyper strength handles.	Cyborg, Lex Luthor
Decoy	The Decoy Suit allows the user to deploy helpers to distract their enemy.	The Joker, Lex Luthor
Demolition	Equipping the Demolition Suit, the wearer wields explosives that can be used to destroy silver LEGO objects.	Batman, Cyborg, The Joker
Dive	By wearing the Dive Suit, the user can sink below the surface of water, as well as fire projectiles under the water.	Batman, Robin
Electric	Using the Electric Suit, the charge of electrical terminals can be absorbed and transferred. The wearer also becomes invulnerable to electricity.	Batman, Cyborg, The Joker
Hazard	The Hazard Suit allows the wearer to collect Attract pieces that can be used to fill Attract Stations. The wearer also becomes invulnerable to toxic goo.	Lex Luthor, Robin
Illumination	While wearing the Illumination Suit, darkened areas become brightened.	The Joker, Robin
Magno	The Magno Suit grants the wearer the ability to manipulate magnetic LEGO objects, as well as walk on magnetic LEGO walls.	Cyborg, The Joker, Robin
Mind Control	Wear the Mind Control suit to become invulnerable to Mind Control, as well as to take control of certain characters that you encounter. The version of this suit for The Joker is referred to as "Flower Suit".	The Joker, Robin
Shield	Exclusive to Lex Luthor, the Shield Suit allows him to create an energy shield that can be used to reflect energy beams and other attacks.	Lex Luthor
Sonar	While wearing the Sonar Suit, the wearer wields a sound cannon that can shatter LEGO glass, as well as stun enemies.	Batman, Cyborg
Space	The Space Suit allows the user to fly, as long as they have adequate fuel. Another plus is the ability to wield a laser that can destroy gold LEGO bricks.	Batman, Cyborg, Lex Luthor
Sphere	When wearing the Sphere Suit, the wearer is able to encase themselves in a hamster ball-like sphere that can interact with sphere spots.	The Joker, Robin
Stealth	While wearing the Stealth Suit, the user is invisible to any enemies in the area, as well as to security cameras.	Cyborg, Lex Luthor
Techno Access	By wearing the Techno Access suit, the wearer has the ability to hack any computer console.	Lex Luthor, Robin

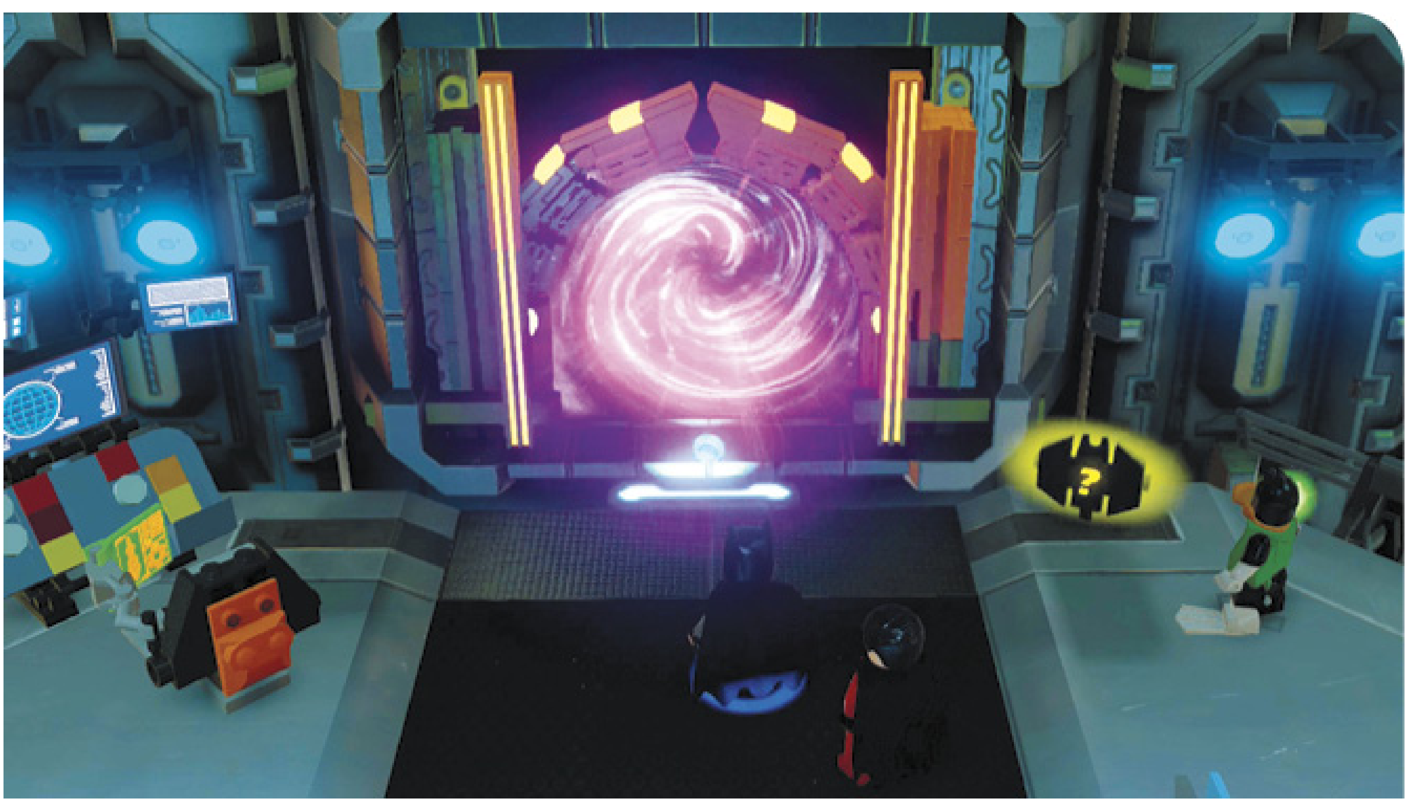


Hub Areas

Welcome to the Hub Areas chapter! Here we show you how to easily find every goodie and collectible that awaits you around LEGO Batman 3's *11 hub zones. From familiar spaces like the Batcave and Watchtower to far-out places like the planet Oa and the Hall of Doom, each and every hub area is covered in complete detail right here!*

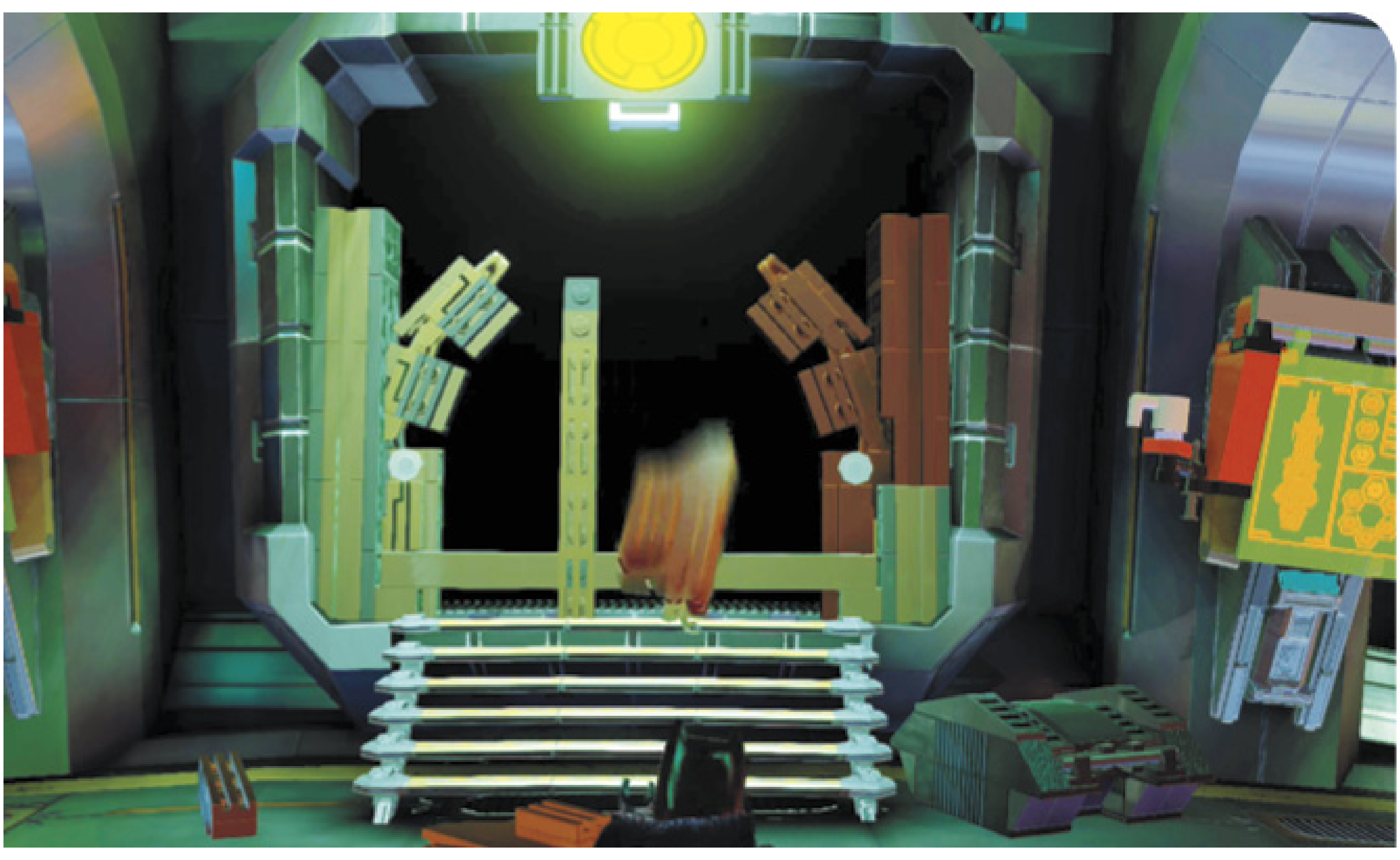
As you play and progress through Story Mode, you naturally unlock *LEGO Batman 3*'s main hub areas. These hubs include the Batcave, the Watchtower, and the Hall of Justice. But it's not long before you discover many new hubs to explore out in the reaches of deep space!

DEEP SPACE HUBS



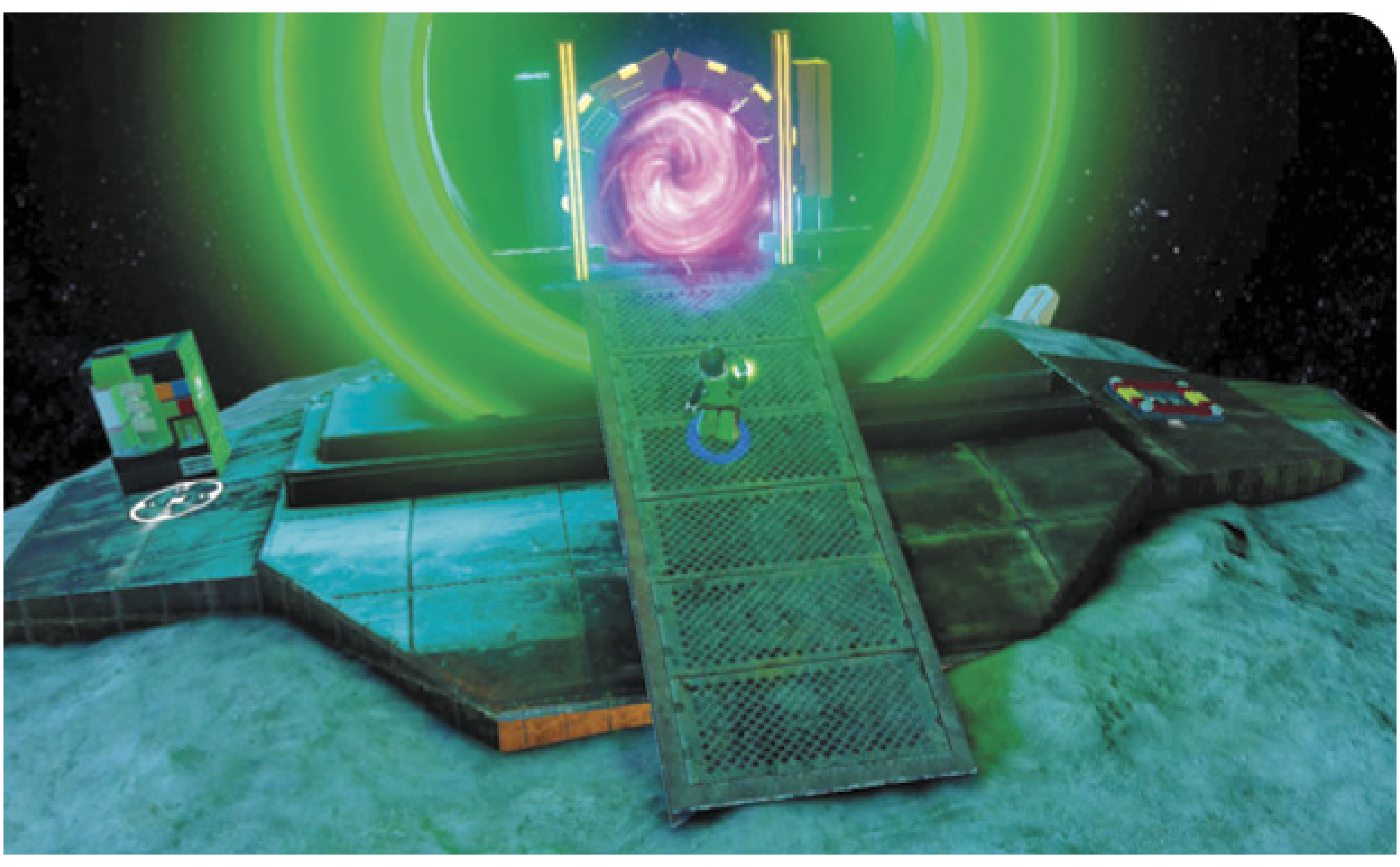
After you amass nine Gold Bricks (not a difficult task, considering that there are 250 to find in all) search the Watchtower's Lobby to find a daffy, duck-like fellow called the Green Loontern standing down on the Lobby's lowest level. Accept the Loontern's quest, and then build the nearby bricks into a new slideways teleporter that leads to the Justice League's secret moon base!

Step through the portal and visit the moon base, where you find several more slideways teleporters in need of repair. You must complete the planet levels and gather a certain amount of Gold Bricks before you can build each teleporter, however. Each teleporter has its own Gold Brick requirement, with 40 Gold Bricks being the maximum amount needed to visit the most "expensive" deep space hub.



Reaching Oa

The teleporters inside the moon base lead to the six planetoid hubs: Zamaron, Odym, Nok, Ysmault, Okaara, and Qward. However, a seventh deep space hub, the planet Oa, can also be reached by activating a secret slideways teleporter that stands outside of the moon base, on the surface of the moon. Go to the big Green Lantern to find it, and build the nearby hopping bricks into a teleporter that leads to Green Lantern's homeworld!



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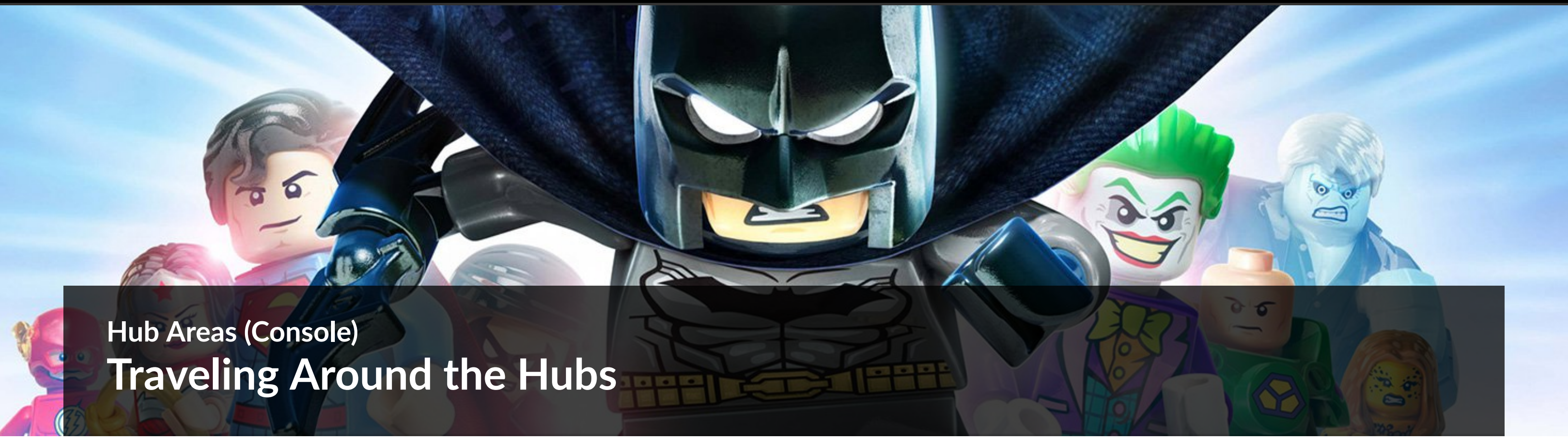
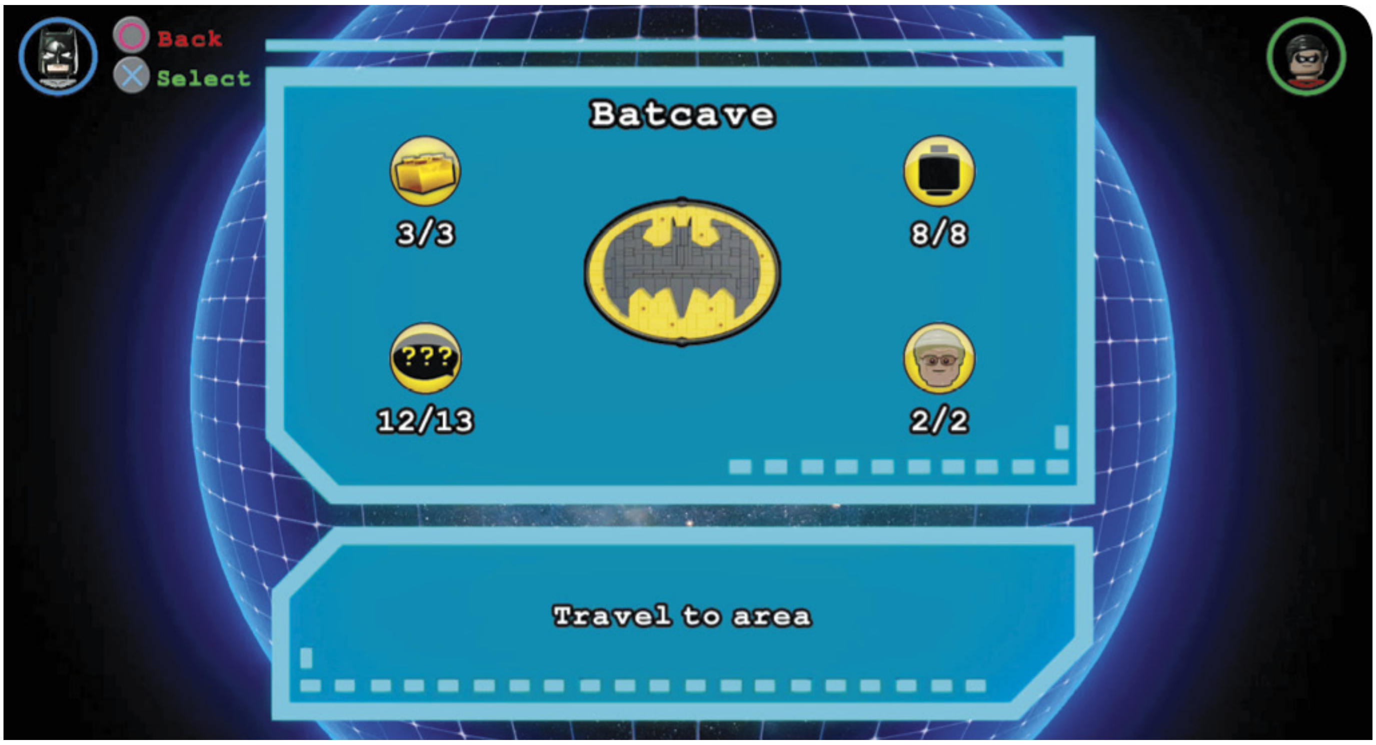


Traveling Around the Hubs



After you complete a few Story missions, you gain access to high-tech slideways teleporters that let you travel between the main hubs. These are all well and good, but the Justice League Computer makes things even more convenient!

Press the Map button to call up the Justice League Computer at any time while exploring the hubs. Select the hub that you wish to visit, and you travel straight there, as long as the hub entrance has been built. You can use the Justice League computer from any location in any hub just by pressing the Map button, so be sure to give it a try!

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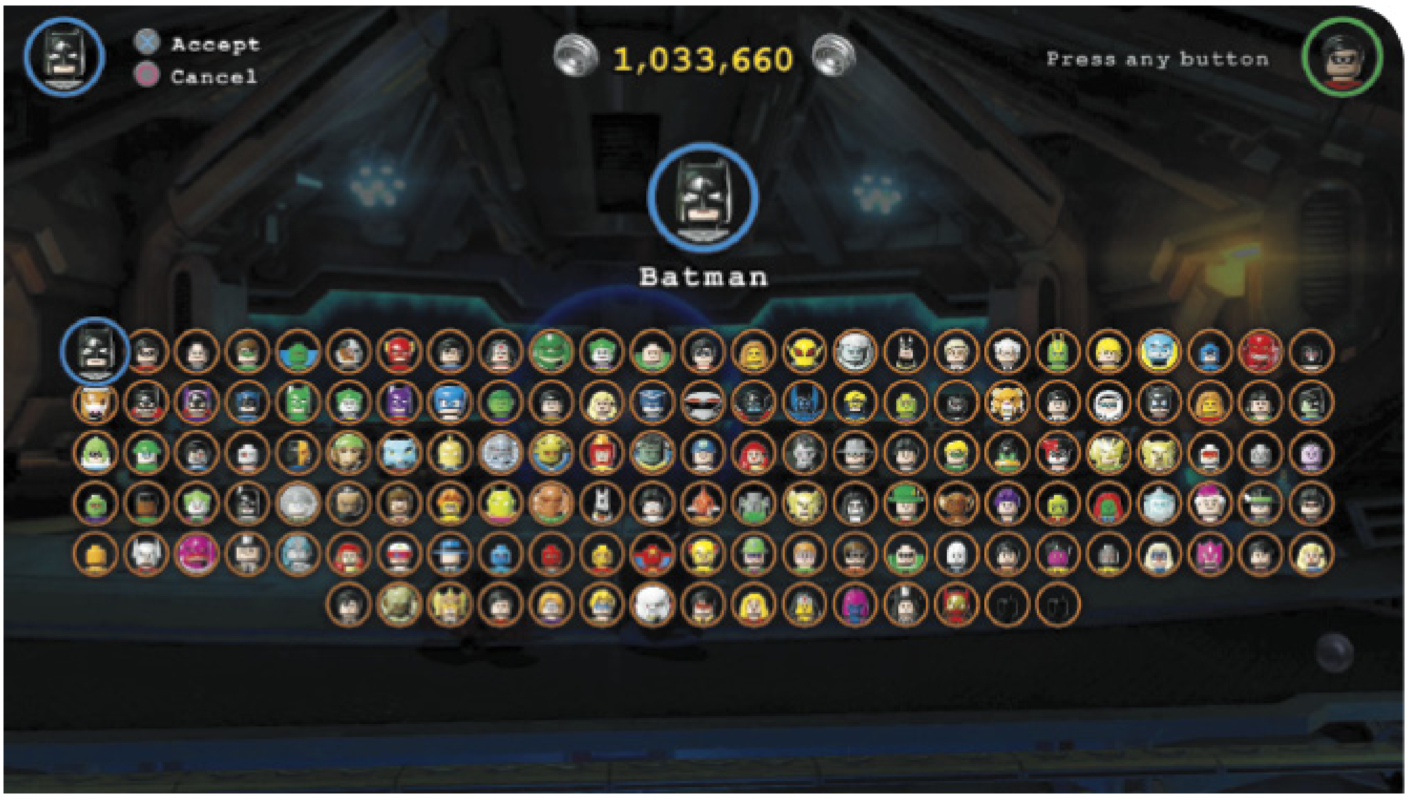
Hub Free Play

It’s tempting to explore the hubs over the course of Story Mode, but you’ll find the experience much easier after you complete the main story. Once Story Mode is complete and you’ve unlocked Brainiac, you are able to explore the hubs with nearly every super power needed to see and do everything that the hubs have to offer!

During Story Mode, the hubs feature special levers that let you switch your hub character to any character that you’ve unlocked. This is great, but once again, things get even better after you beat the story. After that, you’ll always be enjoying Free Play in the hubs. Free Play in the hubs works just like it does in the missions.

You can change your current character to any character that you’ve unlocked simply by holding down the Tag button. This gives you instant access to every character that you own, anywhere, anytime! Fight the urge to explore the hubs until you’ve beaten Story Mode, then go wild in the hubs with a full army of characters at your fingertips.



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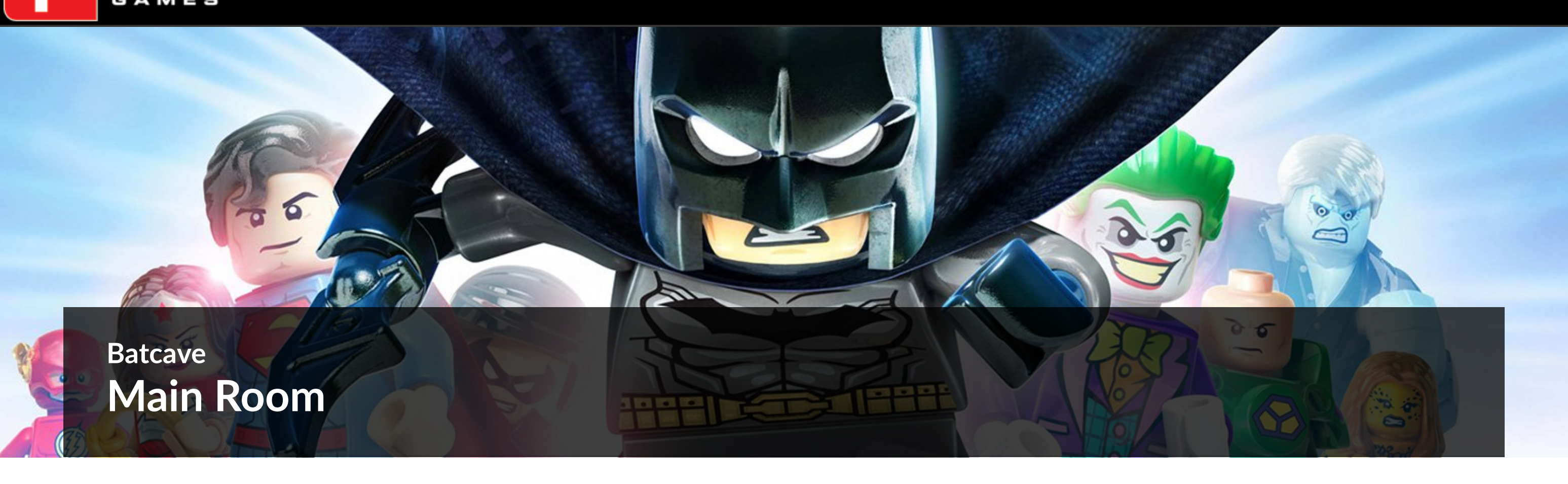


Batcave

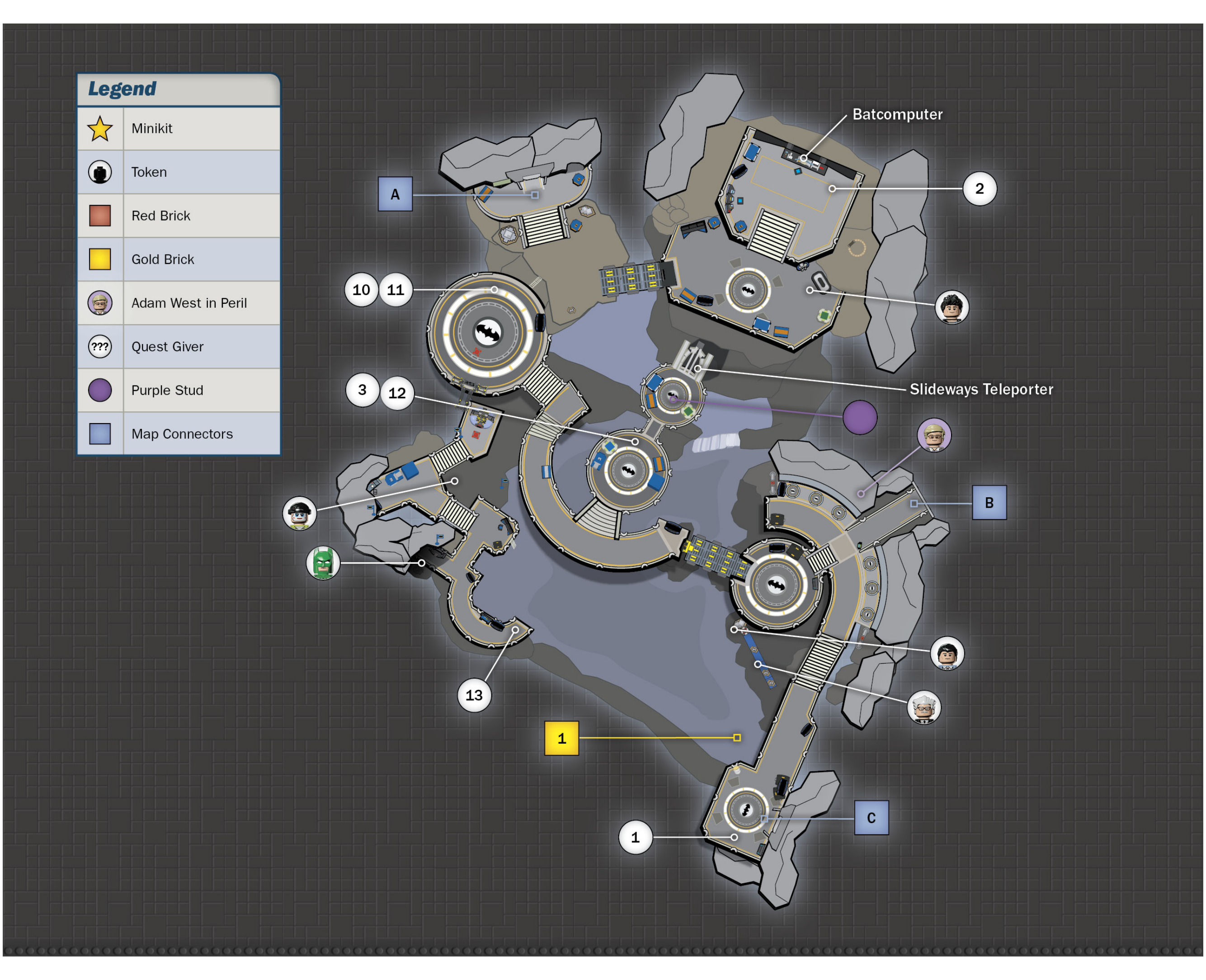
Main Room

HUB
1
AREA
Batcave

Hub Overview

Our titular hero's haven is the Batcave: a high-tech sanctuary where the Caped Crusader conducts vital research and undergoes intense VR training. The Batcave features four separate rooms: the ***Main Room****, which features the slideways teleporter, the Batcomputer, and the dock; the* ***Trophy Room****, where you can buy any Red Bricks that you've discovered in missions; the* ***Character Customizer****, where you can create and customize your very own characters, and the* ***Lab****, where you can test your skills in a number of VR training missions. Let's take a closer look at what each room of the Batcave has in store!*

The Batcave's Main Room is a huge cavern that's filled with goodies to find. If this area seems familiar, it's because you explored it during the second half of Level 2: Breaking BATS! Here you find familiar features like the Batcomputer, which you can use to revisit past missions just like the Justice League Computer. A slideways teleporter also stands near the central platform. Head through to instantly travel to the Watchtower. You also find the Bat-boat dock down by the water.

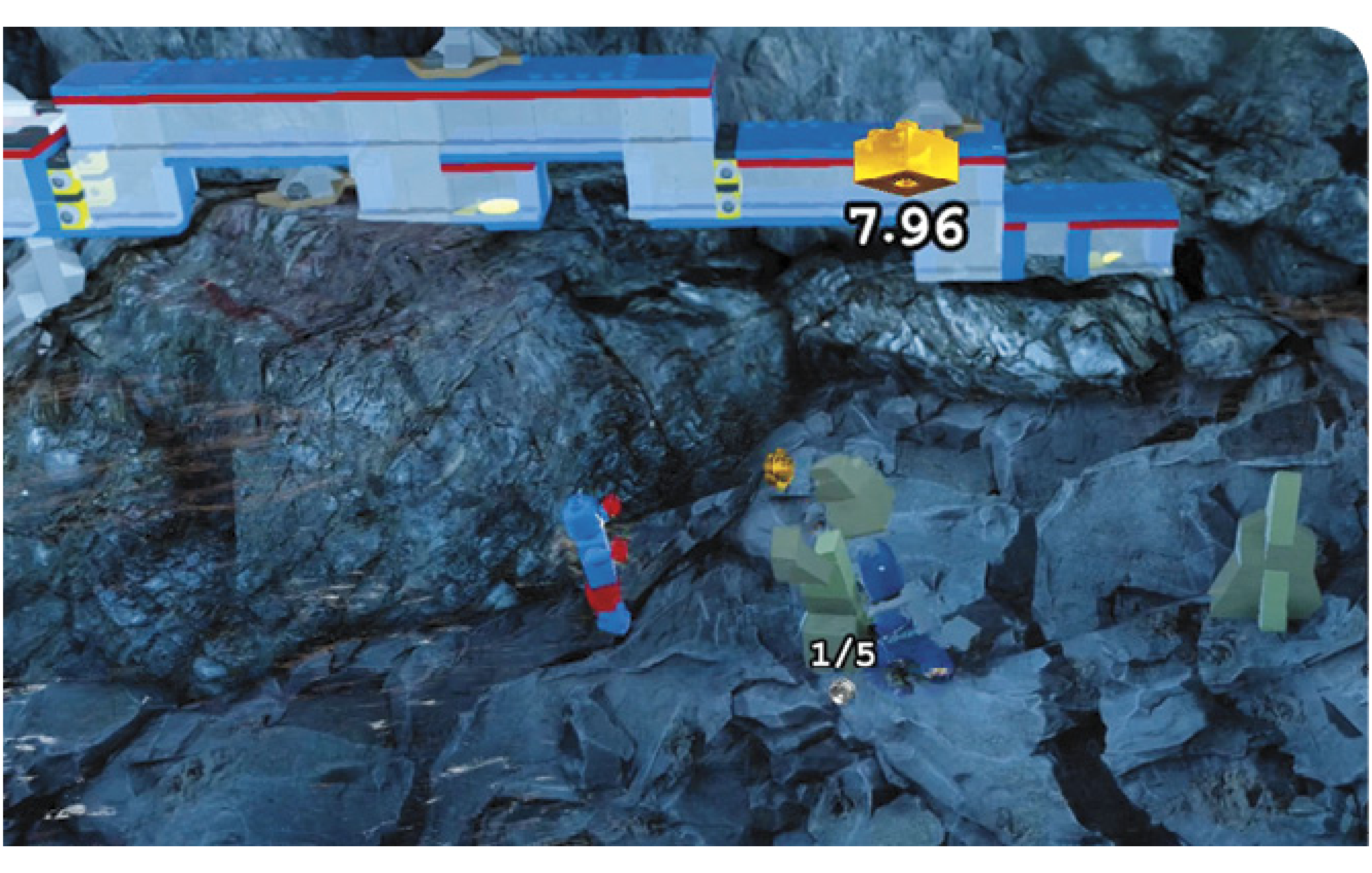


GOLD BRICKS

Gold Bricks

No.	Notes
1	Smash five underwater rocks.

Gold Brick 1



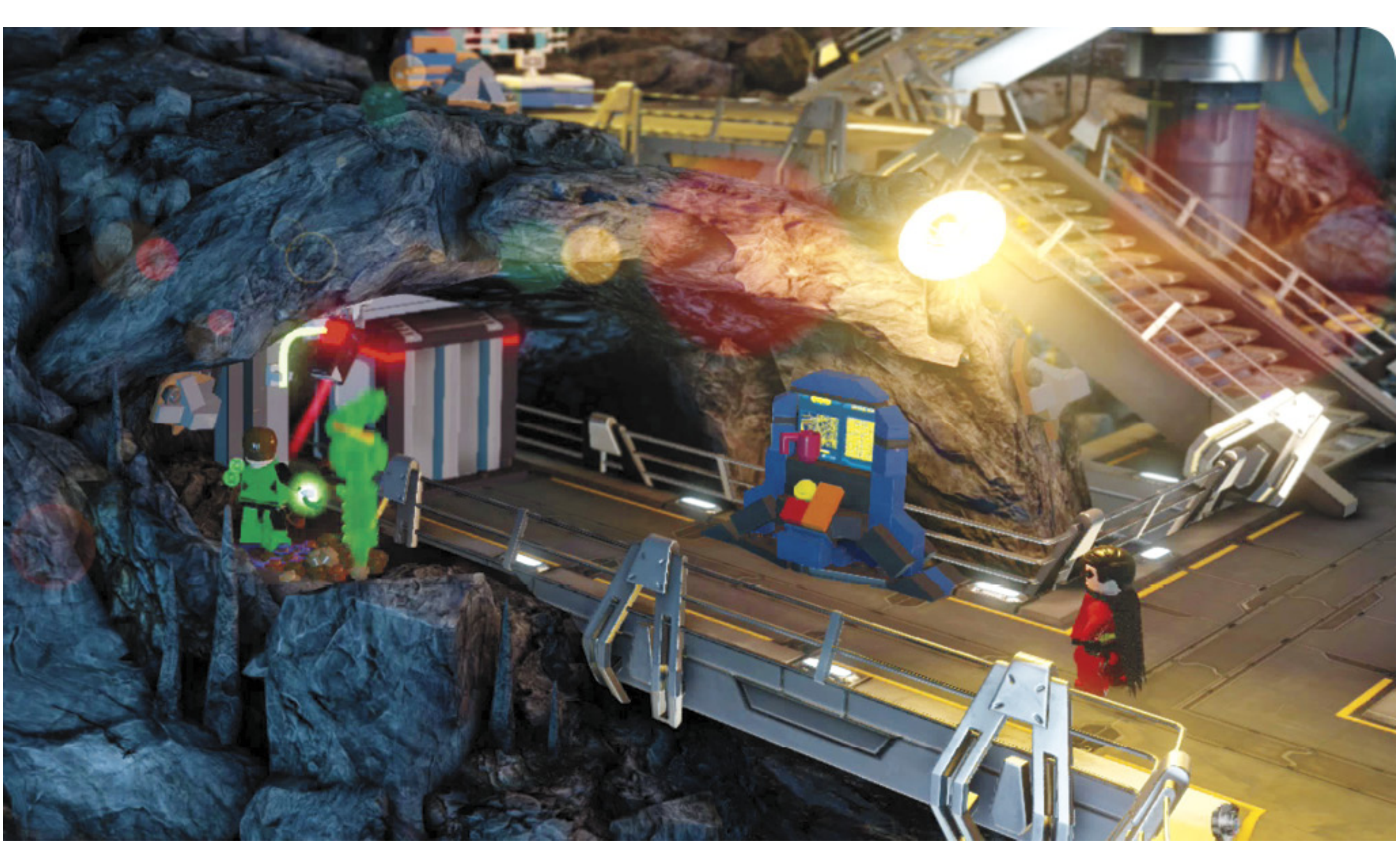
Slap on a Dive Suit (or use any character with the dive ability, such as Killer Croc) and take a dip in the Batcave's watery depths. Go to the right and smash a collection of five hopping rocks to discover a hidden Gold Brick!

CHARACTER TOKENS

Character Tokens

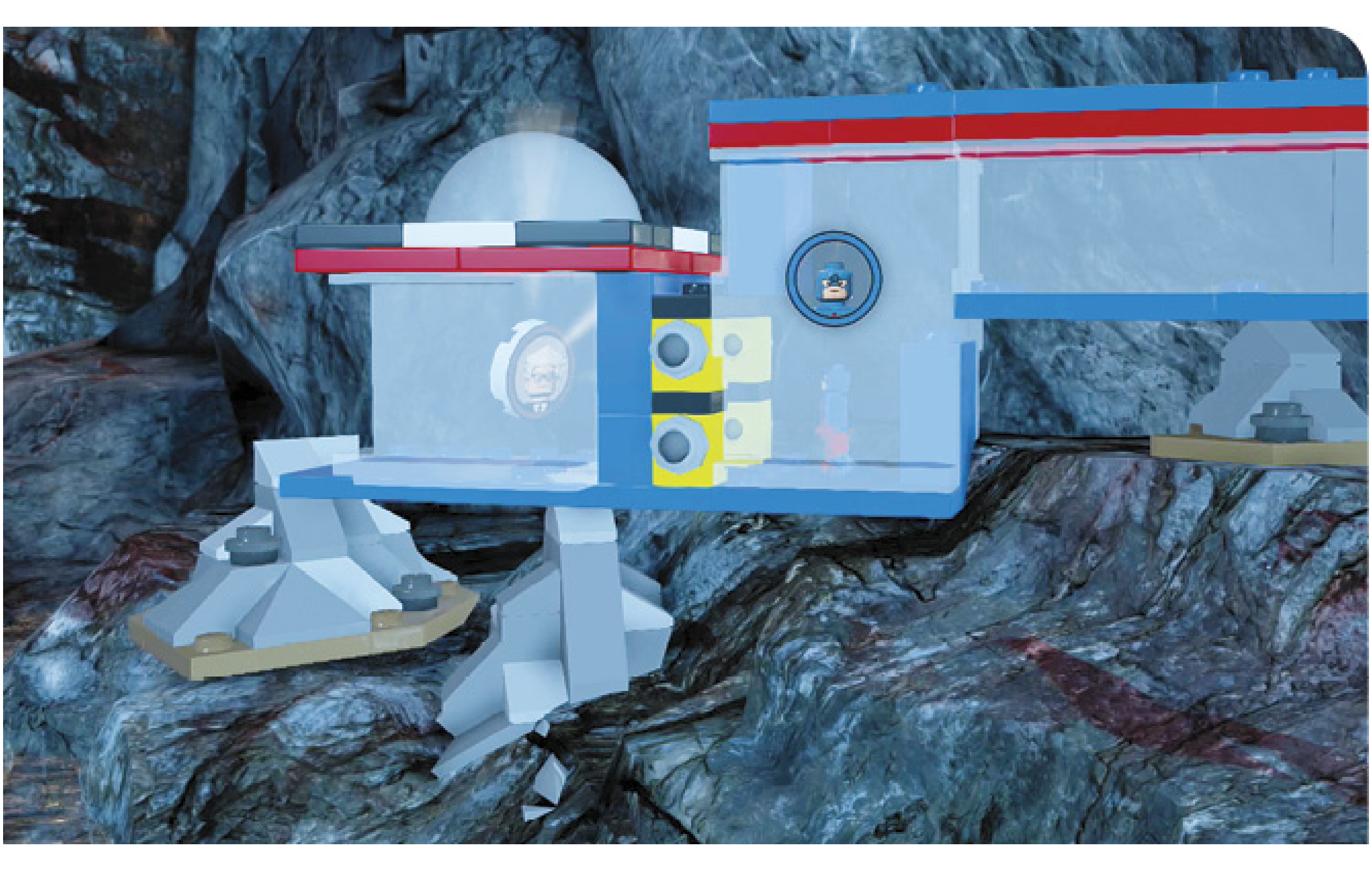
Icon	Character	Notes
	Batman (Darkest Knight)	Use stealth to get past the security camera, or dig and build the lever.
	Alfred (1966)	Use the Red Brick Extra Mini Characters or send the Atom through the pipe down by the water.
	The Joker Clown Henchman	Quickly destroy five blue Batman flags near the dock lift.
	Grayson	Use Shazam!, Black Adam, an Electricity Suit, or the Unlimited Electricity Red Brick to charge the electric panel near the Batcomputer.
	Bruce Wayne	Use sonar to shatter the glass LEGO down by the water, use super senses to detect a gold object, then destroy it with a laser or heat vision.

Batman (Darkest Knight)



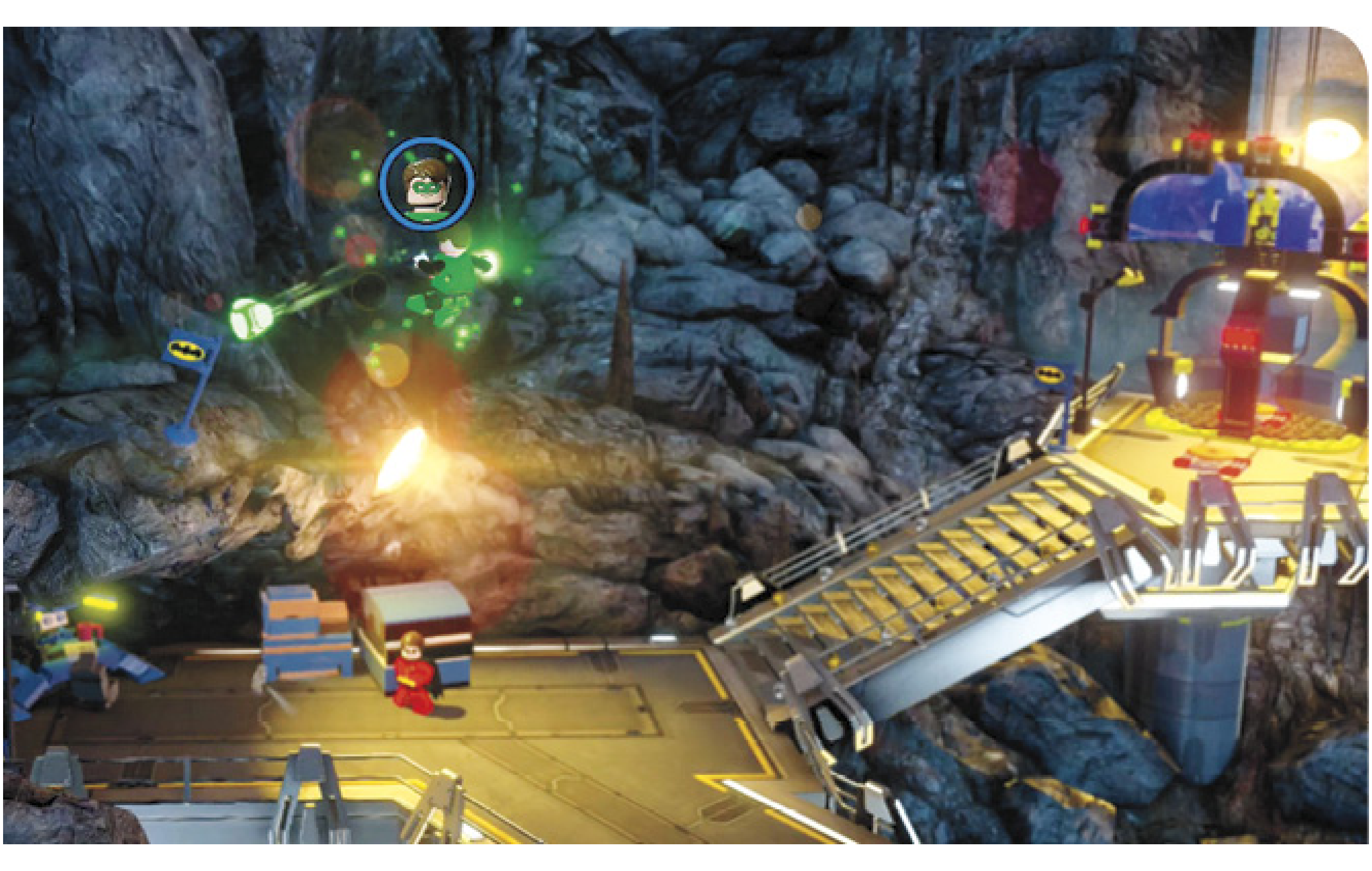
Head down to the Batcave's watery dock and locate a security camera over to the left. A stealth character can simply slip past this camera and claim the Token that it's guarding (Batman's Sensor Suit does the trick). You can also use a Lantern character to dig in the nearby dirt mound and discover some bricks that form a lever. Pull the lever to deactivate the security camera, and then claim your prize.

Alfred (1966)



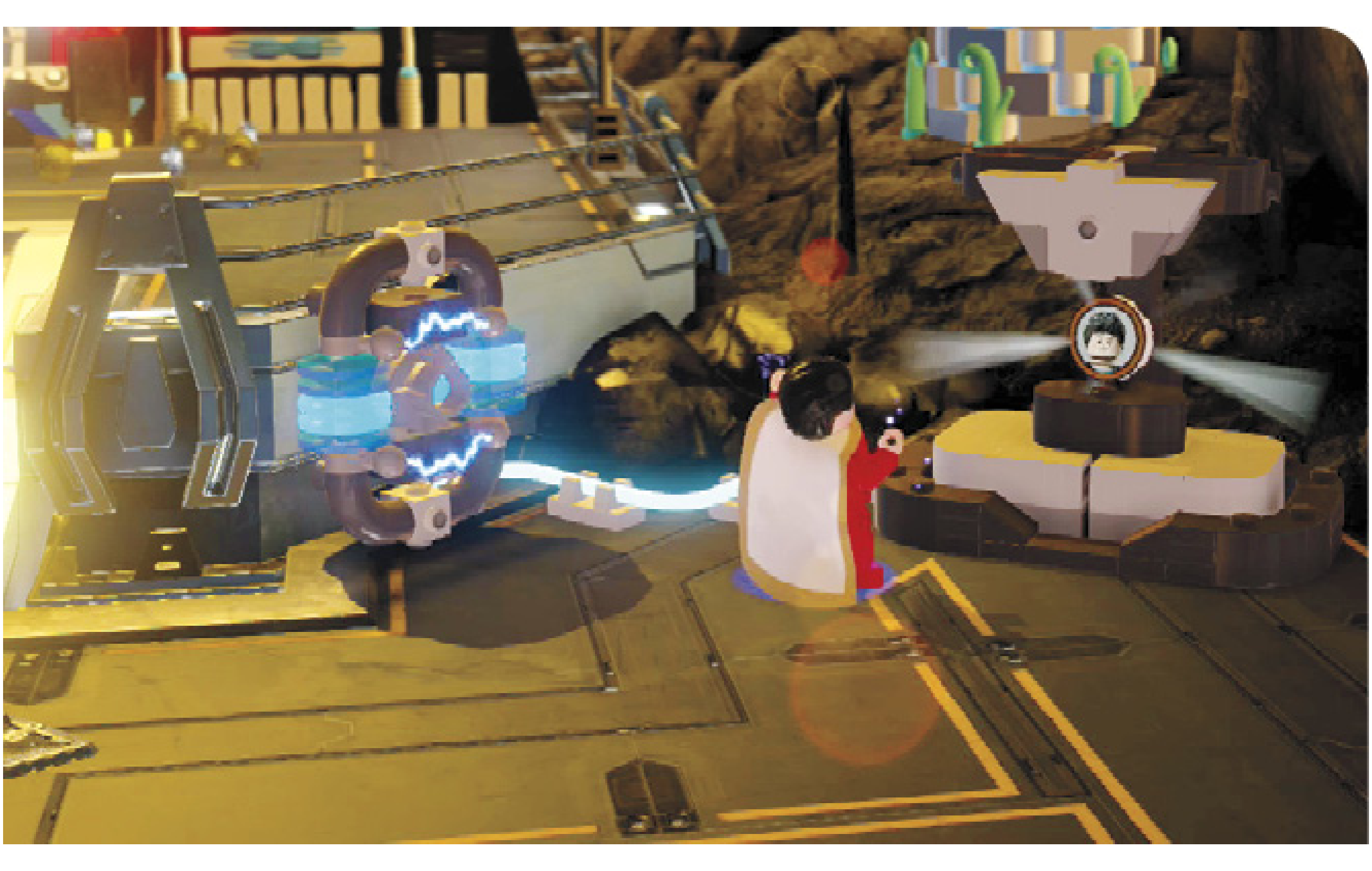
Go down to the Batcave's dock and go to the right to locate a curious clear pipe. Use the Red Brick Extra Mini Characters (or simply use the Atom), then enter the pipe via the tiny opening on its right side. Run through the pipe, stepping on each button to remove obstacles as you head toward the Character Token that awaits you on the left!

The Joker Clown Henchman



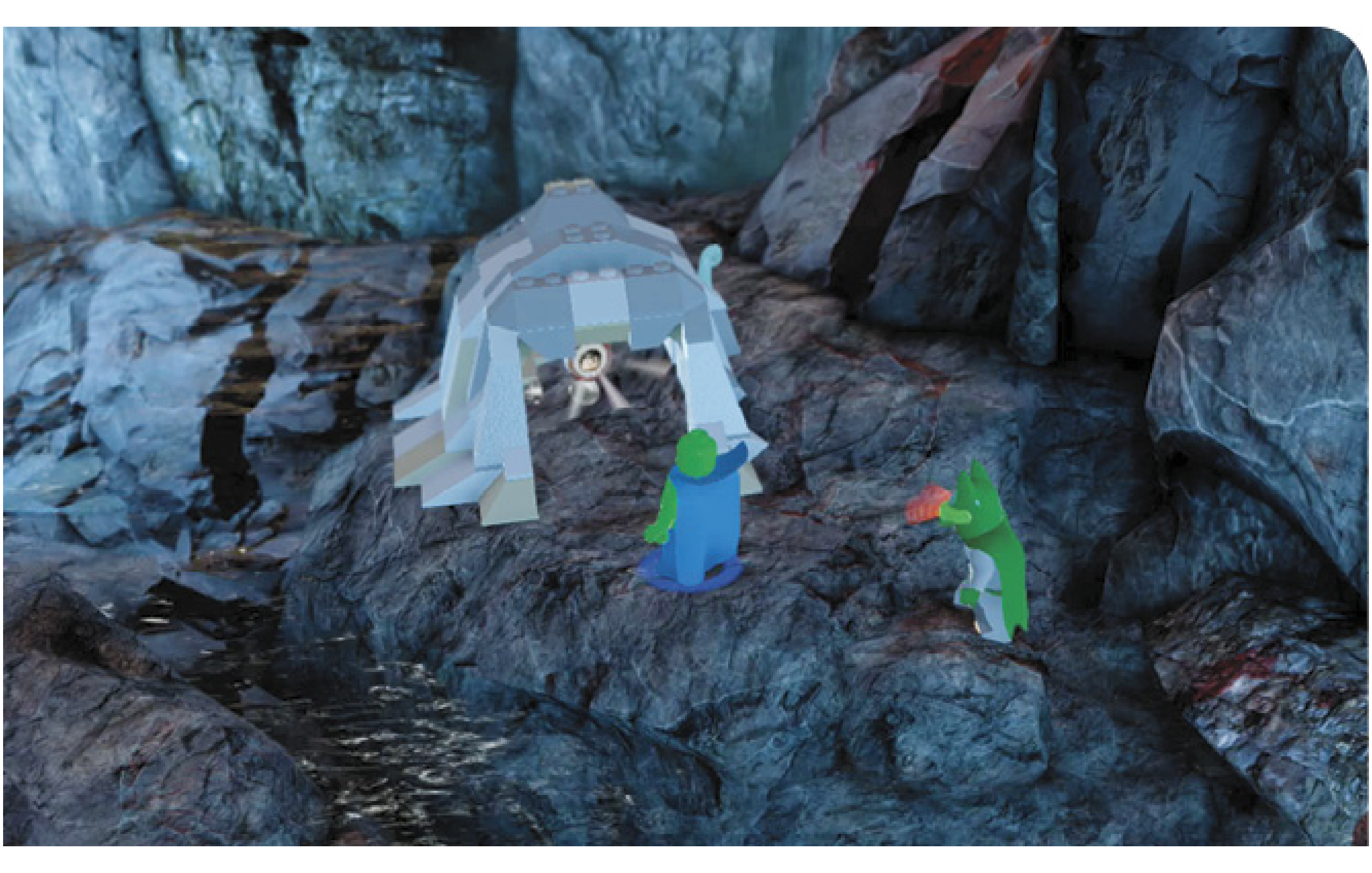
Head over to the blue lift that lies on the Batcave's left side (the one that brings you to and from the dock) and notice five nearby blue flags with yellow Batman decals. The flags are all in the vicinity; quickly destroy all five of them to reveal a Character Token!

Grayson



Go up to the Batcomputer at the top of the Batcave's Main Room and use an electricity character, such as Shazam!, Black Adam, or an Electricity Suit to activate the nearby electric panel. A nearby crate pops open, exposing a Character Token!

Bruce Wayne



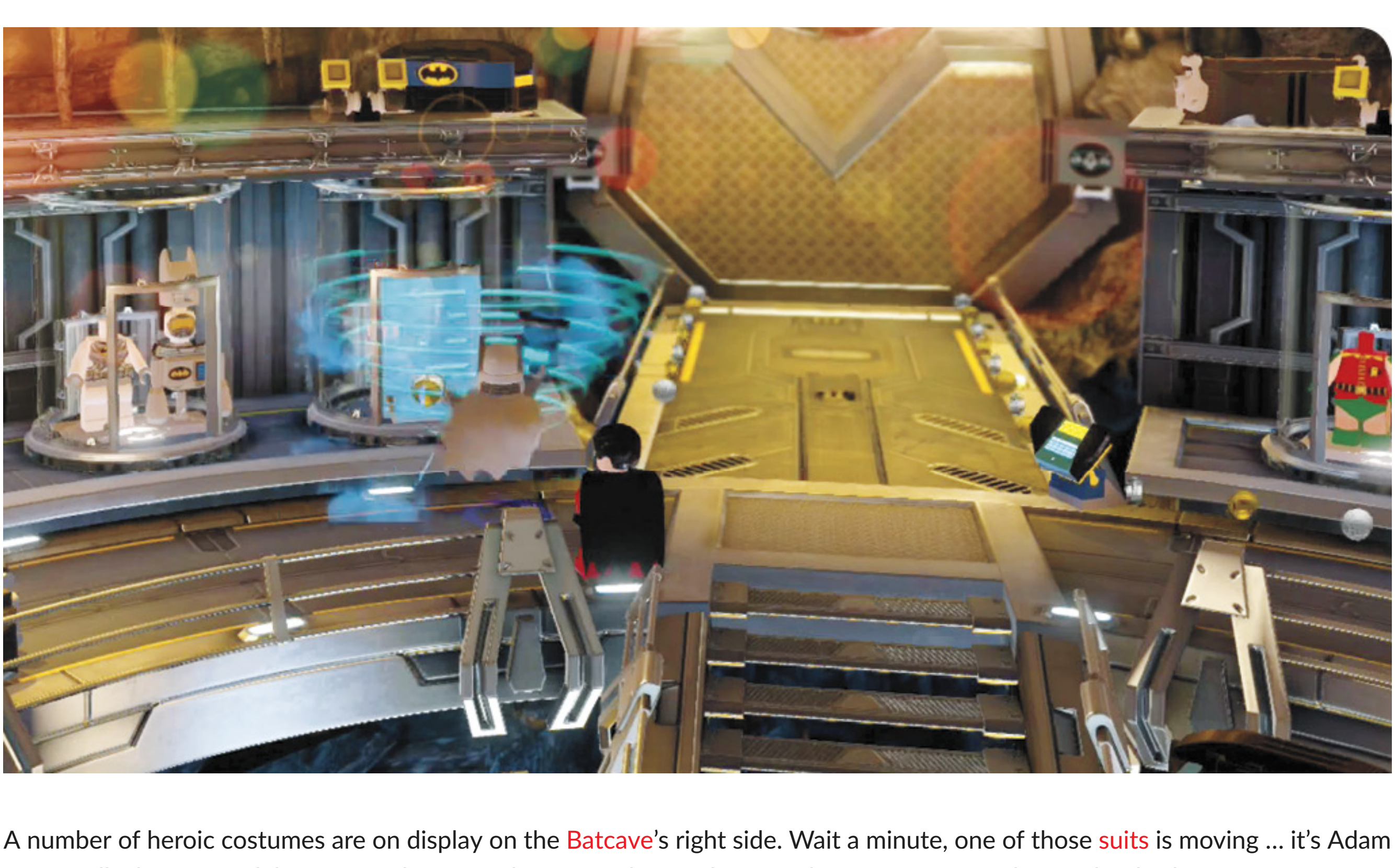
Down at the docks, use sonar to shatter the glass LEGO object in the background near the water. This lets you enter a tiny LEGO cave. Use super senses to detect a gold object inside the cave, then blast it with a laser or heat vision to discover a Token!

PERILS

Adam West in Peril!

No.	Notes
1	Use sonar to shatter the glass case near the costume displays.

Adam West in Peril!



A number of heroic costumes are on display on the Batcave's right side. Wait a minute, one of those suits is moving ... it's Adam West! Talk about a model citizen. Help poor Adam out of his predicament by using sonar to shatter the display case.

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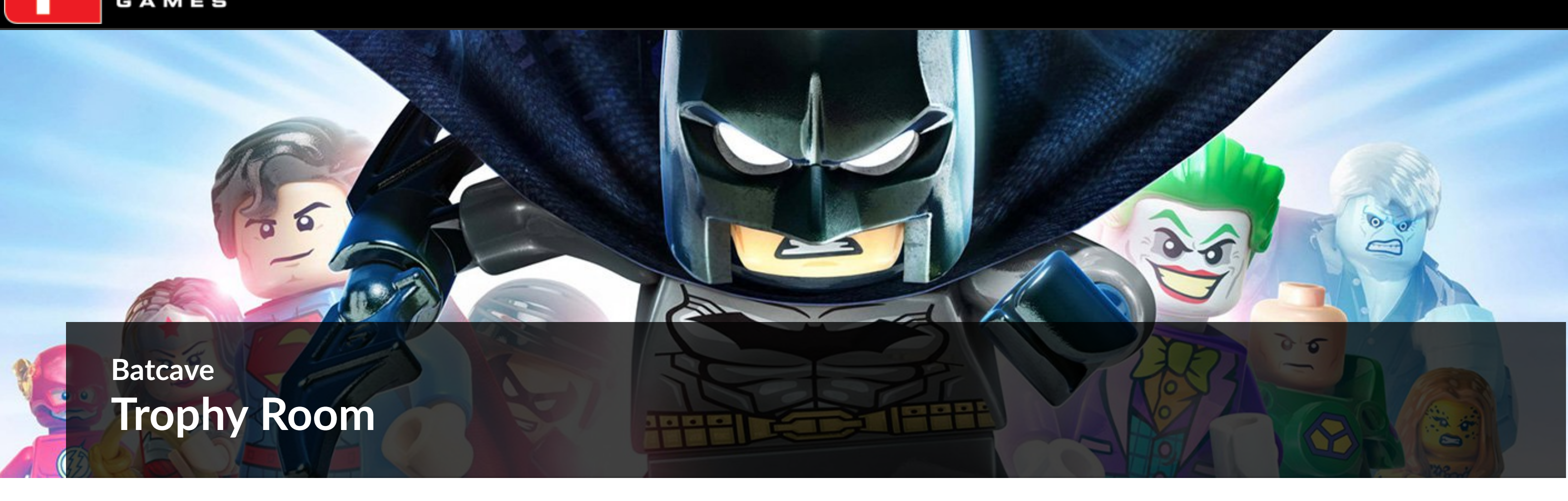
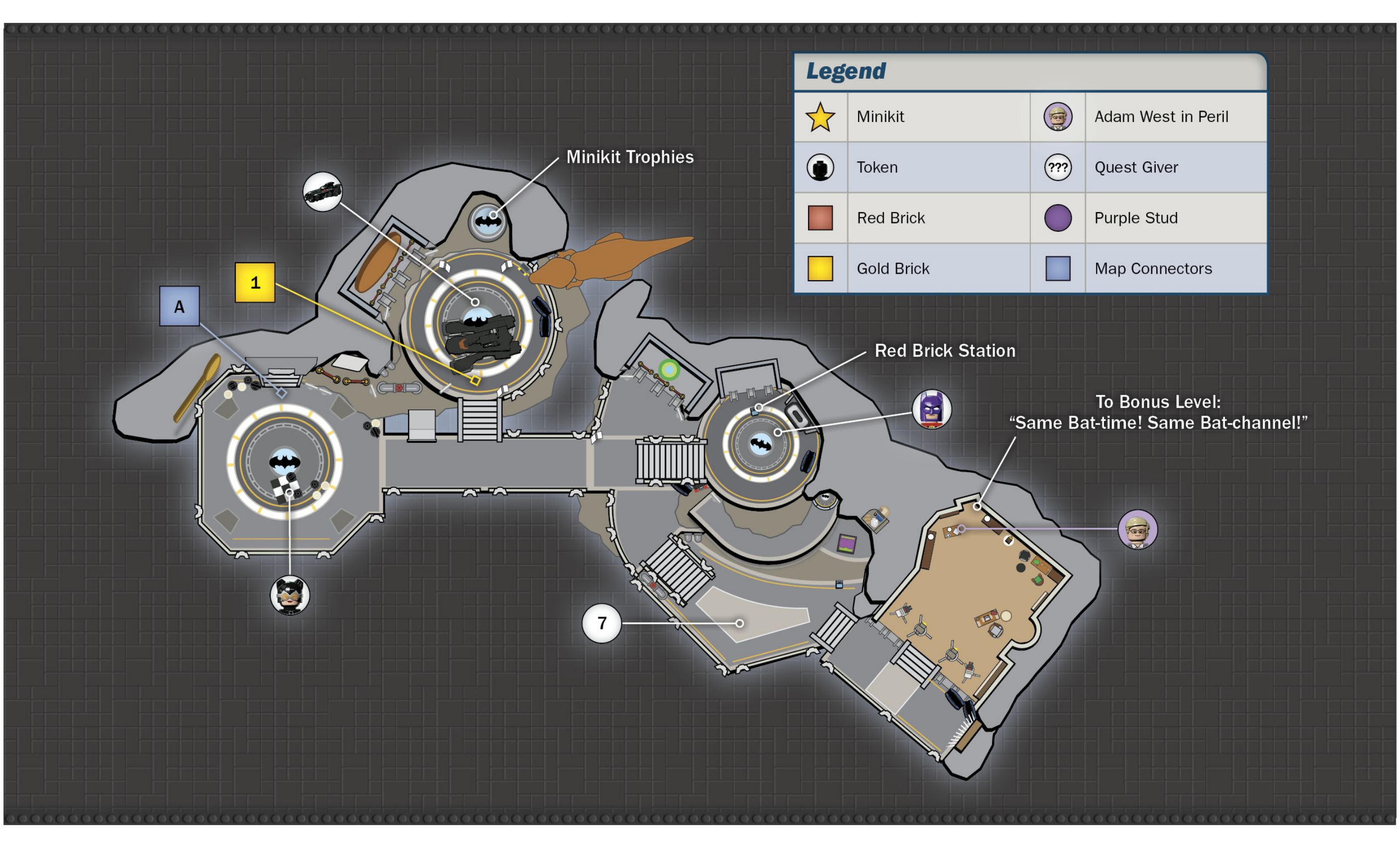


Batcave

Trophy Room



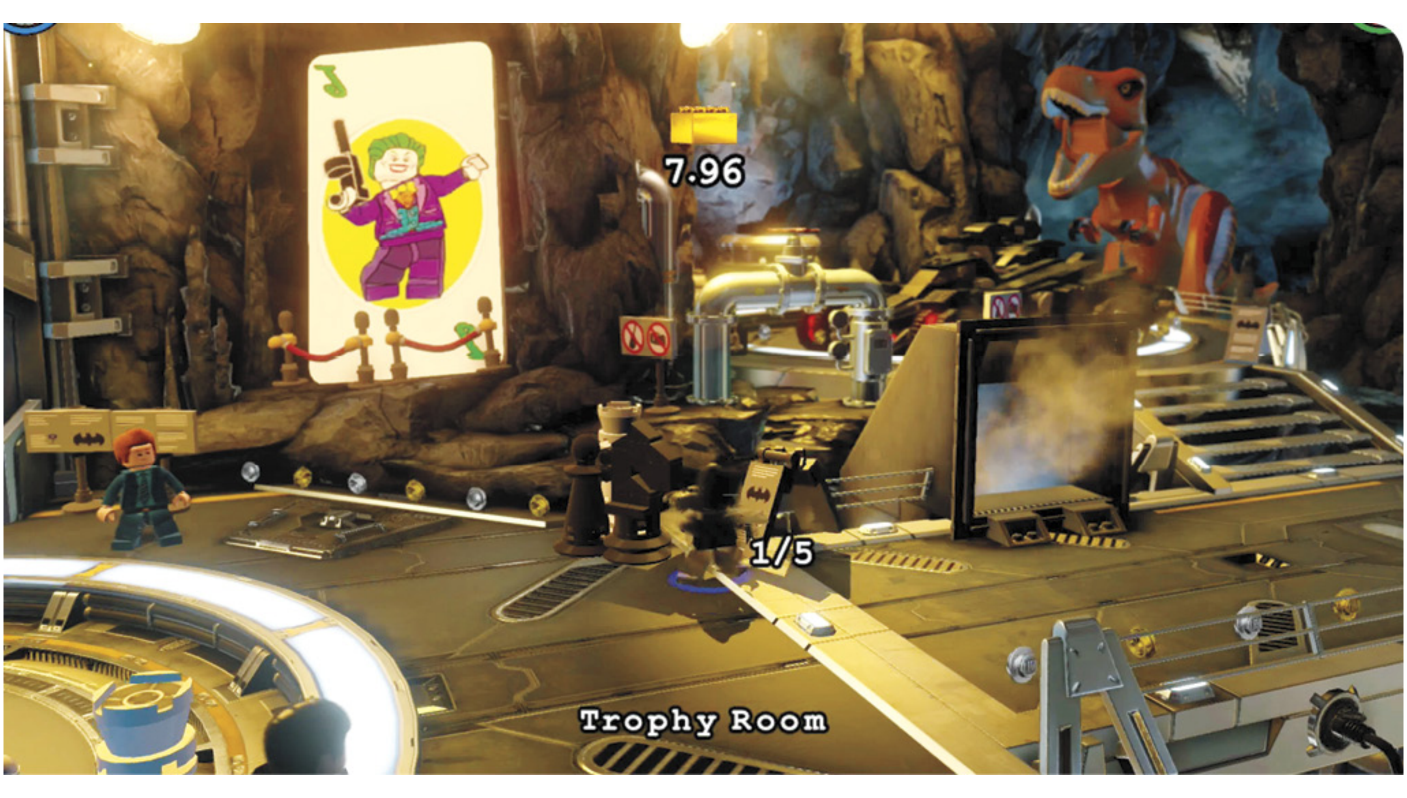
Pass through the door to the left of the Batcomputer to visit the Batcave's Trophy Room. Here you can admire all of the trophies that you've built by collecting all of the Minikits in each level. More importantly, this is the place to go when you want to purchase the Red Bricks that you've discovered in the missions. There are hidden goodies to discover in this spacious chamber, too—see if you can find them all!

GOLD BRICKS

Gold Bricks

No.	Notes
1	Quickly smash the five hopping sandwich boards around the Batmobile.

Gold Brick 1



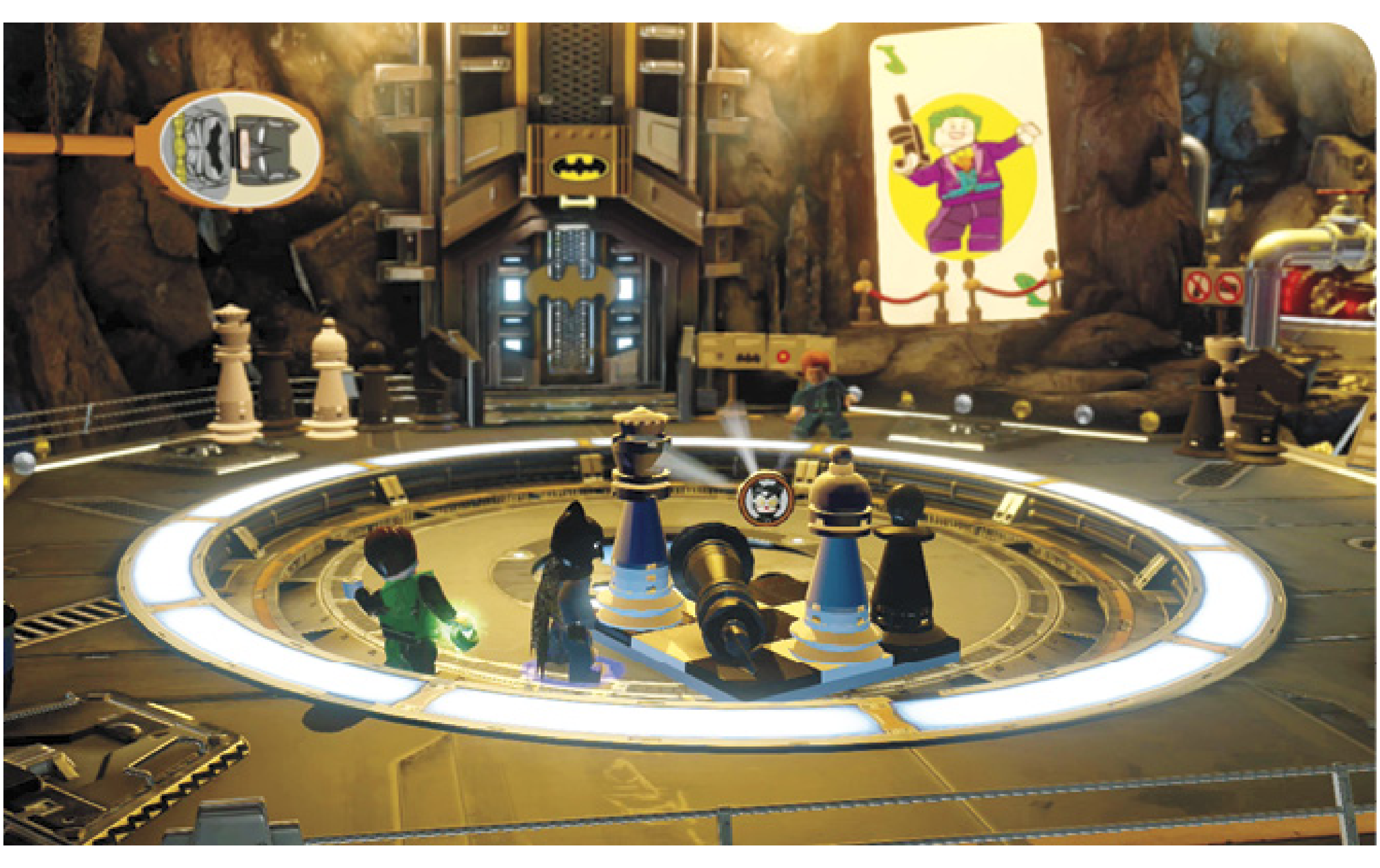
Smash five hopping sandwich boards around the Trophy Room to discover a Gold Brick. The five boards are all found around the Batmobile. Smash them fast, or you have to start over!

CHARACTER TOKENS

Character Tokens

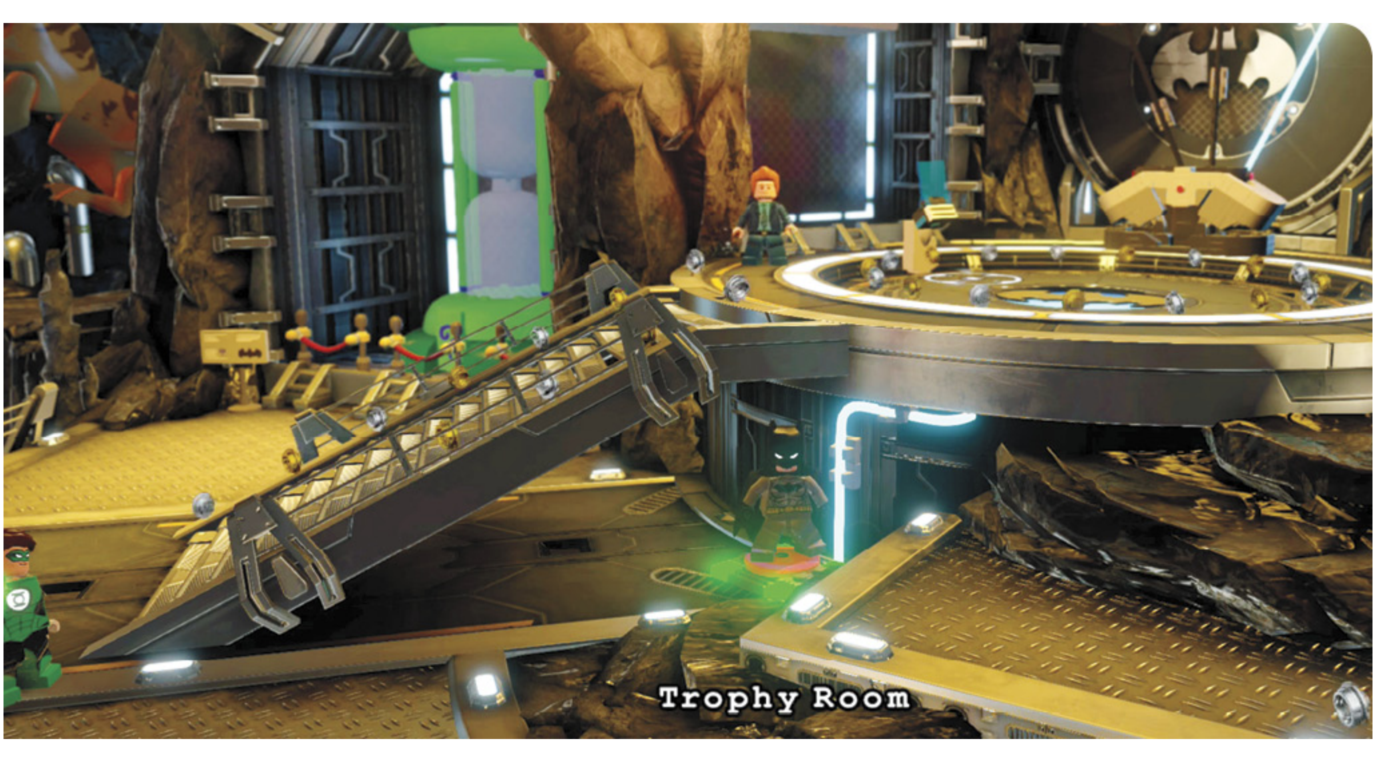
Icon	Character	Notes
	Catwoman	Smash the objects and chess pieces near the chessboard, then build the queen and bishop.
	Batman (Zur-En-Arrh)	Activate three power supplies around the room to open the container near the Red Brick station.

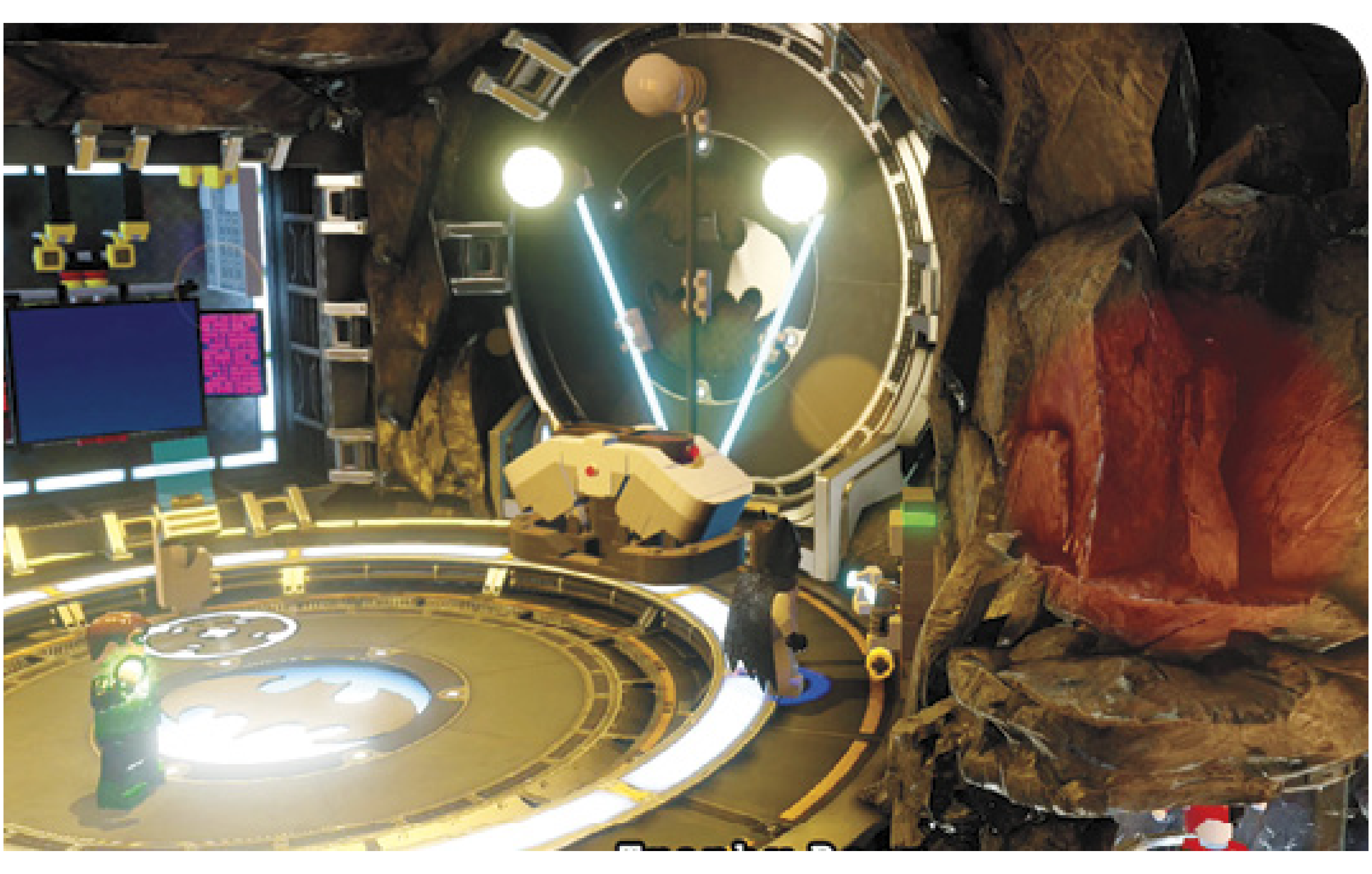
Catwoman



An oversized chess board catches the eye as you enter the Trophy Room. Smash the pieces around the board to discover bricks, then build a queen and a bishop. This puts the king into checkmate, scoring you a Character Token!

Batman (Zur-En-Arrh)

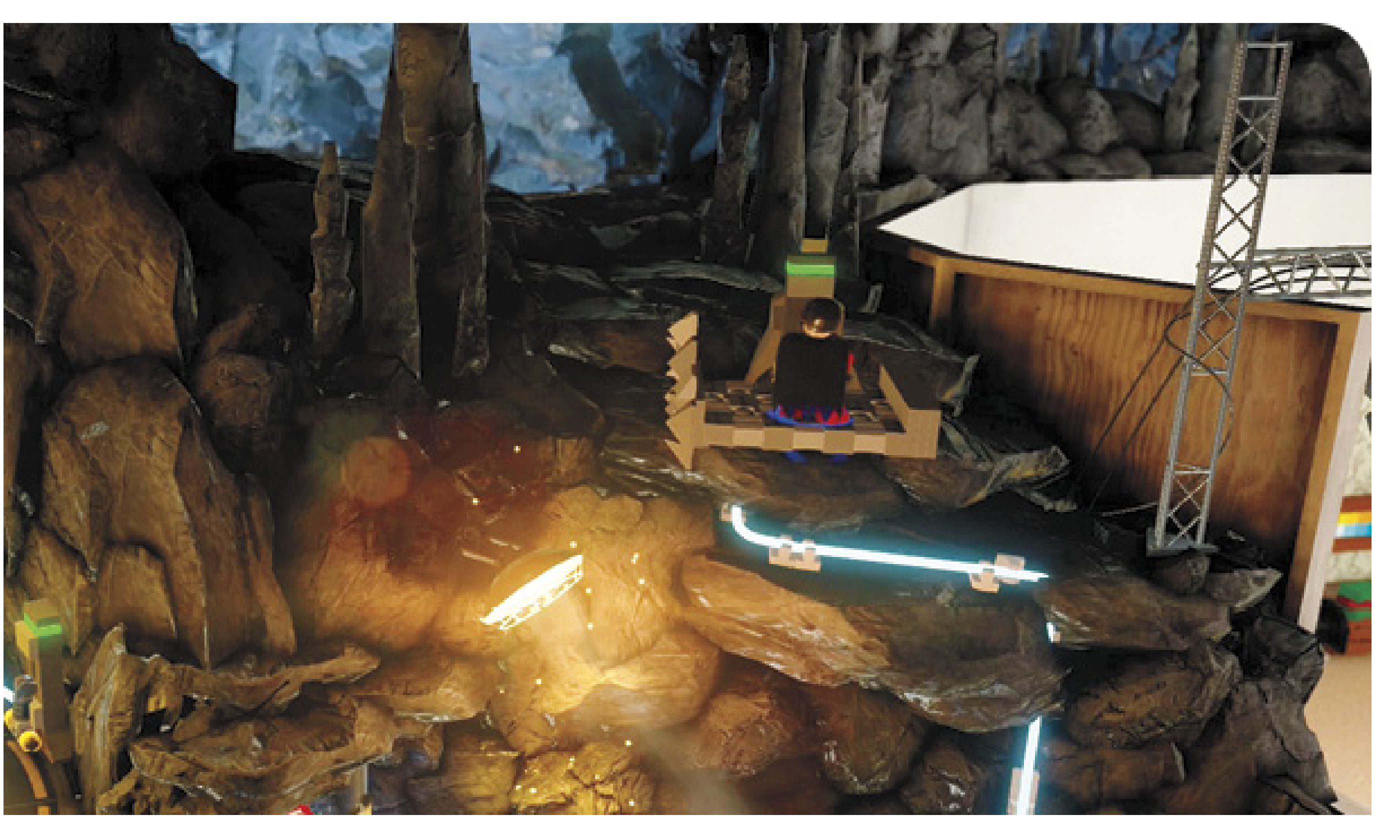


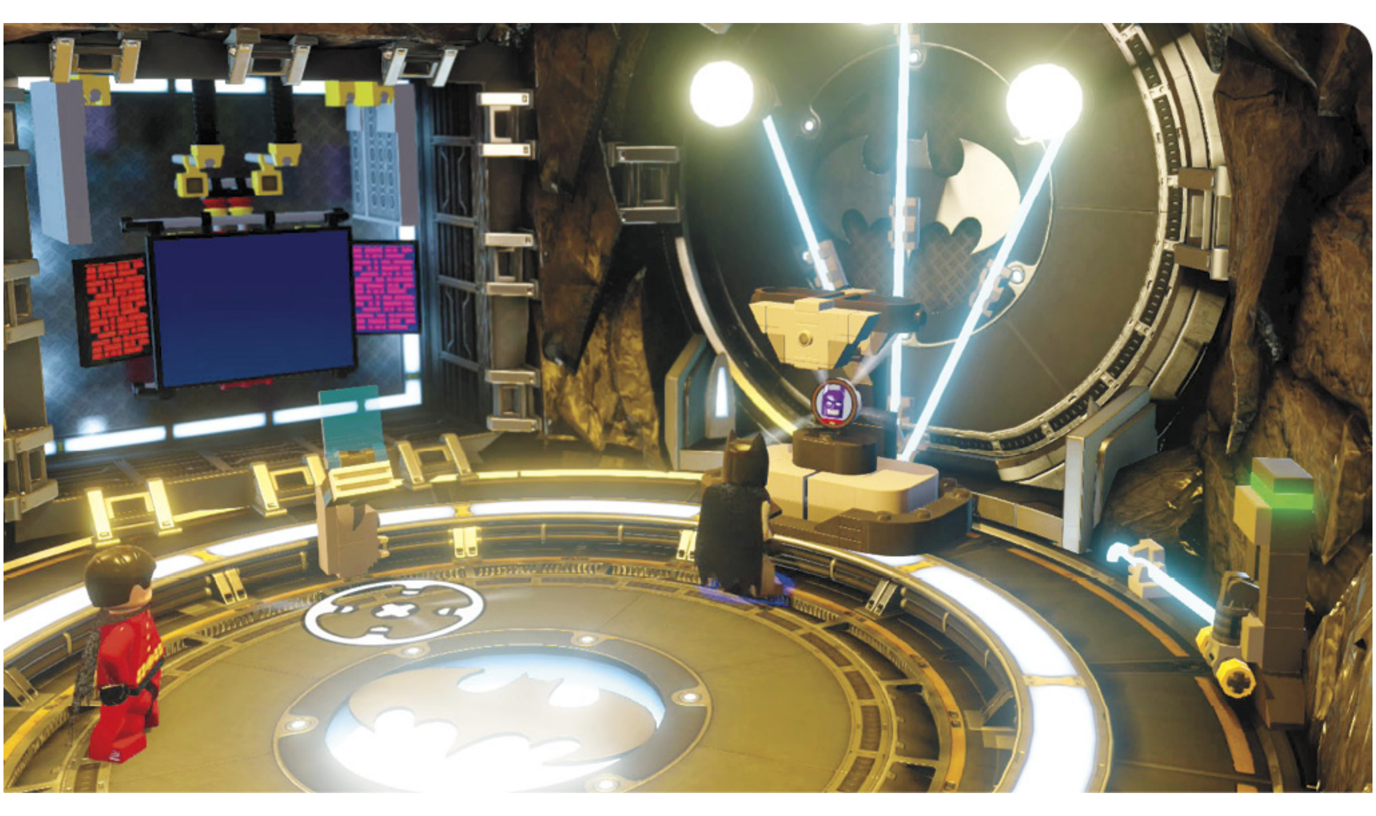


The Character Token is kept inside a container that's tough to open. Begin by smashing the objects beneath the stairs near the Red Brick station to discover a button. Step on the button to send power flowing to the container.

Head upstairs and smash the crate near the container that you're trying to open. Build the bricks that spill out into a lever, then pull it to send more power to the container.

You're almost there! Go to the right and locate a silver rock on a nearby ledge. Blast it with an explosive attack from a Power or Demolition Suit to expose another lever. Pull the lever to send the final bit of juice to the container.





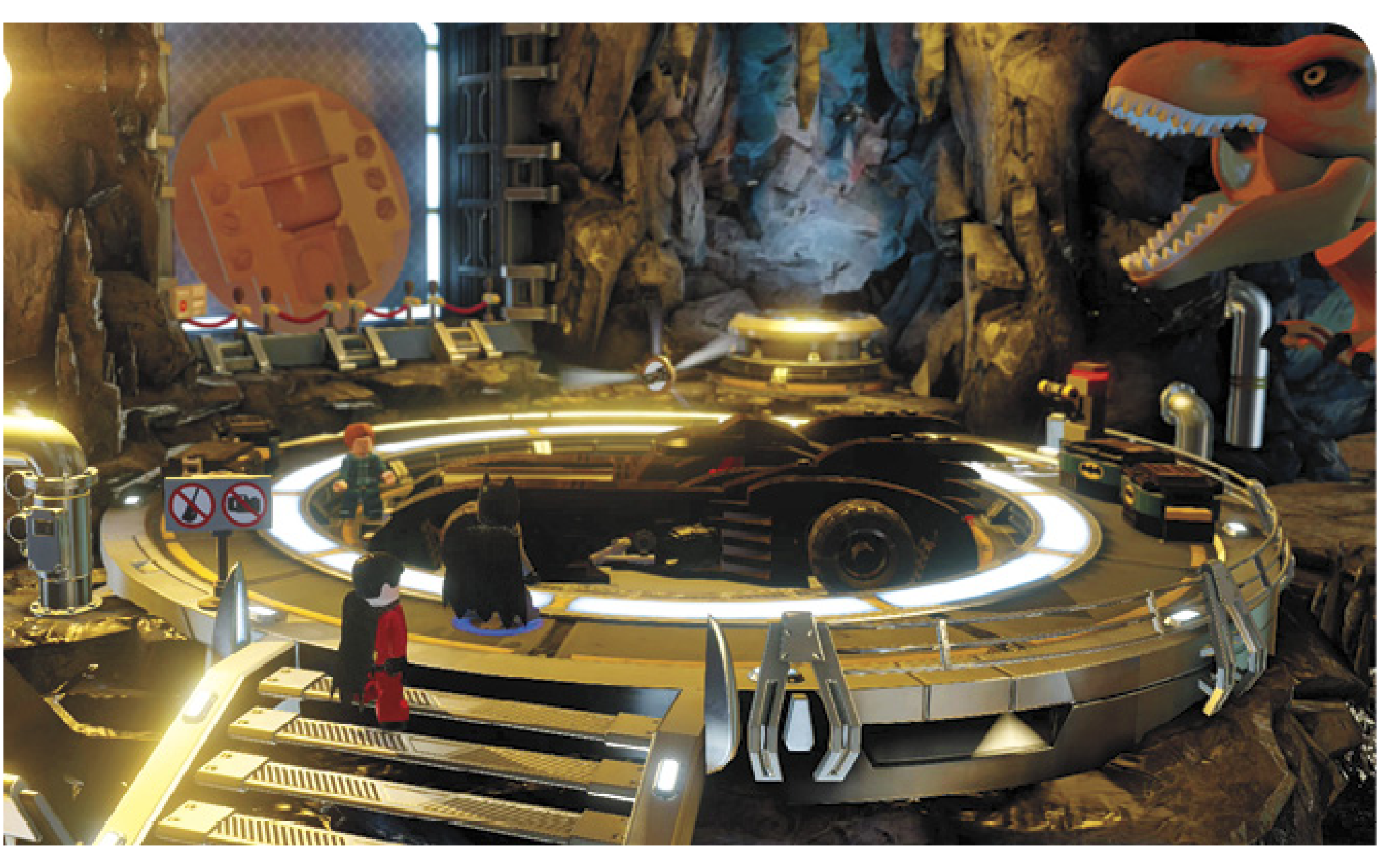
With all three power supplies activated, the container opens up. That Character Token is as good as yours!

VEHICLE TOKENS

Vehicle Tokens

Icon	Vehicle	Notes
	Batmobile (1989)	Smash the tumbler and then build the Batmobile.

Batmobile (1989)



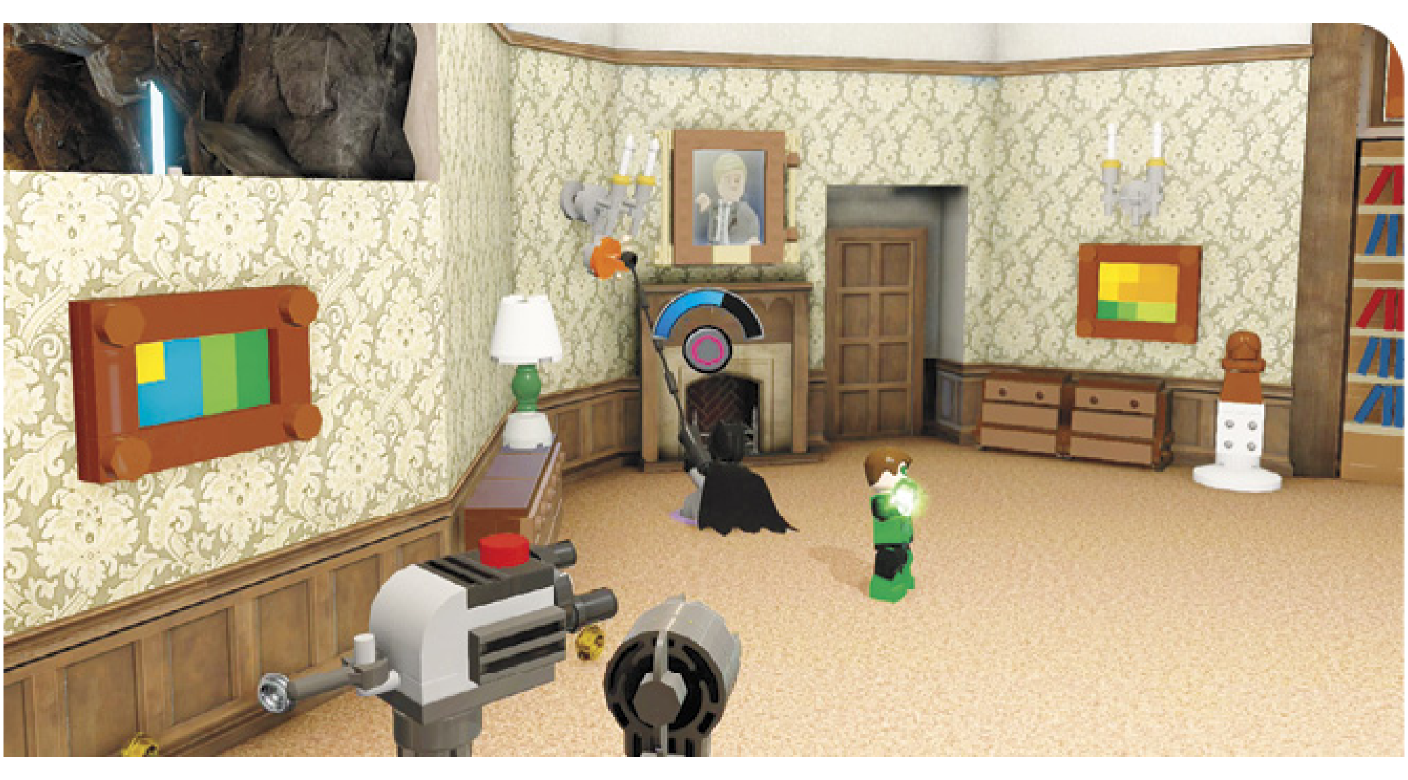
Batman's high-tech tumbler is proudly displayed in the Trophy Room. Smash it and then build its bricks into a more classic ride—the 1989 version of the Batmobile! Collect the Vehicle Token that appears and you unlock this vehicle for use in hub races.

PERILS

Adam West in Peril!

No.	Notes
1	Go to the old TV show set (on the right) and smash the items near the fireplace. Build the orange hook and then grapple it.

Adam West in Peril!



If you saved Adam West from his perilous predicament in the Batcave's Main Room, then you can rescue him yet again here in the Trophy Room. Go to the right to discover a set from the classic *Batman* TV show. Smash the table and chairs near the fireplace to discover some bricks, then build an orange hook that attaches to the nearby candelabra. Grapple and pull the hook afterward to make Adam West pop out of the nearby portrait!

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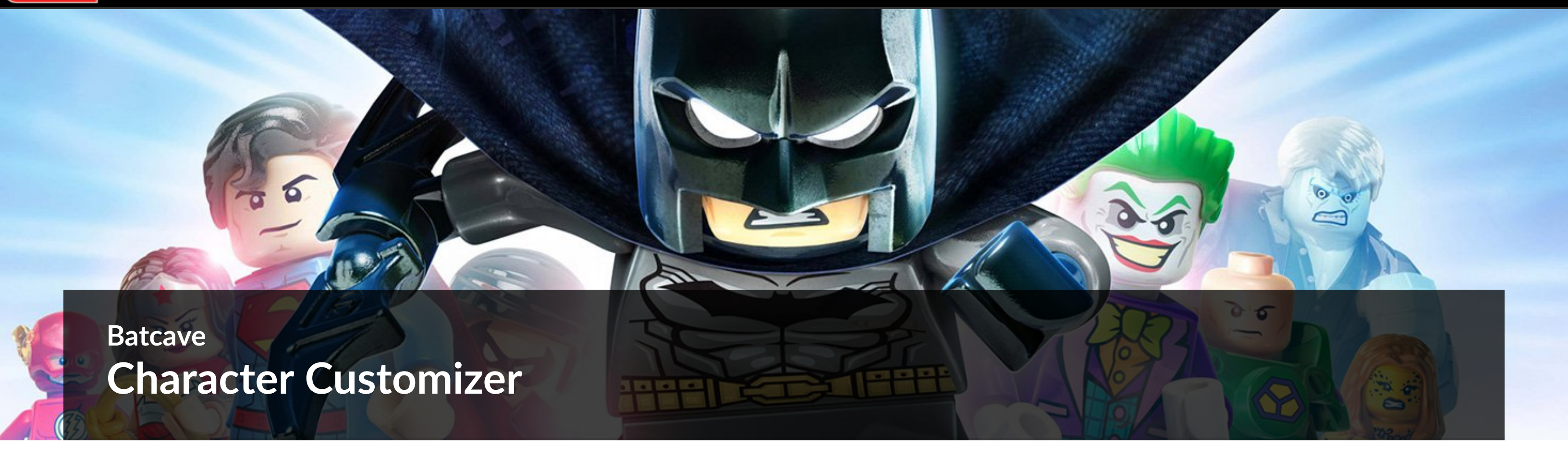
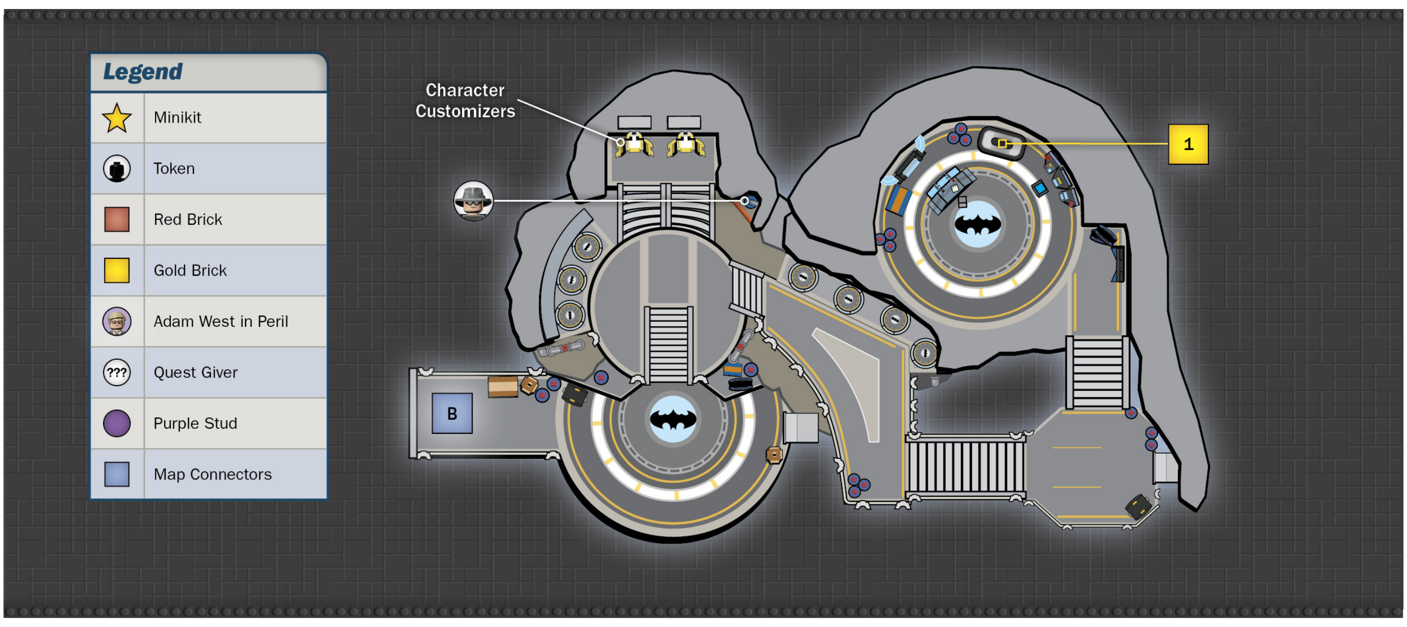


Batcave

Character Customizer



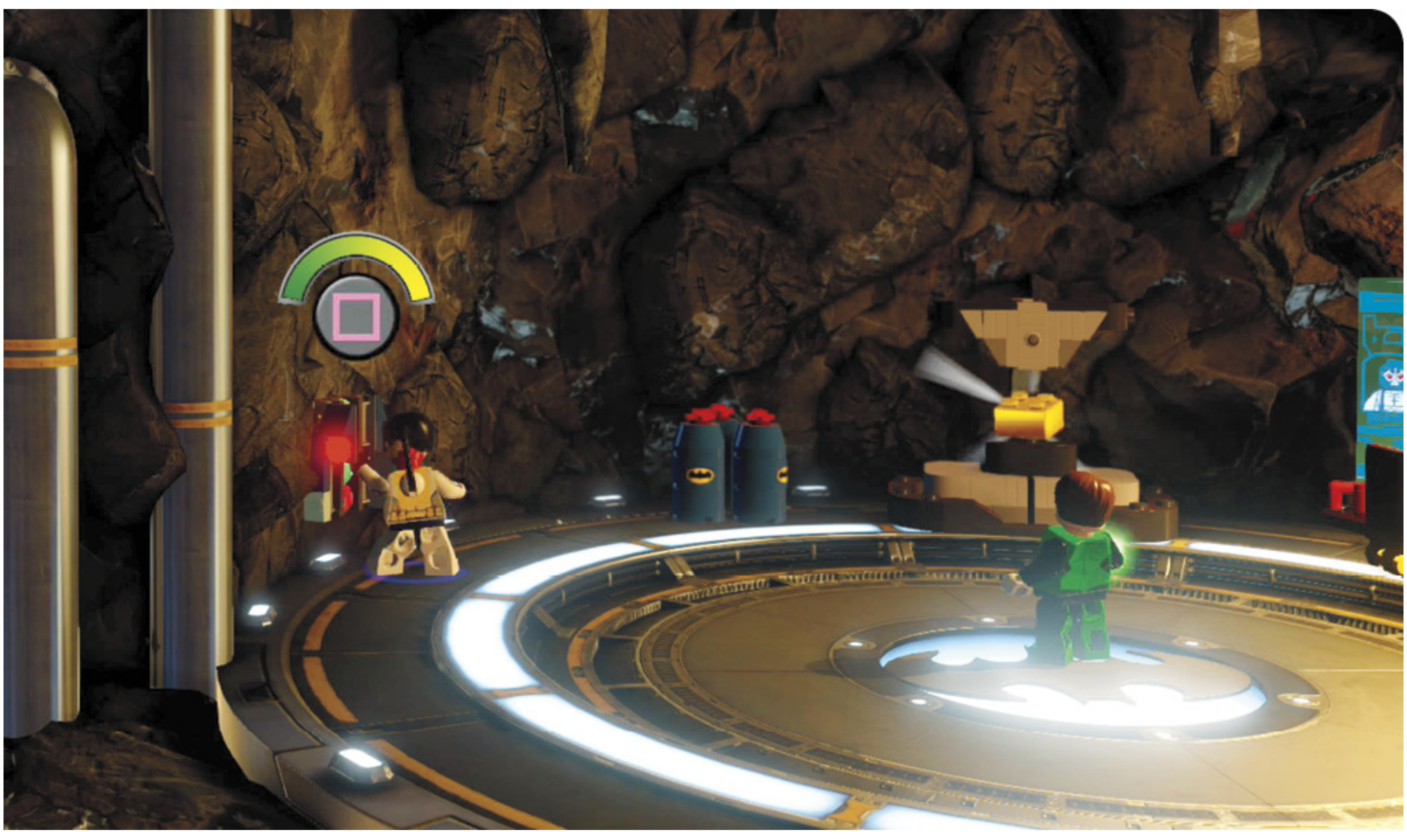
Go through the door to the right of the Batcomputer to enter the Character Customizer. The high-tech contraption in this room gives you the power to create your very own LEGO characters for use in Free Play! You can use any of the parts owned by characters you've unlocked, and you can even purchase more parts if you like. Unlock every character in the game to unlock all of the customizer parts!

GOLD BRICKS

Gold Bricks

No.	Notes
1	Use sonar to shatter the glass LEGO case on the right and then activate the techno panel.

Gold Brick 1



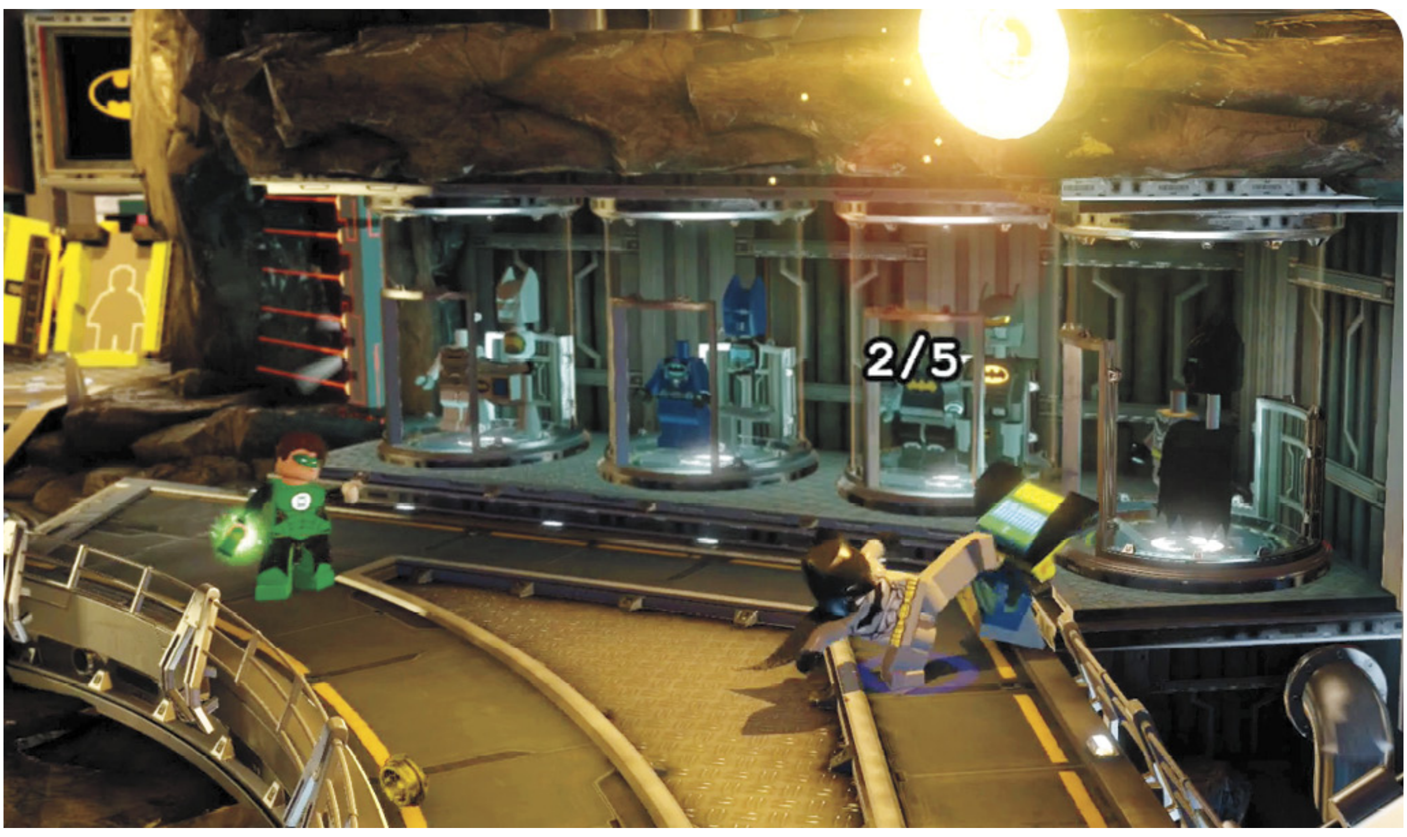
Go upstairs to the platform on the right and use sonar to shatter the glass LEGO case in the wall. This exposes a techno panel. Hack it with a techno character to open a nearby capsule containing a shiny Gold Brick!

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
●	Gray Ghost	Destroy five mini Batcomputers around the room.

Gray Ghost



The Character Customizer room features five little Batcomputers. Smash all five, and the lasers to the right of the customizer booths shut down. Destroy the gas tank that the lasers were guarding to discover a high-octane Character Token!

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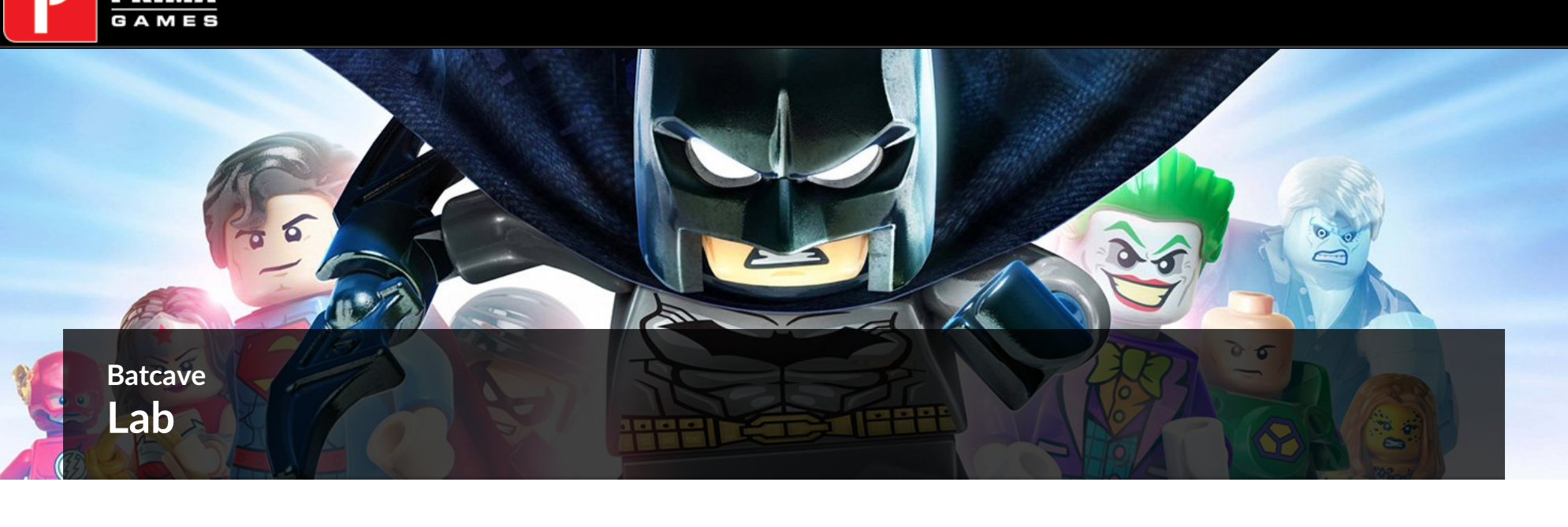
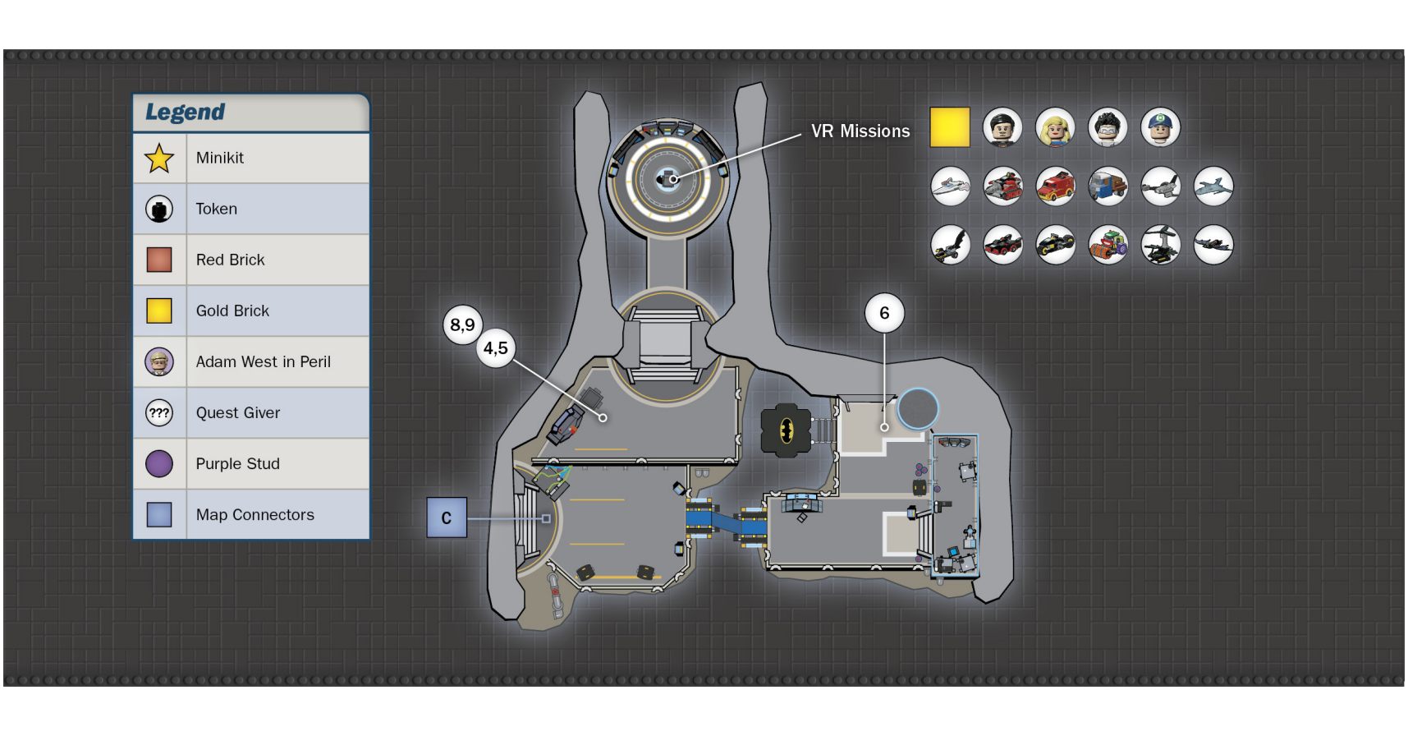


Batcave

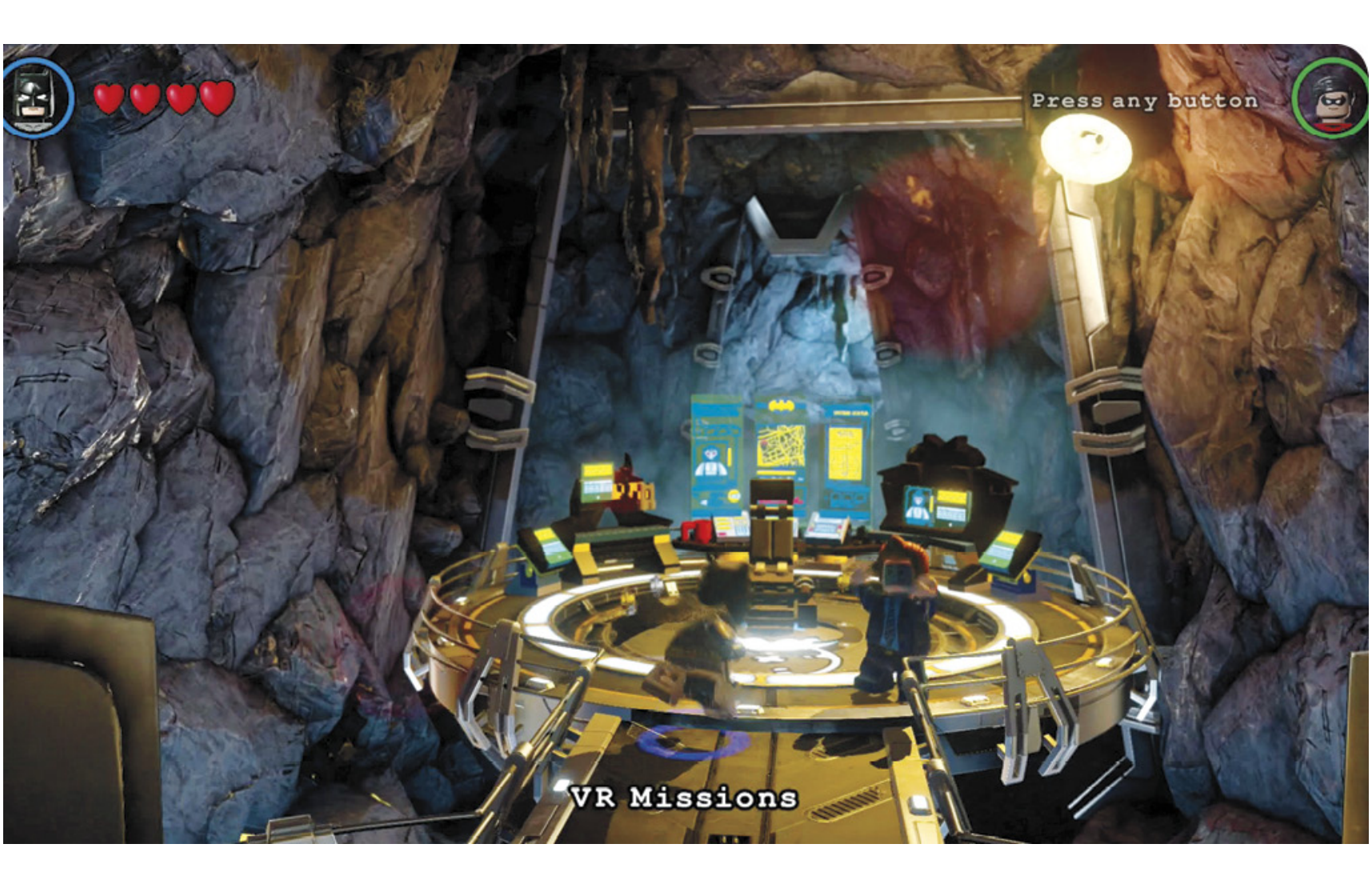
Lab



Head through the door on the Batcave's right side to visit the Lab. This is where Batman keeps his VR training station, which he uses to sharpen his crime-fighting skills and maintain top physical form. All of the goodies that you can find here come from the quests that you can undertake, along with the VR missions themselves.

GOLD BRICKS

VR Mission Gold Bricks



You earn a Gold Brick each time you complete most VR missions for the first time. Some VR missions require you to unlock them by completing certain tasks. Earn 17 Gold Bricks by playing and beating all of the VR missions! Only the following VR missions don't give you Gold Bricks, but they may offer other rewards:

> Stud Maze

> Survival

> >Block Hopper 3

> Block Hopper 4

> Any VR missions that pertain to quests

CHARACTER TOKENS

All of the Lab's Character Tokens are found in VR missions. Here's a quick list of the characters that you can unlock from each mission. The following sections reveal the locations of each Character Token within the missions.

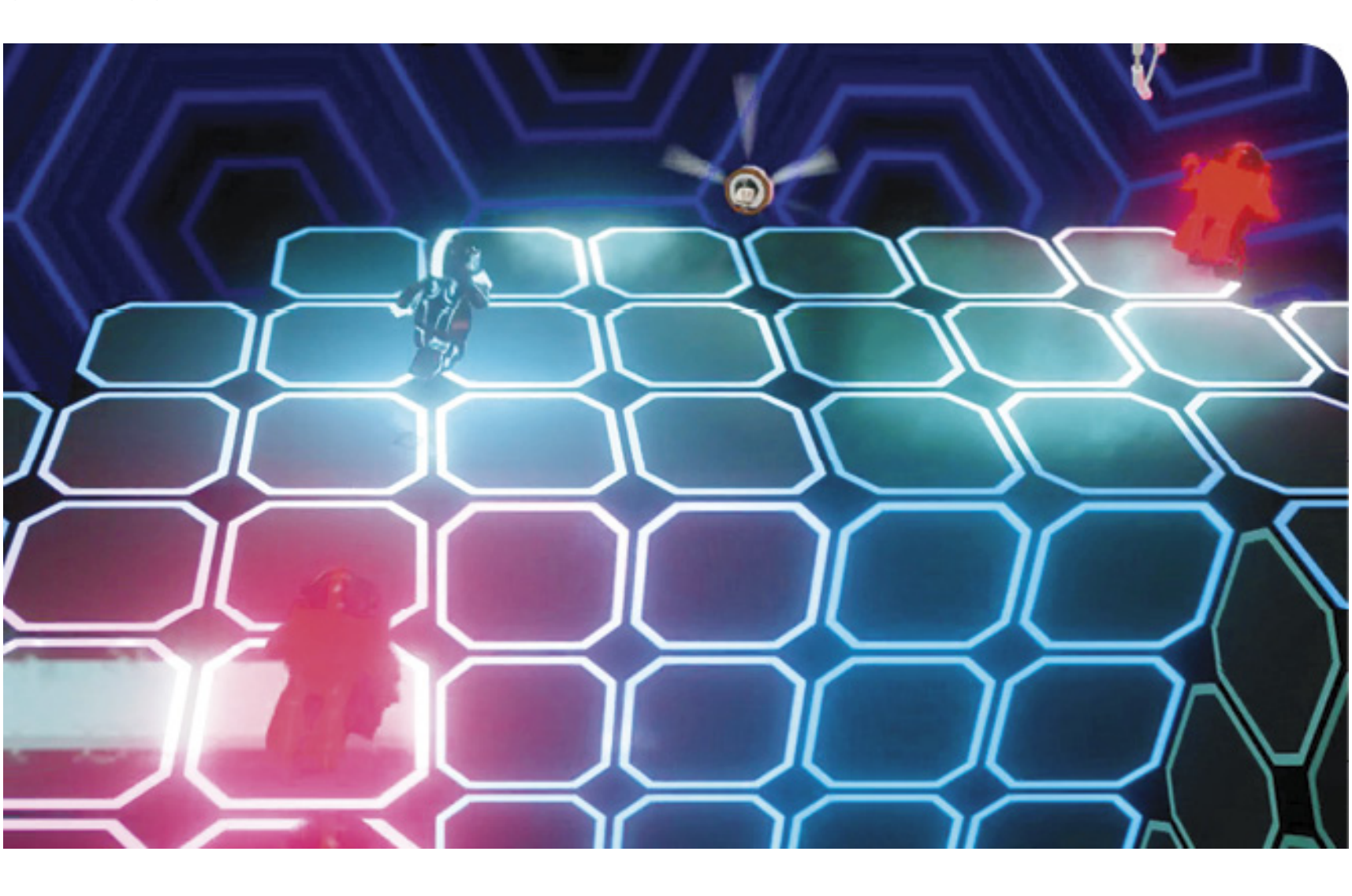
Jim Lee: Ring Master 2

Supergirl (Classic): Race Track

White Lantern: Snake 3

Geoff Johns: Survival

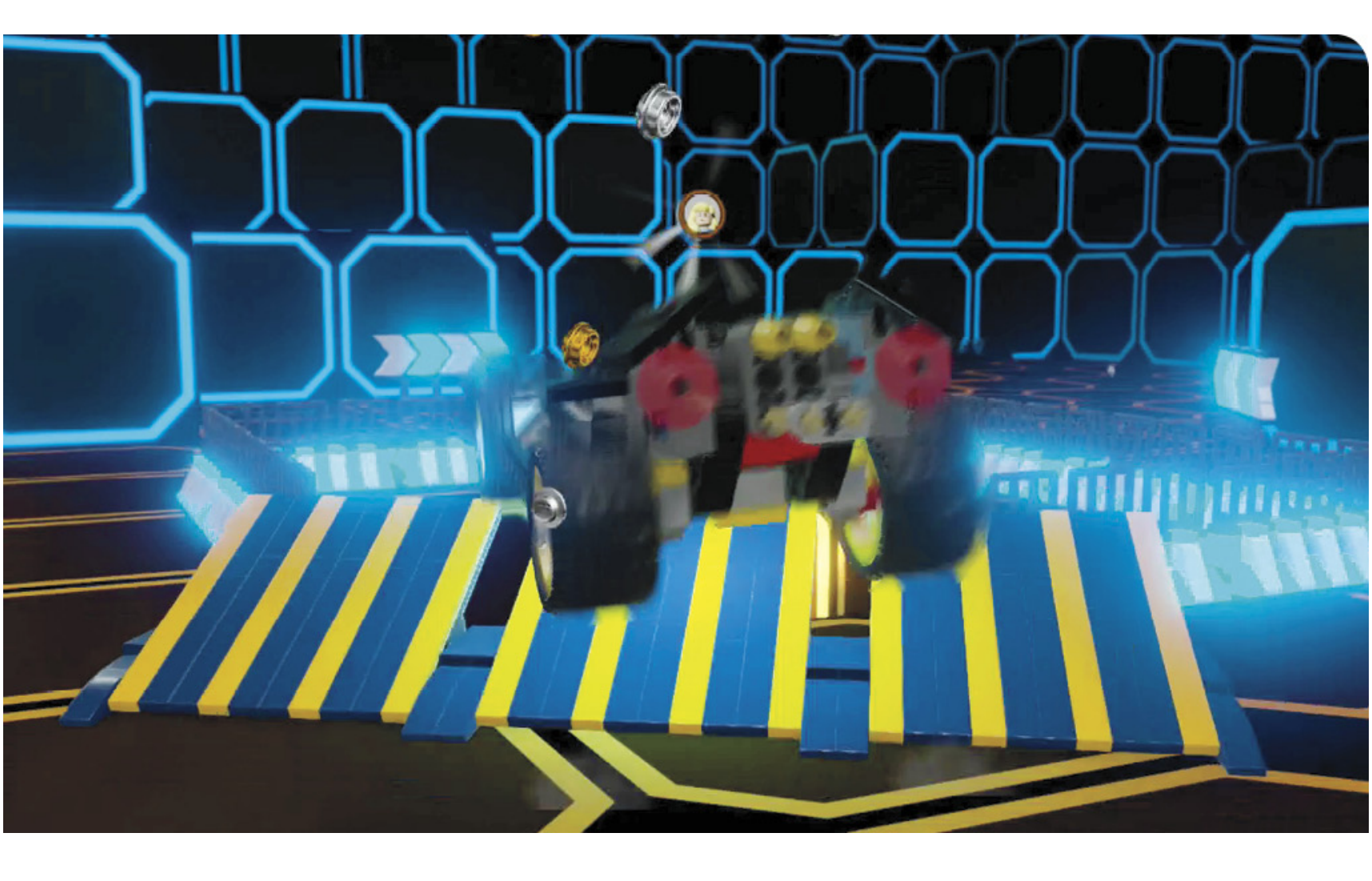
Jim Lee



Game: Ring Master 2

Look for Jim Lee's Token to appear at the top of the arena during the second Ring Master event. Grab it while you can!

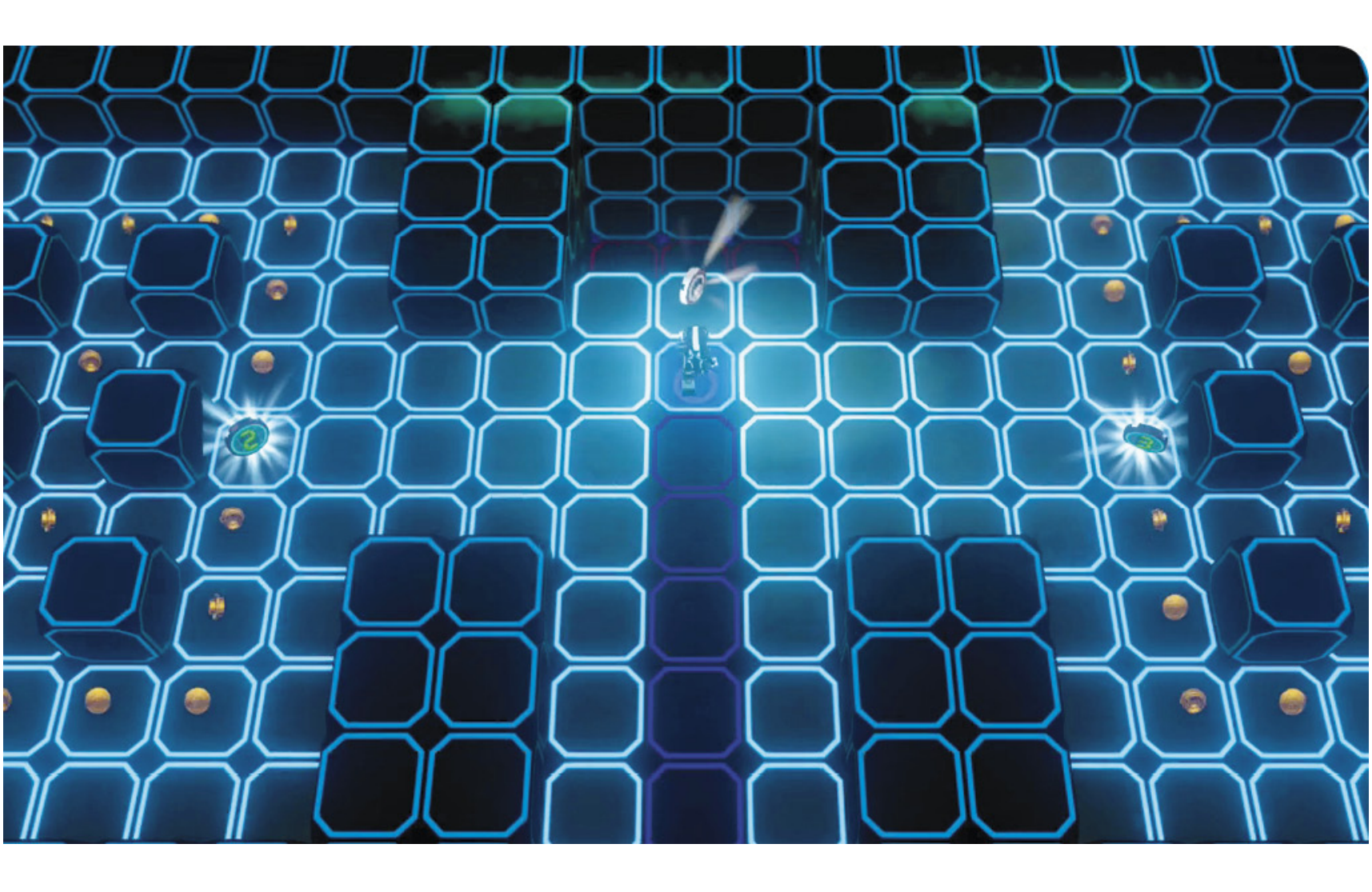
Supergirl (Classic)



Game: Race Track

Try to leap off of every ramp as you speed around the virtual racetrack. Supergirl's classic Character Token hovers above one of the jumps!

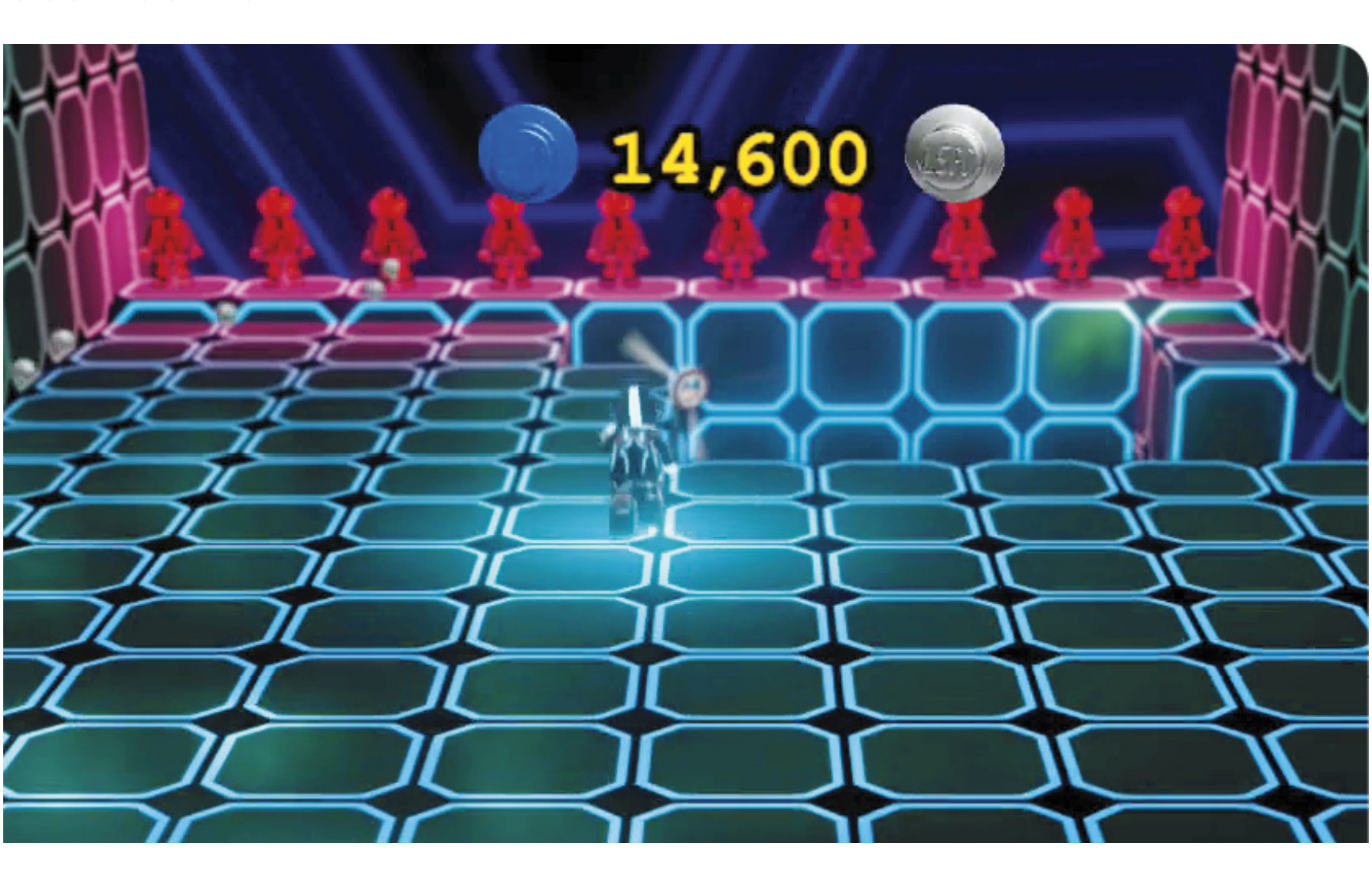
White Lantern



Game: Snake 3

Collect the first Token during the Snake 3 mission, and a new section of the arena opens up. Hurry into the new section and grab White Lantern's Token, which floats near the north pit!

Geoff Johns



Game: Survival

Geoff's Token appears in the background right at the start of the Survival VR mission. Hurry back there and collect it while you have the chance!

VEHICLE TOKENS

Like the Character Tokens, all of the Lab's Vehicle Tokens are found in VR missions—and there are a lot of them! Here's a quick list of the vehicles that you can unlock from each VR mission. The following sections reveal the locations of each Vehicle Token within the missions.

Javelin: Spaceship Shooter 1

Bane's Mole Machine: Spaceship Shooter 2

The Flash Mobile: Spaceship Shooter 3

Banana Truck: Ring Master 1

Invisible Ship: Ring Master 3

Invisible Jet: Snake 1

Batman's Buggy: Snake 2

Classic TV Mini Batmobile: Stud Maze

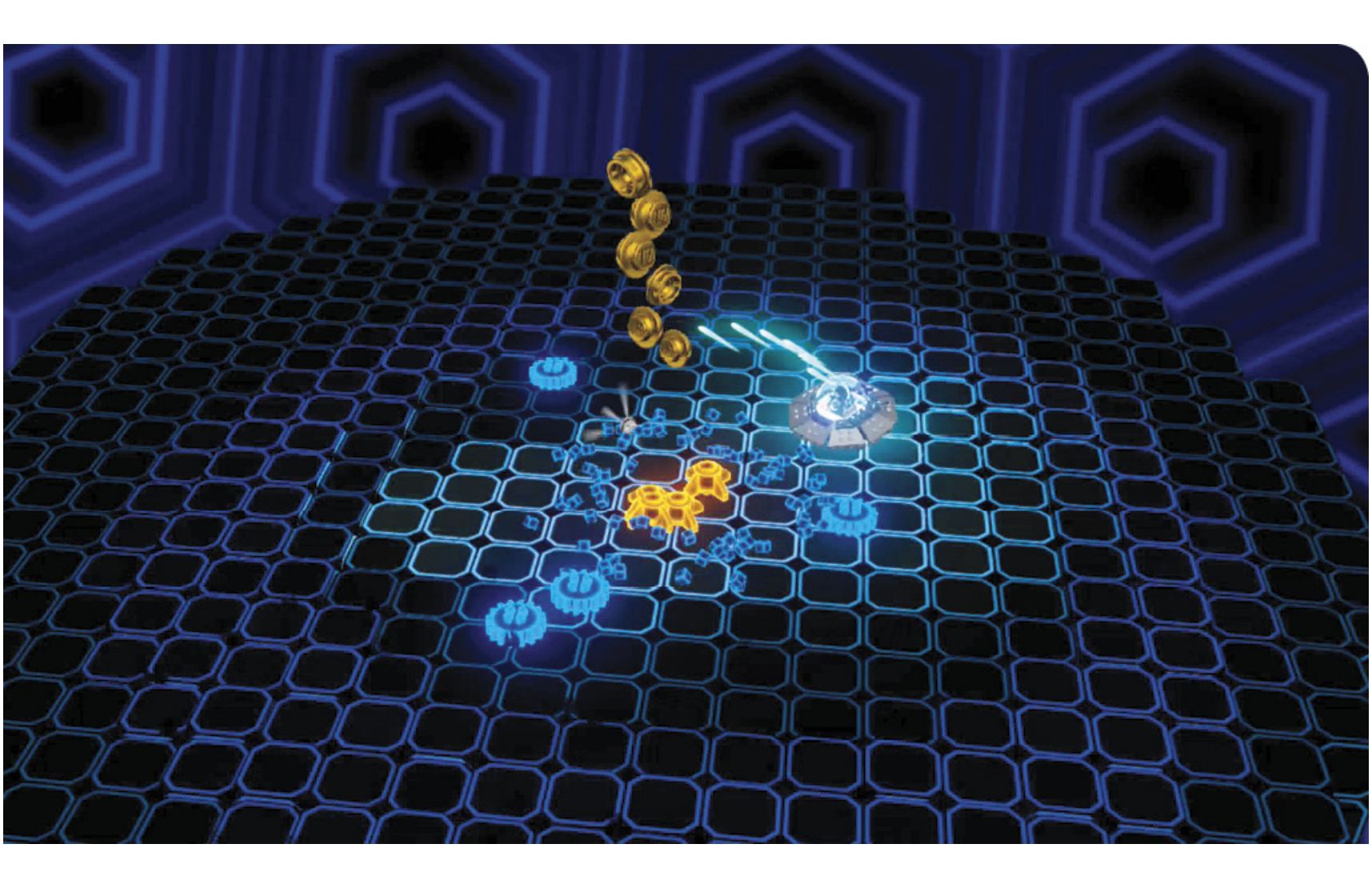
The Batcycle: Stealth Collector 1

The Joker Steam Roller: Stealth Collector 2

Batman's Whirly-Bat: Stealth Collector 3

Bat-Rocket (Batman-Pod): Shooting Range 1

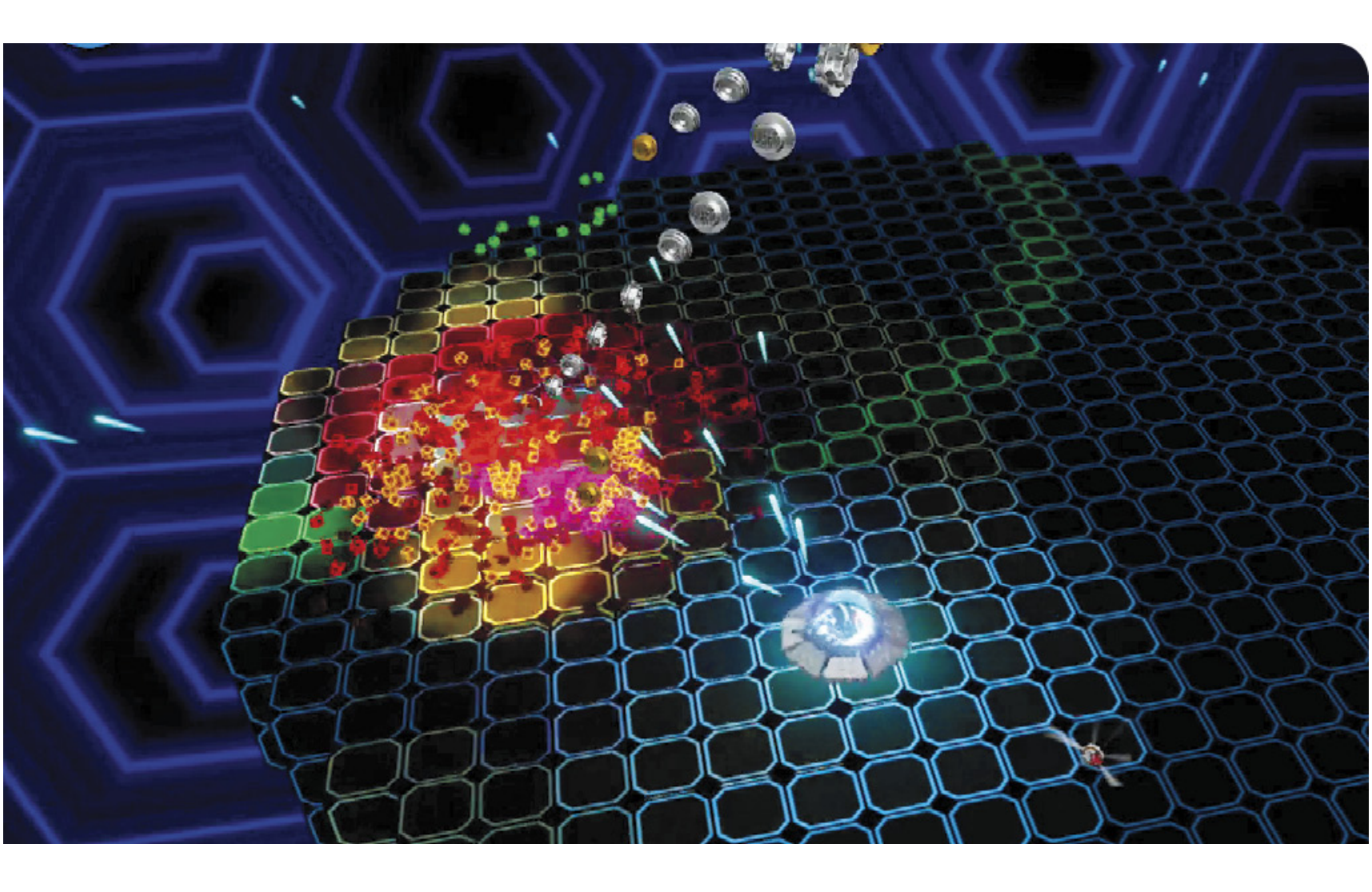
Javelin



Game: Spaceship Shooter 1

This Vehicle Token appears in the center of the arena near the end of the mission. Be sure you don't miss it amidst all that intense space-blasting action!

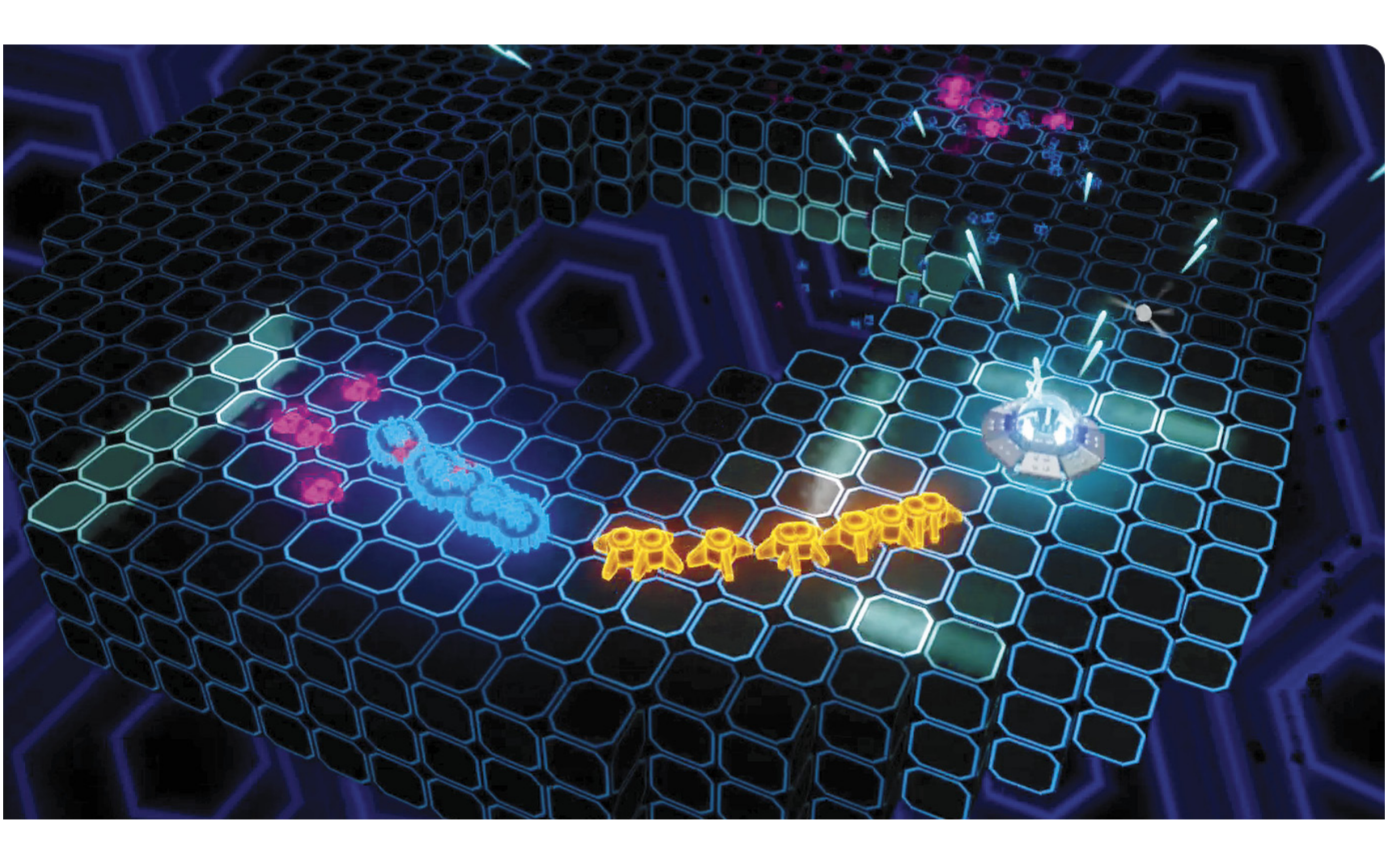
Bane's Mole Machine



Game: Spaceship Shooter 2

The Token appears down at the bottom about midway through the mission. Grab it as you strive to set your best score!

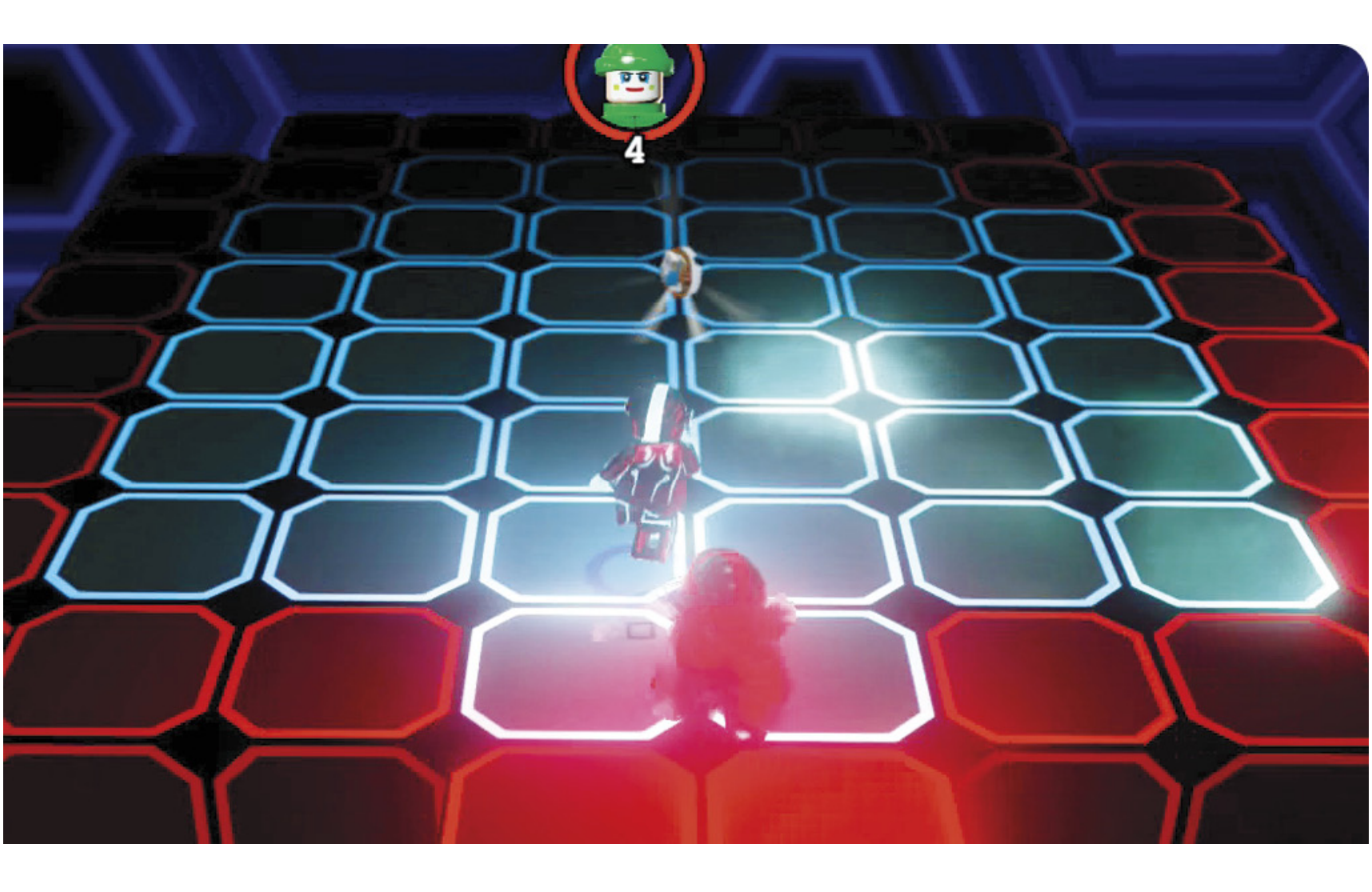
The Flash Mobile



Game: Spaceship Shooter 3

Nab this Vehicle Token when it appears on the right, about midway through the mission. Then get right back to blasting!

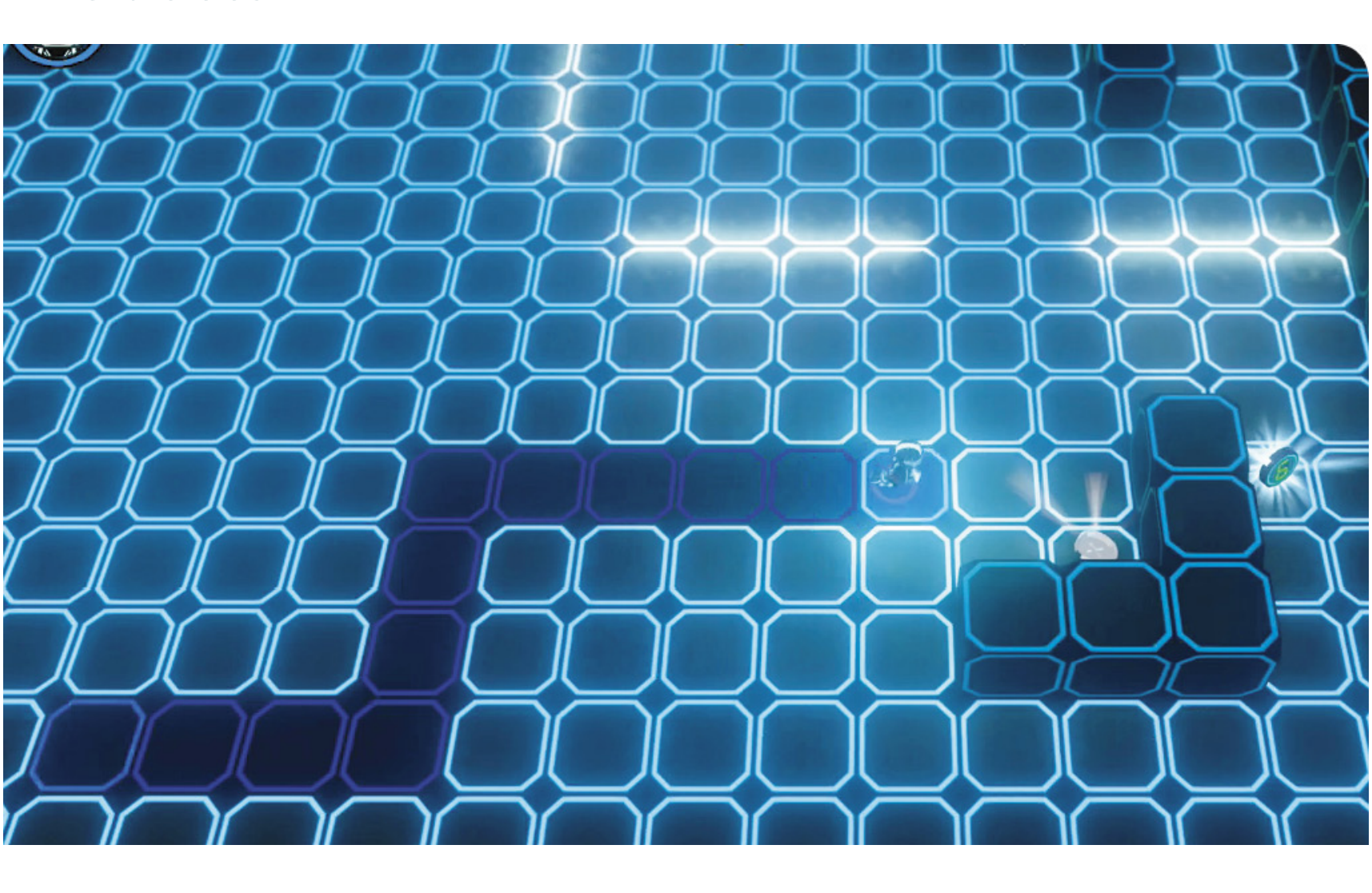
Banana Truck



Game: Ring Master 1

As the battle arena shrinks to become uncomfortably small, a Vehicle Token appears near the center. Grab it as you fight to become the ring master!

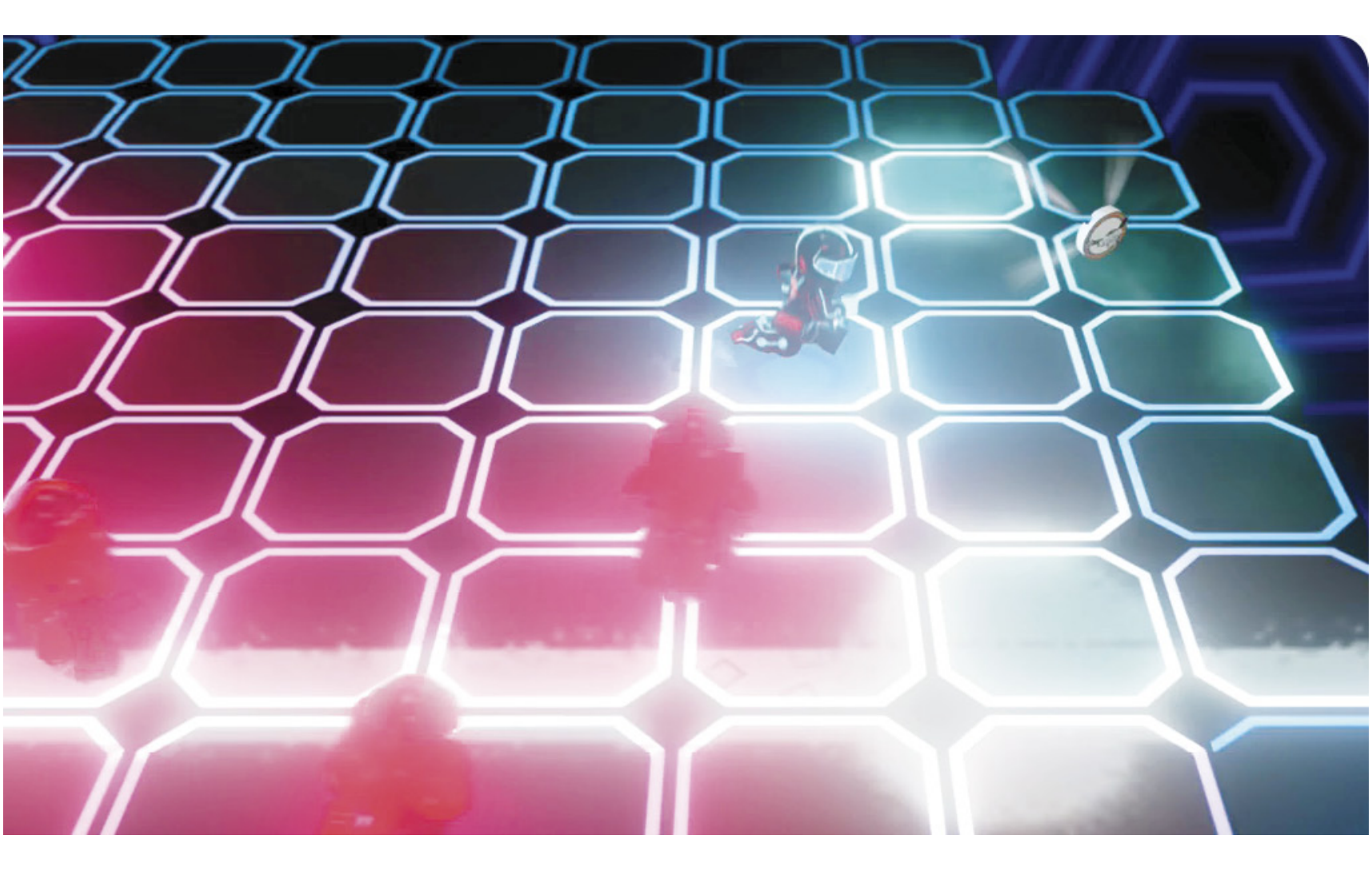
Invisible Jet



Game: Snake 1

After you collect the #5 Token in the game, look for a Vehicle Token to appear among the lower-right blocks. Carefully collect it to unlock Wonder Woman's Invisible Jet!

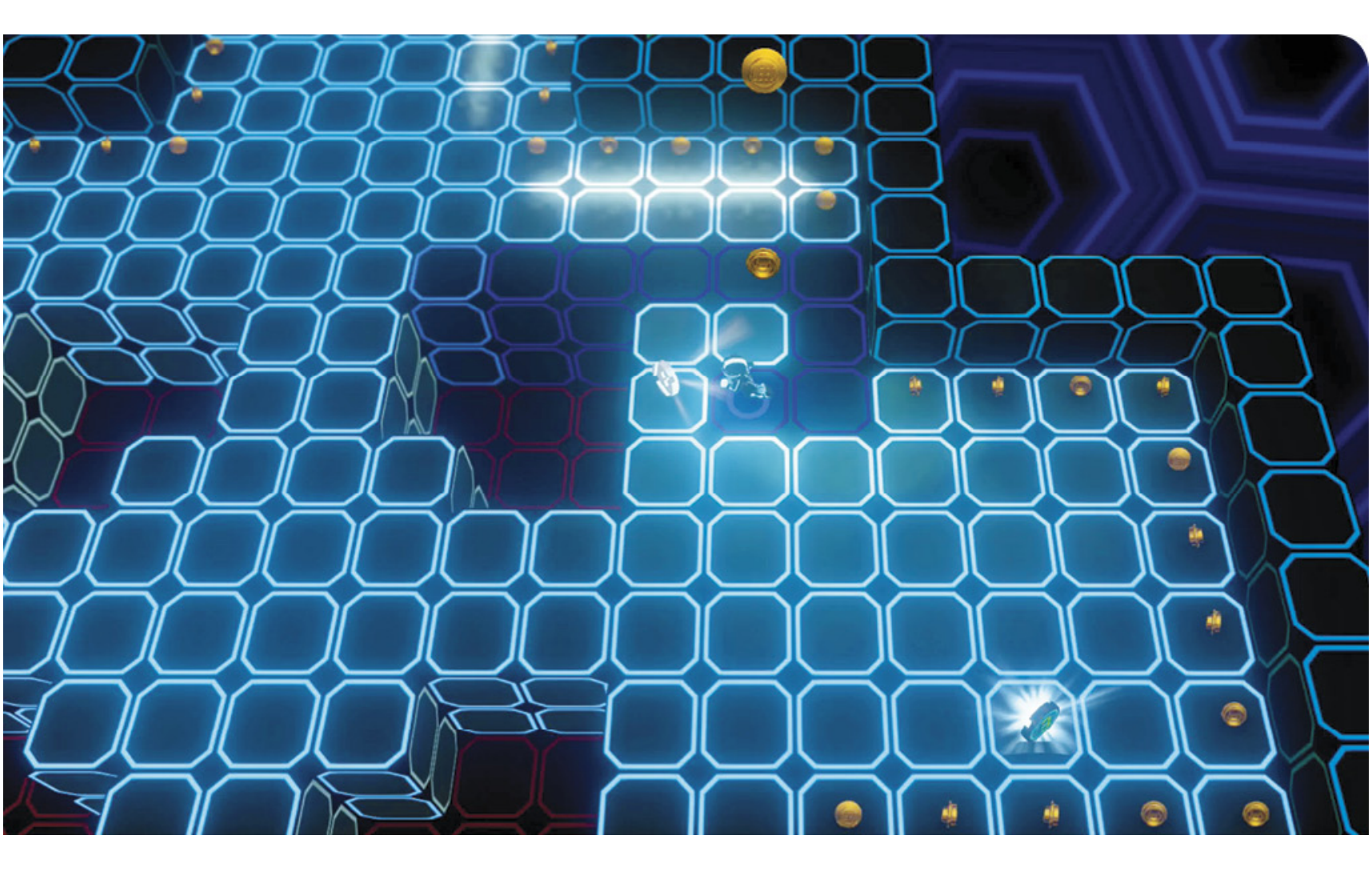
Invisible Ship



Game: Ring Master 3

This Vehicle Token pops into play over on the right. Snatch it before the arena shrinks and you miss your chance!

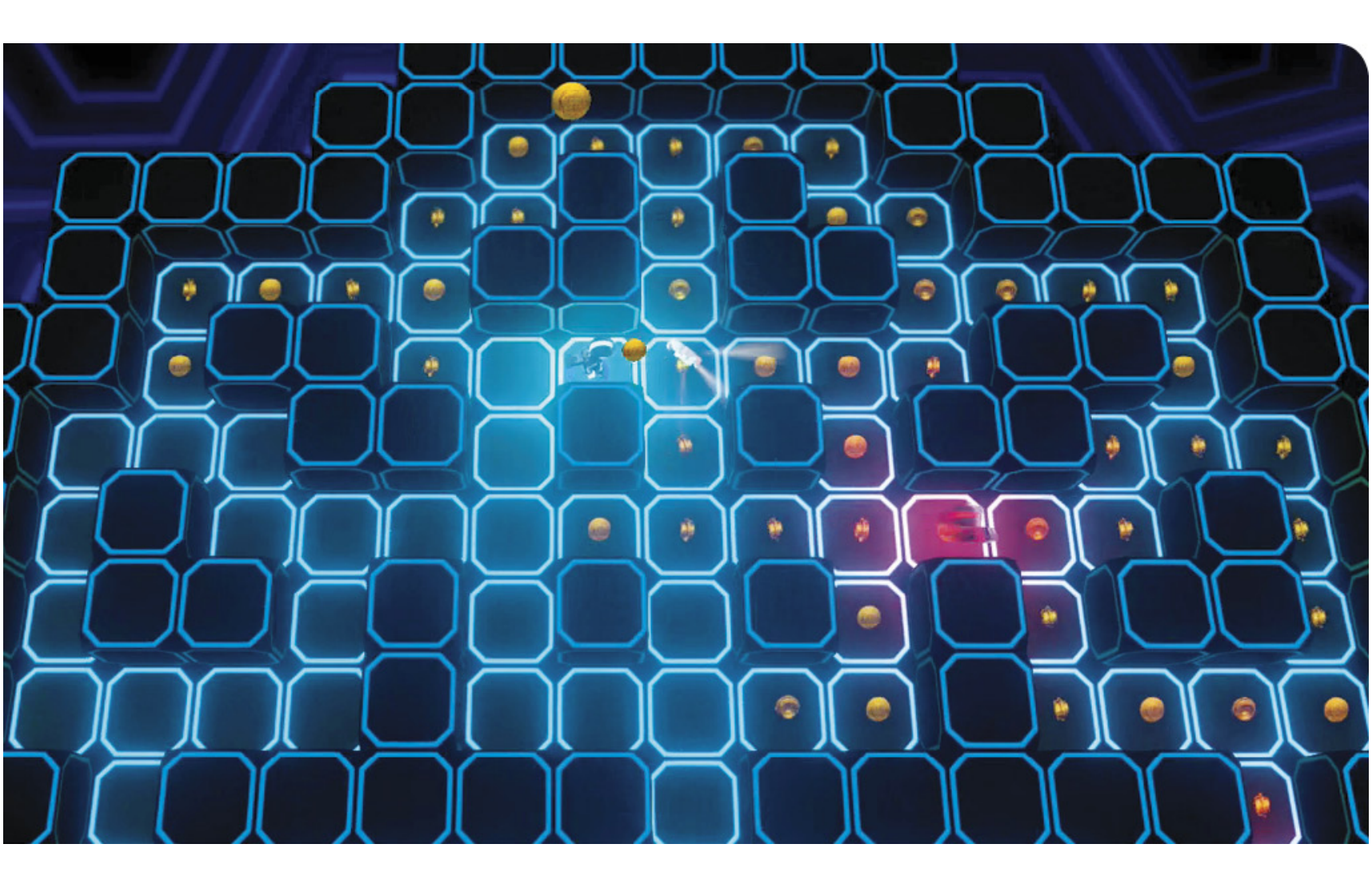
Batman's Buggy



Game: Snake 2

This Vehicle Token appears near the top-right. Grab it to add Batman's Buggy to your growing collection!

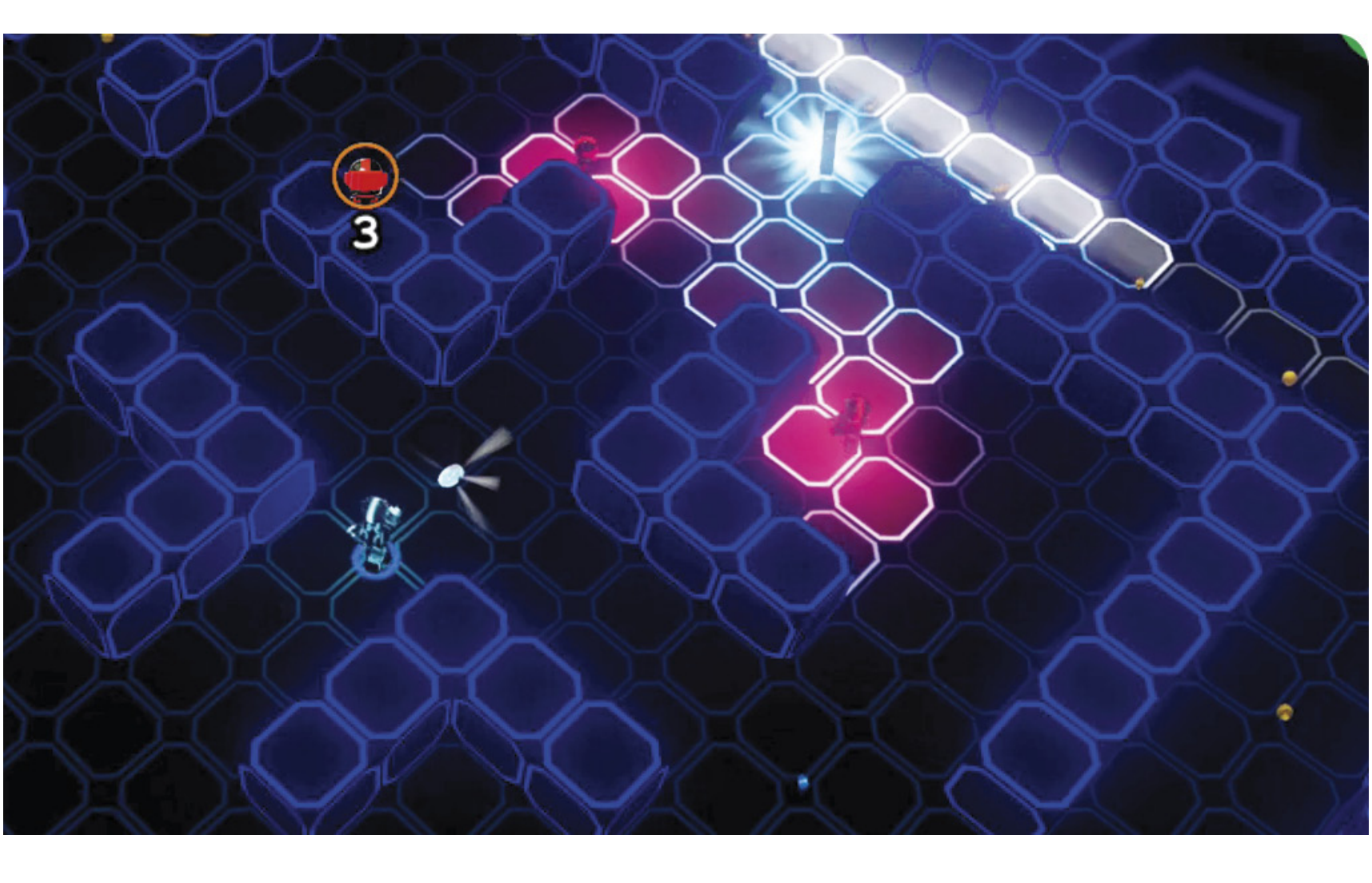
Classic TV Mini Batmobile



Game: Stud Maze

Look for this Token to appear near the top-middle of the stud maze. It's an easy grab when the VR guards aren't about!

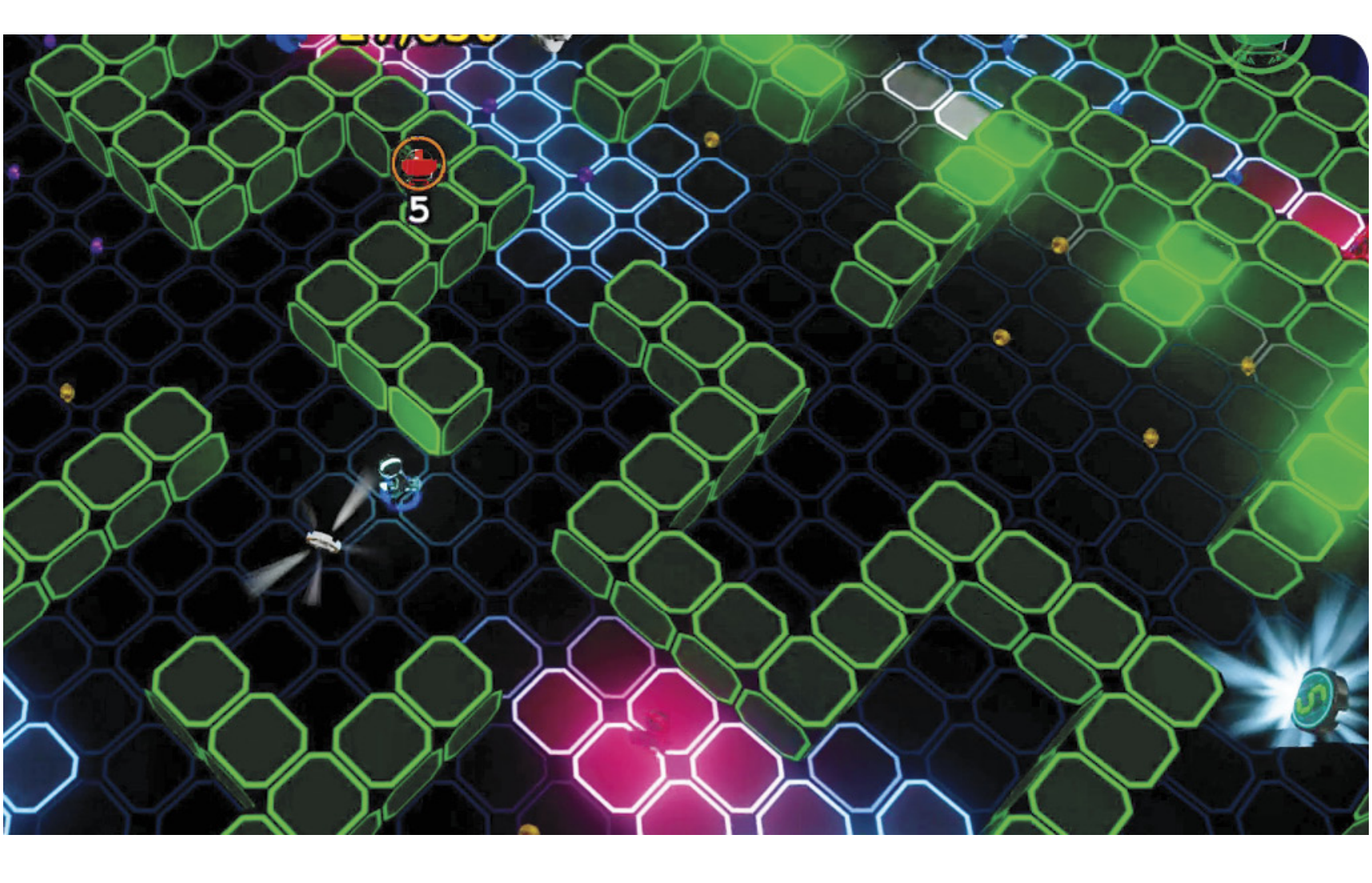
The Batcycle



Game: Stealth Collector 1

While dodging those pesky VR guards, look for a Vehicle Token to appear near the center of the arena. It appears after you grab game Token #6.

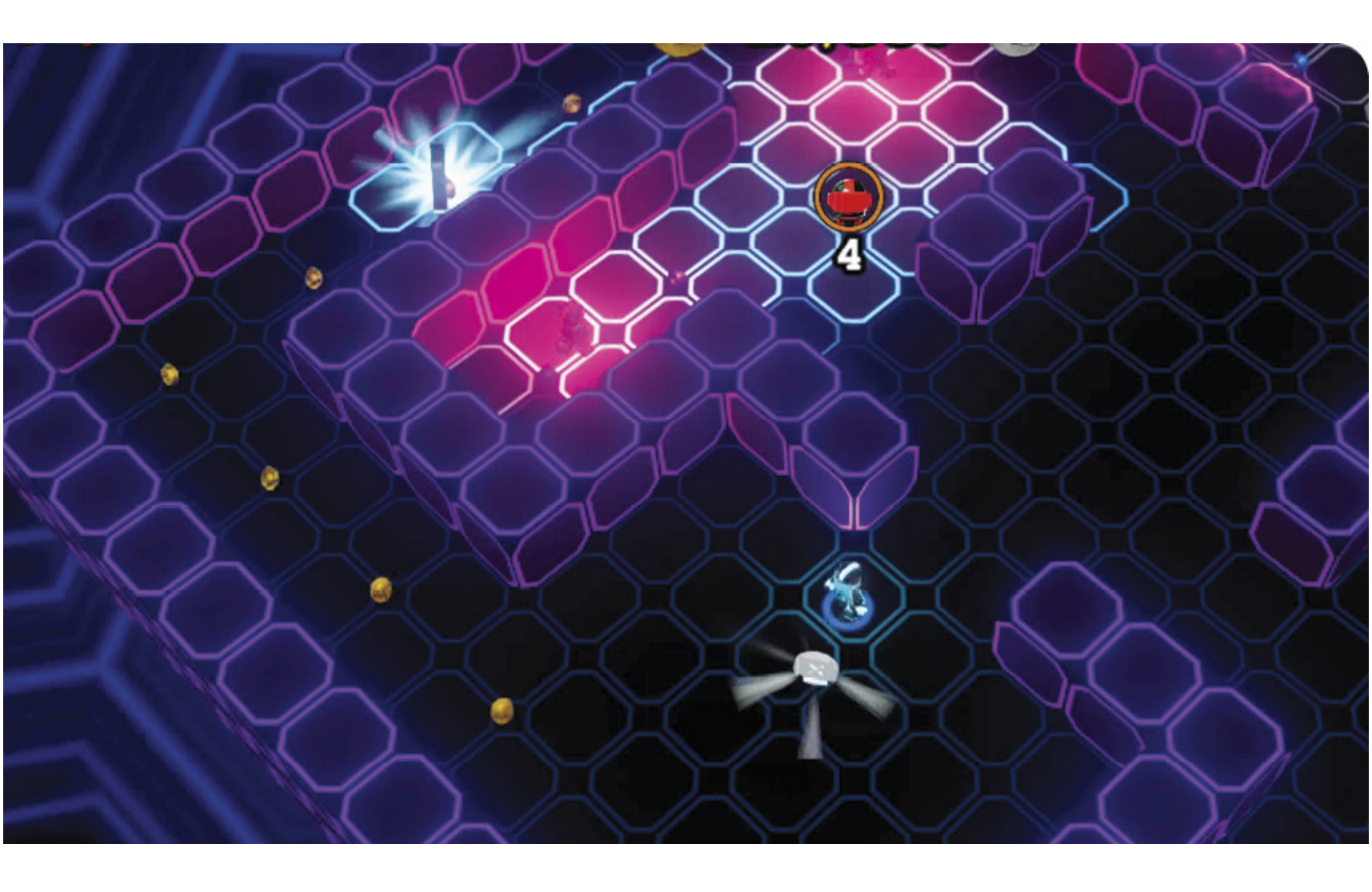
Batman's Whirly-Bat



Game: Stealth Collector 3

After you nab game Token #4, a Vehicle Token appears near the left-center of the maze. Evade the VR guards as you move to pocket your prize!

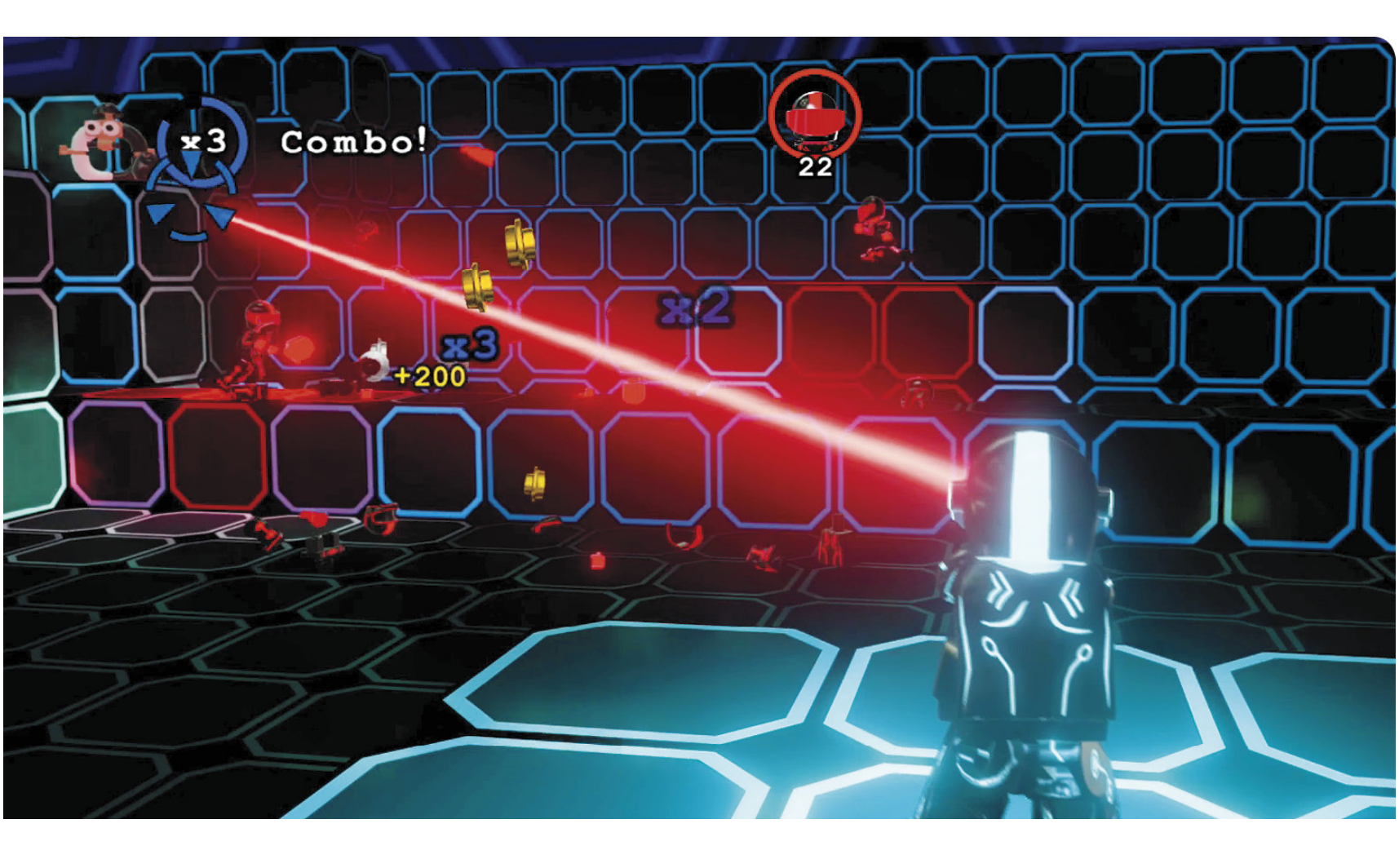
The Joker Steam Roller



Game: Stealth Collector 2

This Token appears on the left side of the arena about halfway through the VR mission. Roll on over and grab it when the guards aren't looking!

Bat-Rocket (Batman-Pod)



Game: Shooting Range 1

While blasting VR baddies, aim your laser way over to the left and destroy a funny-looking donut thing. This earns you a sweet Vehicle Token!

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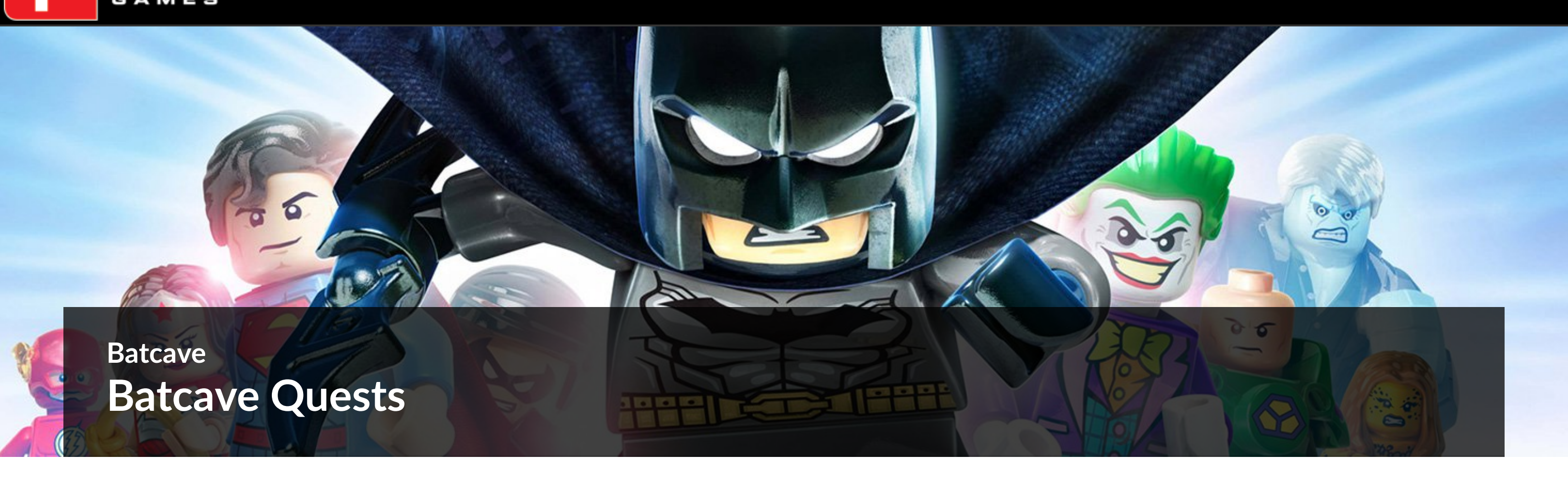


Batcave

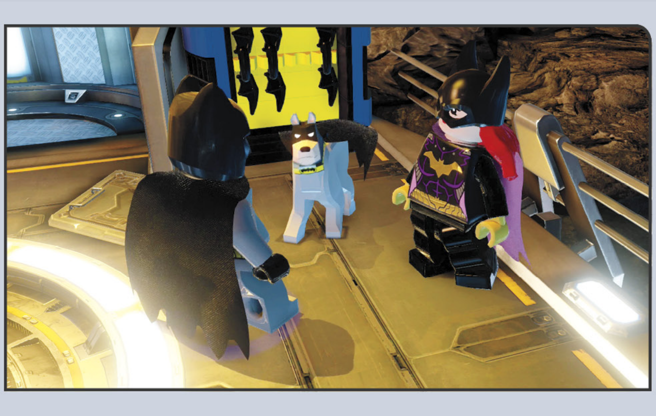
Batcave Quests

Heroes, villains, and other characters cry out for help as you explore the Batcave. These needy people all have special quests to give you, but you may have to do something special in the Batcave before they appear. Each quest giver's location is shown on the Batcave maps, and each quest is covered in the following sections.

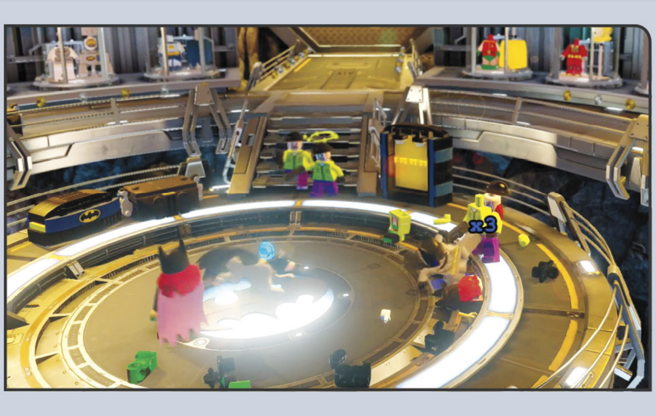
BATCAVE 1 QUEST

“Lost in Translation”

Location: Main Room
How to unlock: Available from the start
Reward(s): Gold Brick, Batgirl



Batgirl and Ace the Bat-Hound need your help! Batgirl is having a bit of trouble understanding Ace, but you're reading him loud an clear: A gang of goons has invaded the Batcave!

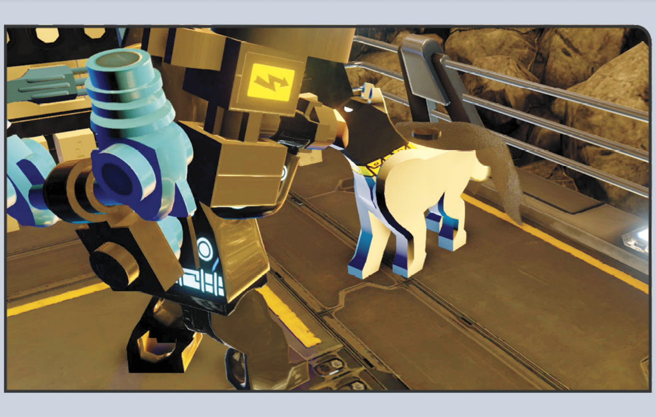


Follow Ace and Batgirl around the Batcave, battling villainous goons as you go. Defeat them all to complete the quest and receive your rewards!

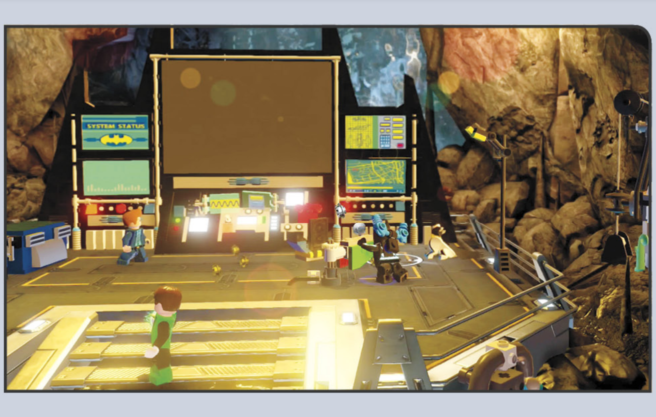
BATCAVE 2 QUEST

“Sleep Well”

Location: Main Room
How to unlock:
Complete Quest 1: “Lost in Translation”
Reward(s): Gold Brick, Ace the Bat-Hound



After completing Quest 1: “Lost in Translation,” leave the Batcave's Main Room and reenter to find Ace the Bat-Hound waiting for you near the Batcomputer. Oh no, it seems that little Timmy has fallen into a well!

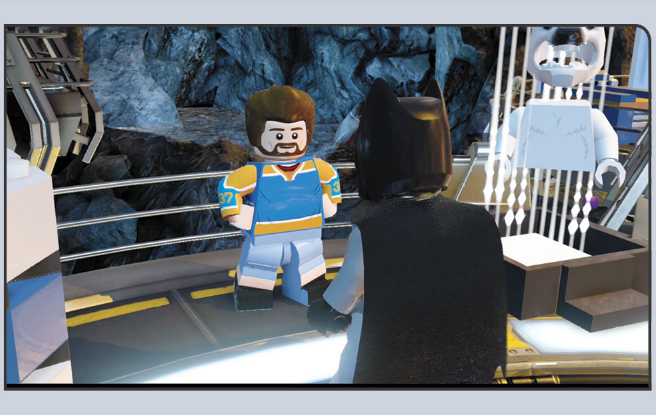


The well is right nearby, but there's no obvious way of searching it. Smash the nearby crate to discover some bricks, then build a spinner. Push the green side of the spinner's handle to open the well, and little Timmy bounds out, no worse for the wear!

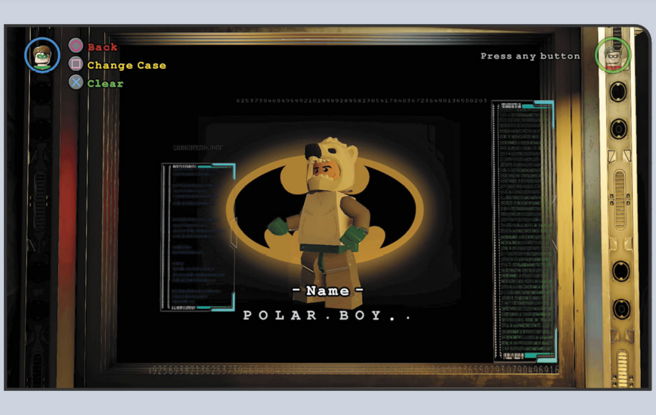
BATCAVE 3 QUEST

“A Polarizing Decision”

Location: Main Room
How to unlock:
Complete Quest 2: “Sleep Well”
Reward(s): Gold Brick, Kevin Smith



Beat Quest 2, leave the Batcave and reenter to find legendary writer/actor/director Kevin Smith standing on the Batcave's central platform. Chat with Kevin to learn that he's in dire need of a costumed actor for his latest action film!

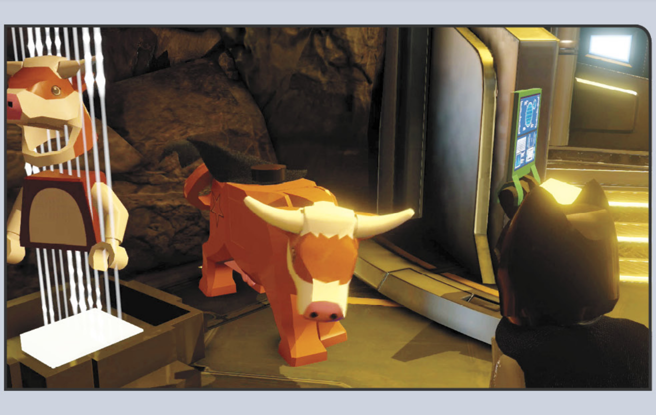


Head through the door to the right of the Batcomputer to visit the Batcave's Character Customizer. Use the customizer device and create a custom character for Kevin. Buy the polar bear hat and body pieces for 2,000 studs, then put them on your custom character. Return to Kevin Smith and show him your outfit to land a roll in his latest flick!

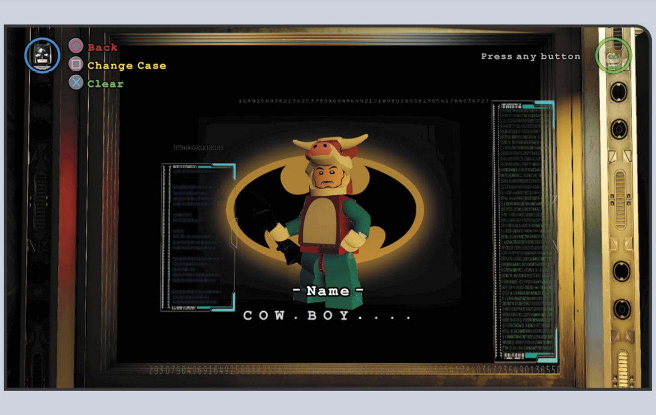
BATCAVE 4 QUEST

“America's Next Top Sidekick”

Location: Lab
How to unlock: Available from the start
Reward(s): Gold Brick



Ready to play dress-up again? Visit the Batcave's Lab (through the far-right door) to find the noble Bat-Cow grazing up near the VR training station. Bat-Cow needs a new sidekick, but you've got to dress the part!

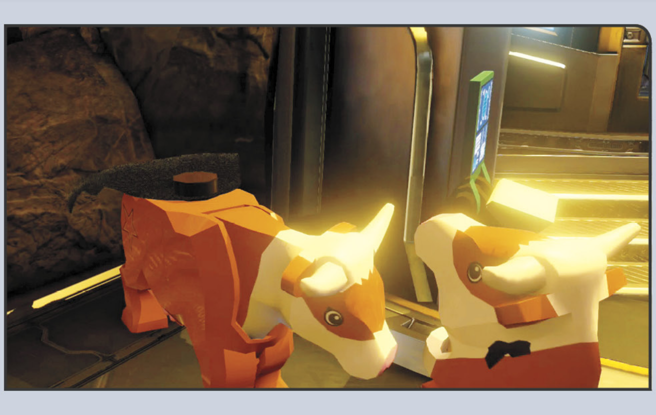


Return to the Character Customizer and create another custom character. Give it the cow hat and cow body, again buying them for 2,000 studs. Head back to the Lab afterward and show Bat-Cow your costume. You'll be dubbed Bat-calf, America's next top sidekick!

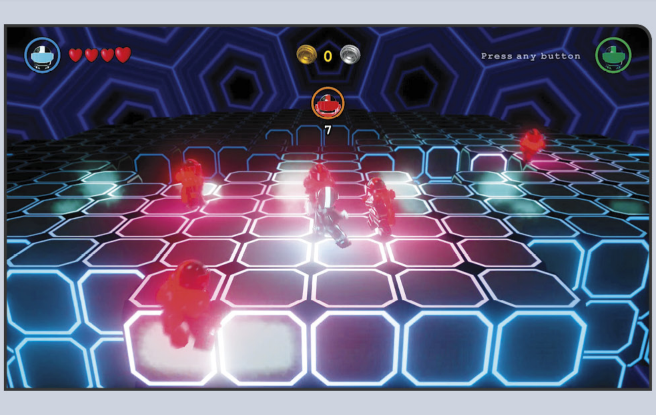
BATCAVE 5 QUEST

“Churning As We Go”

Location: Lab
How to unlock:
Complete Quest 4: “America's Next Top Sidekick”
Reward(s): Gold Brick



Complete Quest 4 and leave the Lab, then re-enter to find that Bat-Cow has already come up with your first challenge: a VR training mission! Accept the quest, then enter the nearby door and take a seat at the VR training station.

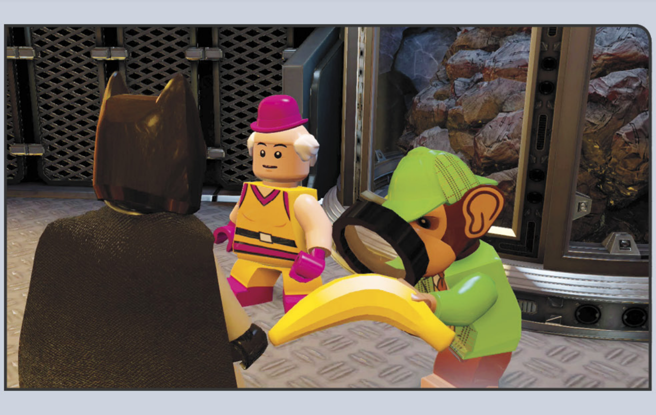


Select the “Churning As We Go” training mission from the VR station's menu to begin Bat-Cow's regimen. You are challenged to defeat 10 VR goons. These are tough to beat, because you can only defeat them by knocking them out of the virtual arena. Once you defeat them, you face three more goons. Knock them all out of bounds and climb up the platform to complete Bat-Cow's challenge!

BATCAVE 6 QUEST

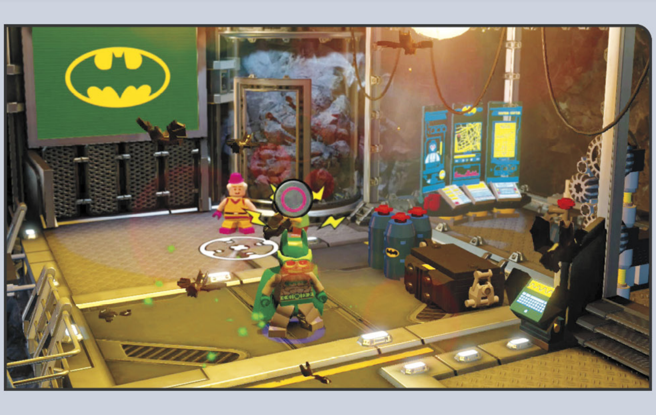
“The Secret of Chimpanzees”

Location: Lab
How to unlock:
Complete Quest 5: “Churning As We Go”
Reward(s): Gold Brick, Detective Chimp



Again, leave the Lab and reenter after completing Quest 5 to find the old trickster, Mr Mxyzptlk, standing near a chimp in detective clothes. This is Detective Chimp, and he's going a bit bananas. That's because he needs your help in tracking down nearby clues!

Accept the quest, and a sensor spot appears nearby. Use super senses to detect a set of footprints, then follow them to the next sensor spot.

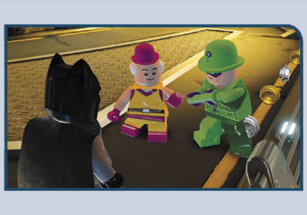


Keep using super senses to follow the footprints to each spot until you discover a suspicious mound of dirt. Dig there with a Lantern character to uncover a gold chest, then use a laser or heat vision to destroy it and expose the secret item that Detective Chimp was after: a Gold Brick!

BATCAVE 7 QUEST

“Mxyzptlk in a Fix”

Location: Trophy Room
How to unlock:
Complete Quest 6: “The Secret of Chimpanzees”
Reward(s): Gold Brick



After you complete Quest 6, you can find Mr Mxyzptlk in the Batcave's Trophy Room. Enter the door to the left of the Batcomputer to reach the Trophy Room, then talk to Mr Mxyzptlk, who's standing near the Riddler. How did all of these bad guys get into the Batcave, anyway?!

The Riddler has hidden something in the Trophy Room, and you've only his riddles to help you find it. Well, those and this guide! The Riddler's riddle mentions something about time … have you figured out what they mean? If you need help, here's the answer: Go to the Trophy Room's giant hourglass and pull the nearby lever to solve the mystery!

BATCAVE 8 QUEST

“Bear-Fisted Beatdown”

Location: Lab
How to unlock: Complete Quest 3: “A Polarizing Decision” and Quest 6: “The Secret of Chimpanzees”
Reward(s): Gold Brick

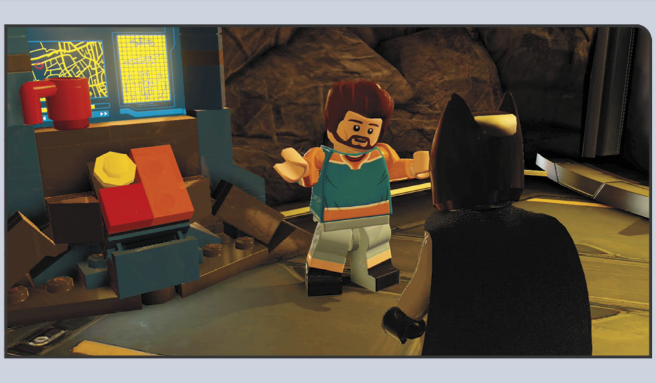
Complete Quests 3 and 6, and you find Kevin Smith standing in the Lab. Superboy is right next to him, and now that you're here, Kevin is ready to film his movie's action scene!

Take a seat at the VR training station and select “Bear-Fisted Beatdown” from the menu. You are then taken to a space where Kevin is all set to film. You're playing the villain this time, so you've got to let Superboy win. Simply leap to each platform that flashes red and stand in the middle, waiting for Superboy to pound you to a pulp! It a hard job, but someone's got to do it.

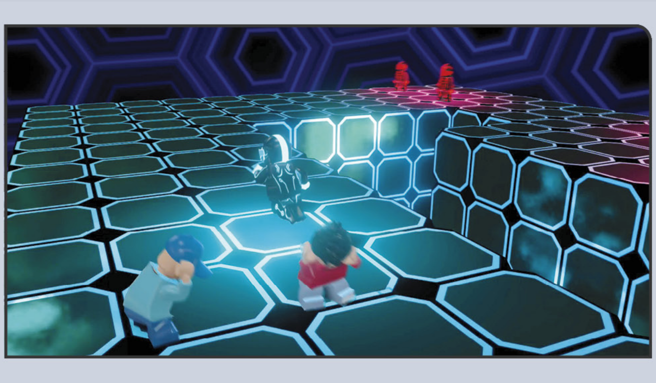
BATCAVE 9 QUEST

“Virtual Insanity”

Location: Lab
How to unlock:
Complete Quest 8: “Bear-Fisted Beatdown”
Reward(s): Gold Brick, Toyman



Exit and reenter the Lab after completing Quest 8, and you find Kevin Smith in need of help again. The Toyman has hacked Batman's VR training computer, and he's trapped a helpless family in a dangerous program!

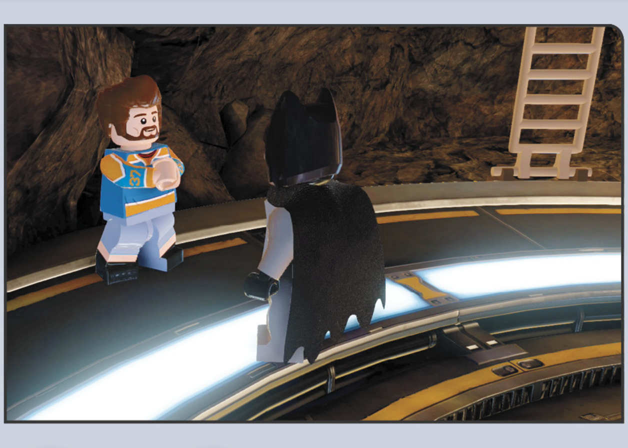


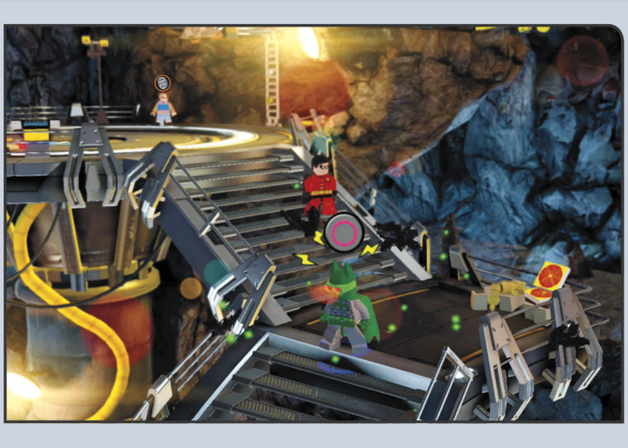
Sit down at the VR training station and select the “Virtual Insanity” program from the menu. When you enter, you find the frightened family being harassed by VR goons. Fight hard and defeat all of the goons that attack you as you guide the grateful family to the exit!

BATCAVE 10 QUEST

“Everyone's a Critic”

Location: Main Room
How to unlock:
Complete Quest 8: “Bear-Fisted Beatdown”
Reward(s): Gold Brick





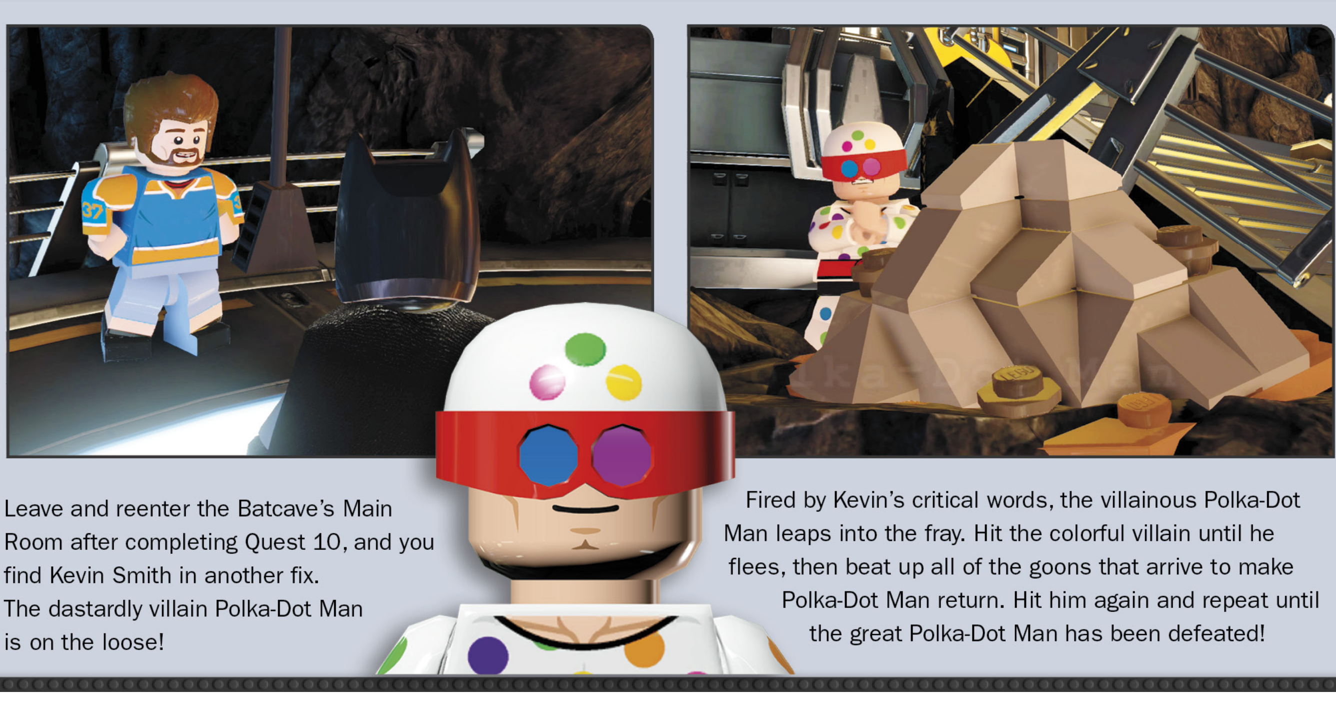
Not everyone's a fan of Kevin Smith's work—and that includes Catwoman! The nimble villain has stolen Kevin's latest film reel and has hidden it where it will never see the light of day. That reel contains your incredible acting debut, so you'd better hurry and find it!

After speaking with Mr. Smith, use super senses to detect a suspicious trail of studs nearby. Follow them up the nearby ladder, then smash the surrounding clutter until Catwoman arrives and taunts you. Don't be discouraged! Just use super senses again and follow another stud trail back down the ladder, heading toward more clutter. Smash the clutter and then use super senses again to pick up another stud trail. Keep it up until you at last discover the film reel that Catwoman stashed!

BATCAVE 11 QUEST

“Dot and Bothered”

Location: Main Room
How to unlock:
Complete Quest 10: “Everyone's a Critic”
Reward(s): Gold Brick, Polka-Dot Man



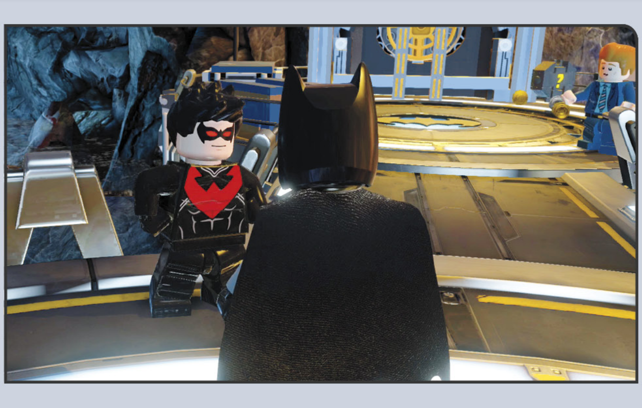
Leave and reenter the Batcave's Main Room after completing Quest 10, and you find Kevin Smith in another fix. The dastardly villain Polka-Dot Man is on the loose!

Fired by Kevin's critical words, the villainous Polka-Dot Man leaps into the fray. Hit the colorful villain until he flees, then beat up all of the goons that arrive to make Polka-Dot Man return. Hit him again and repeat until the great Polka-Dot Man has been defeated!

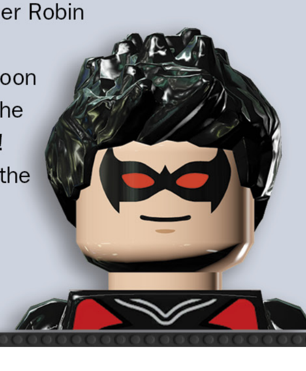
BATCAVE 12 QUEST

“Rose-Tinted Rumble”

Location: Main Room
How to unlock:
Complete Quest 11: “Dot and Bothered”
Reward(s): Gold Brick, Nightwing



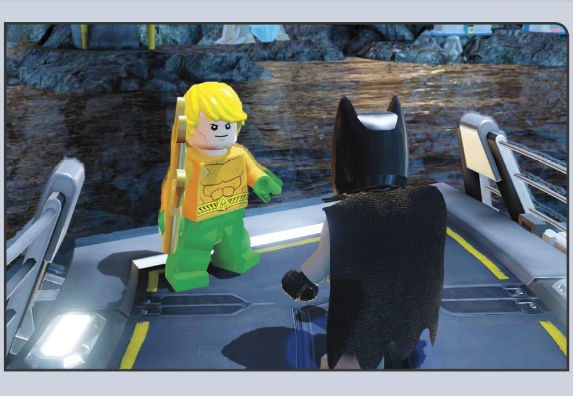
With Polka-Dot Man defeated, leave and return to the Batcave's Main Room to find Nightwing standing near the central platform. The former Robin is just itching to team up with Batman, and the goons that soon ambush the Batcave provide the perfect chance to do just that! Fight hard and wipe out all of the goons that appear to help Nightwing relive his old sidekick days.



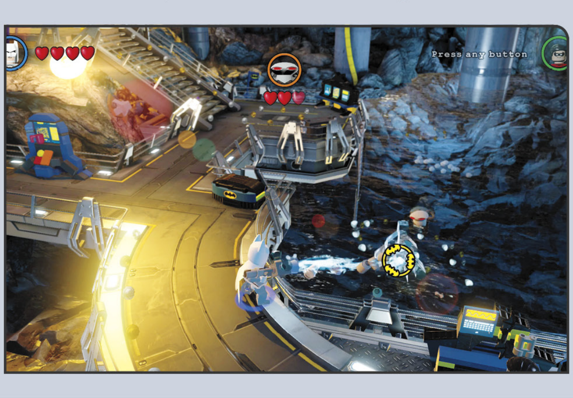
BATCAVE 13 QUEST

“Manta Encounter”

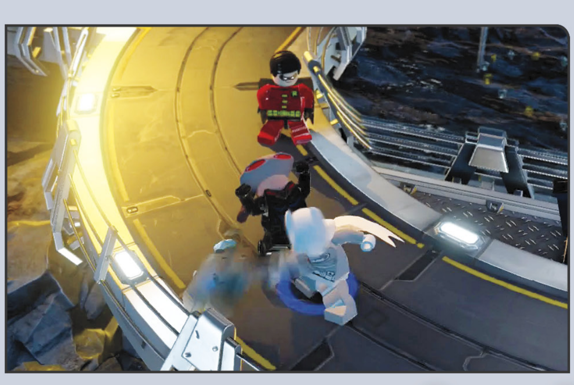
Location: Main Room
How to unlock:
Complete Quest 12: “Rose-Tinted Rumble”
Reward(s): Gold Brick



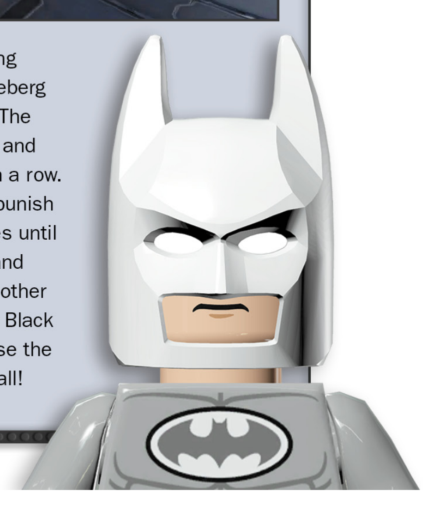
Clear Quest 12, leave the Main Room, and return to find Aquaman standing down at the dock. He's trying to clean up the water around here, but Black Manta is making matters difficult!



Don't dive into the water to pursue Black Manta. Remain on the dock instead and fire a freeze cannon at one of the three bubbling spots in the water. Batman's Arctic Suit does the job!



Keep freezing one of the bubbling spots until it hardens into an iceberg that gets in Black Manta's way. The villain then leaps onto the dock and slams the ground three times in a row. Avoid his leap attack trio, then punish Black Manta with heroic punches until the villain returns to the water and resumes swimming. Freeze the other two bubbling spots and beat up Black Manta two more times to cleanse the Batcave's waters, once and for all!



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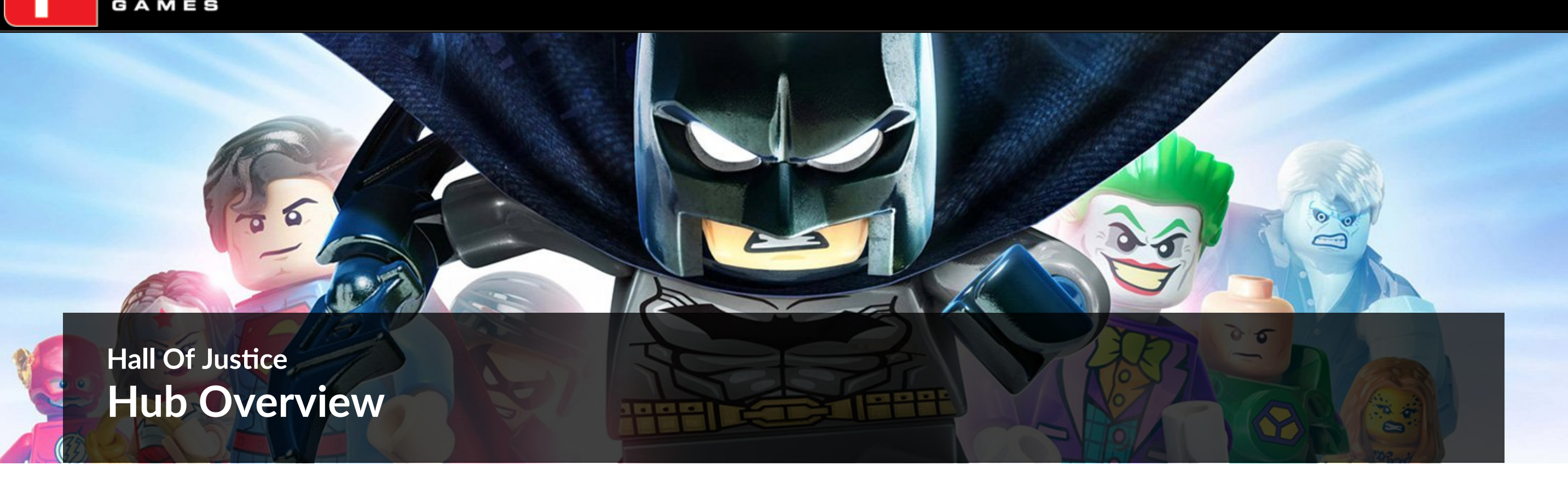


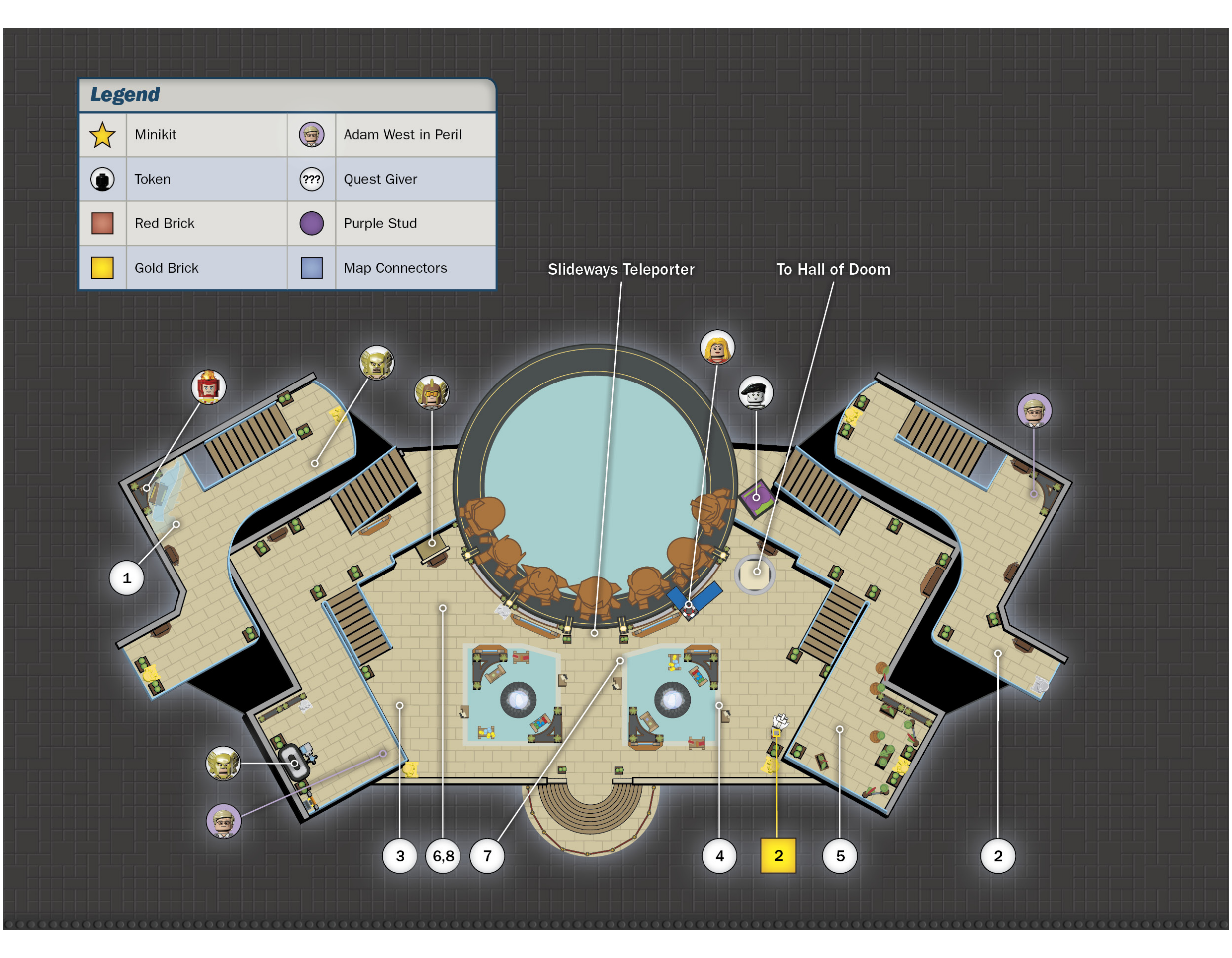
Hall Of Justice

Hub Overview

HUB
3
AREA
Hall of Justice

Hub Overview

A beacon of freedom and integrity, the Hall of Justice is an impressive facility that serves as the Justice League's base of operations down on Earth. A much smaller complex than the Watchtower or Batcave, the Hall of Justice could be thought of as more of a corporate headquarters and tourist attraction than a true super hero headquarters. Still, there's plenty to see and do here, so let's get started right away with our official tour!

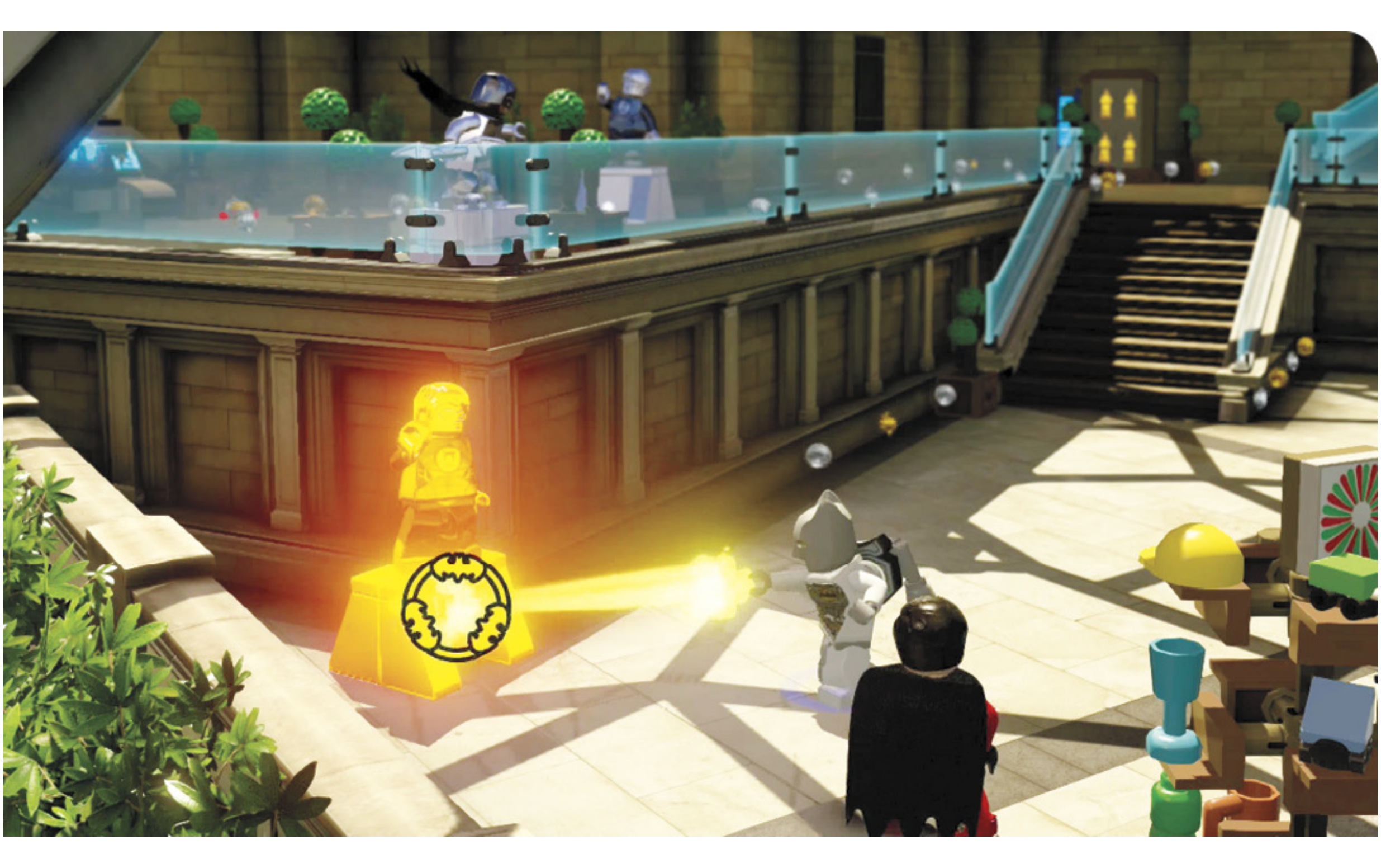


GOLD BRICKS

Gold Bricks

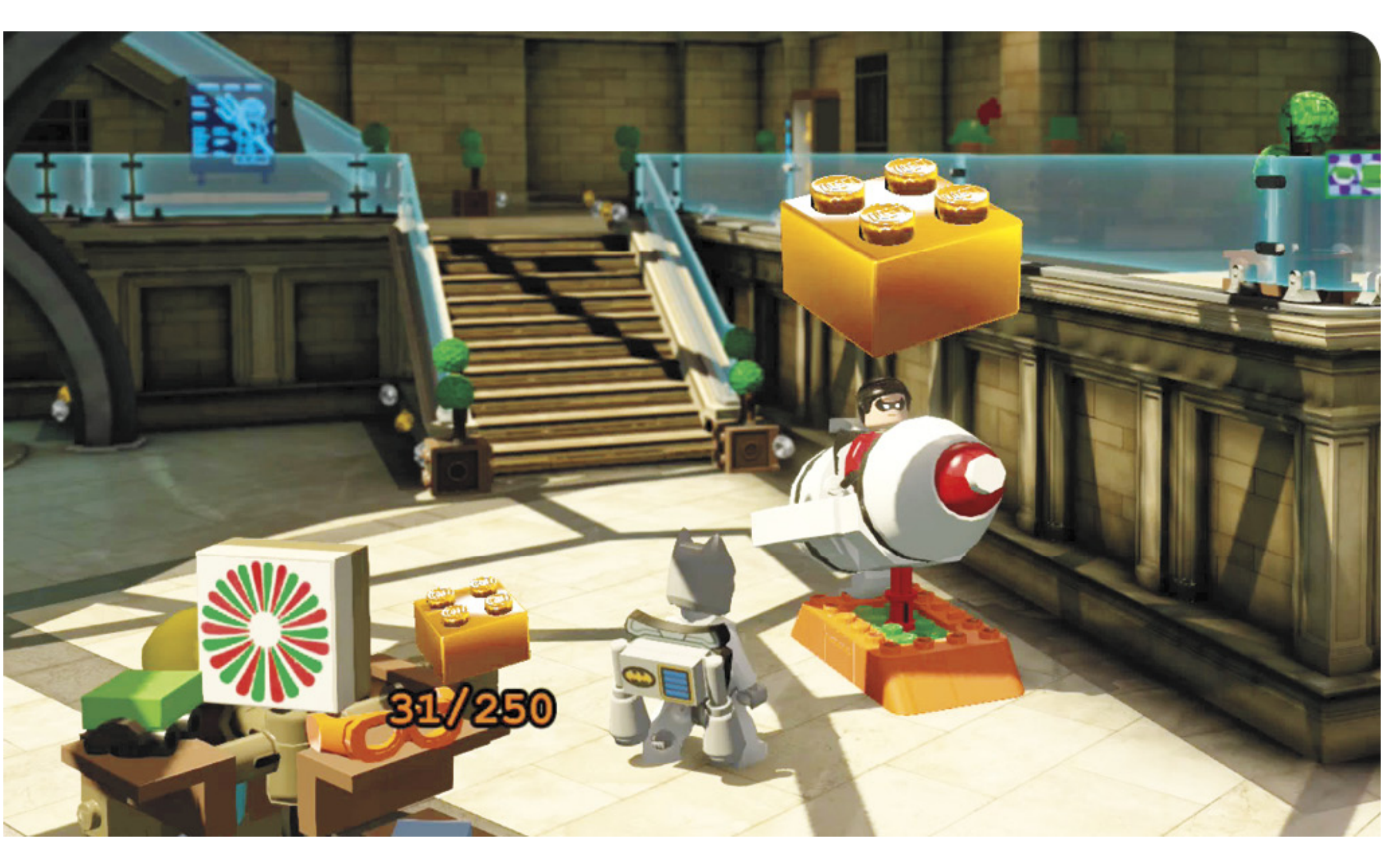
No.	Notes
1	Not on Map. Destroy six gold statues with lasers or heat vision.
2	Ride the rocket on the right.

Gold Brick 1



Six sparkling gold statues stand around the Hall of Justice. Aim a laser or heat vision at each one and destroy all six to score a Gold Brick!

Gold Brick 2



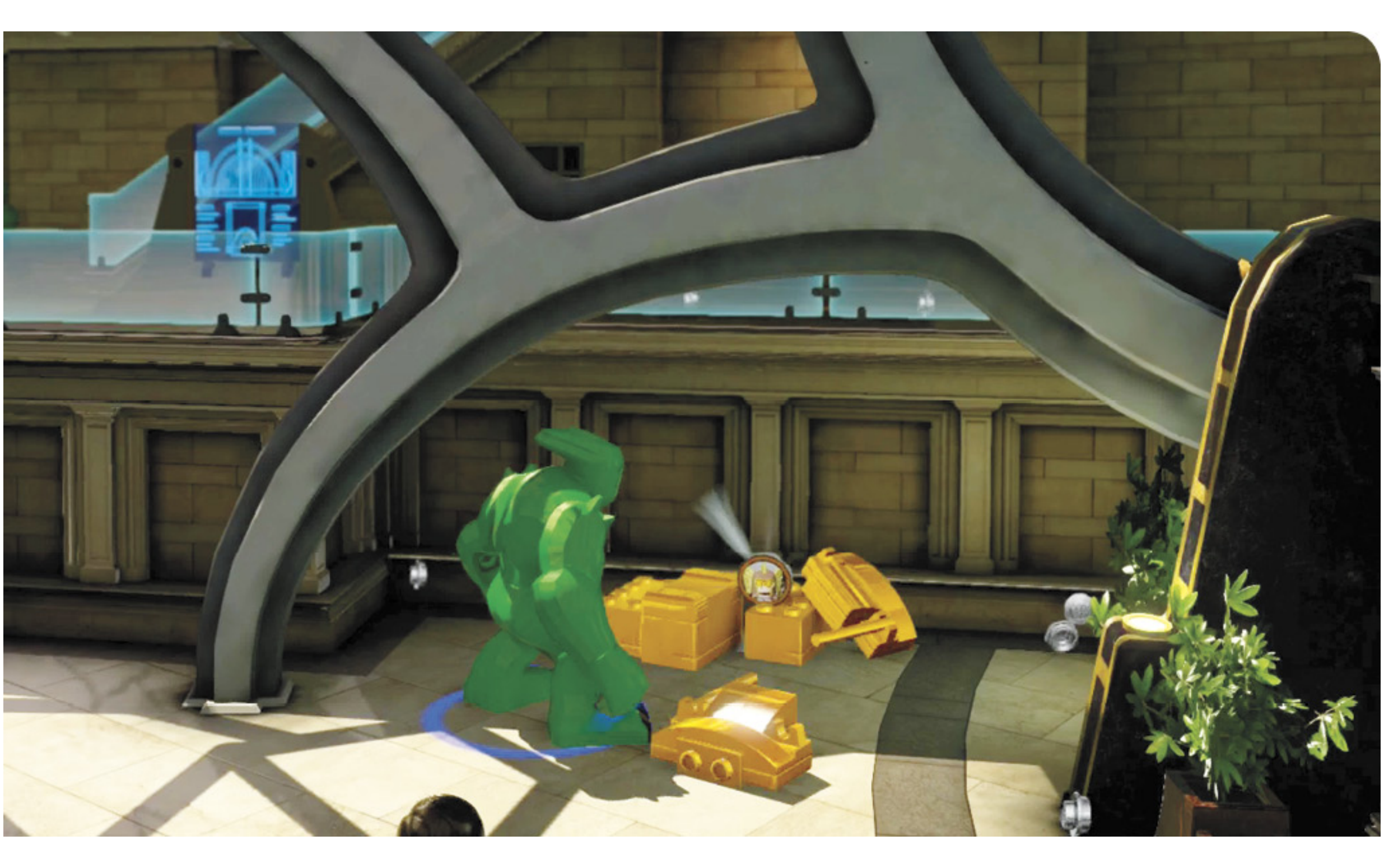
Take a break from your adventuring and enjoy one of life's simple pleasures, the rocket ride on the Hall of Justice's right side! Hop onto the ride and then hang on tight, for a Gold Brick is headed your way!

CHARACTER TOKENS

Character Tokens

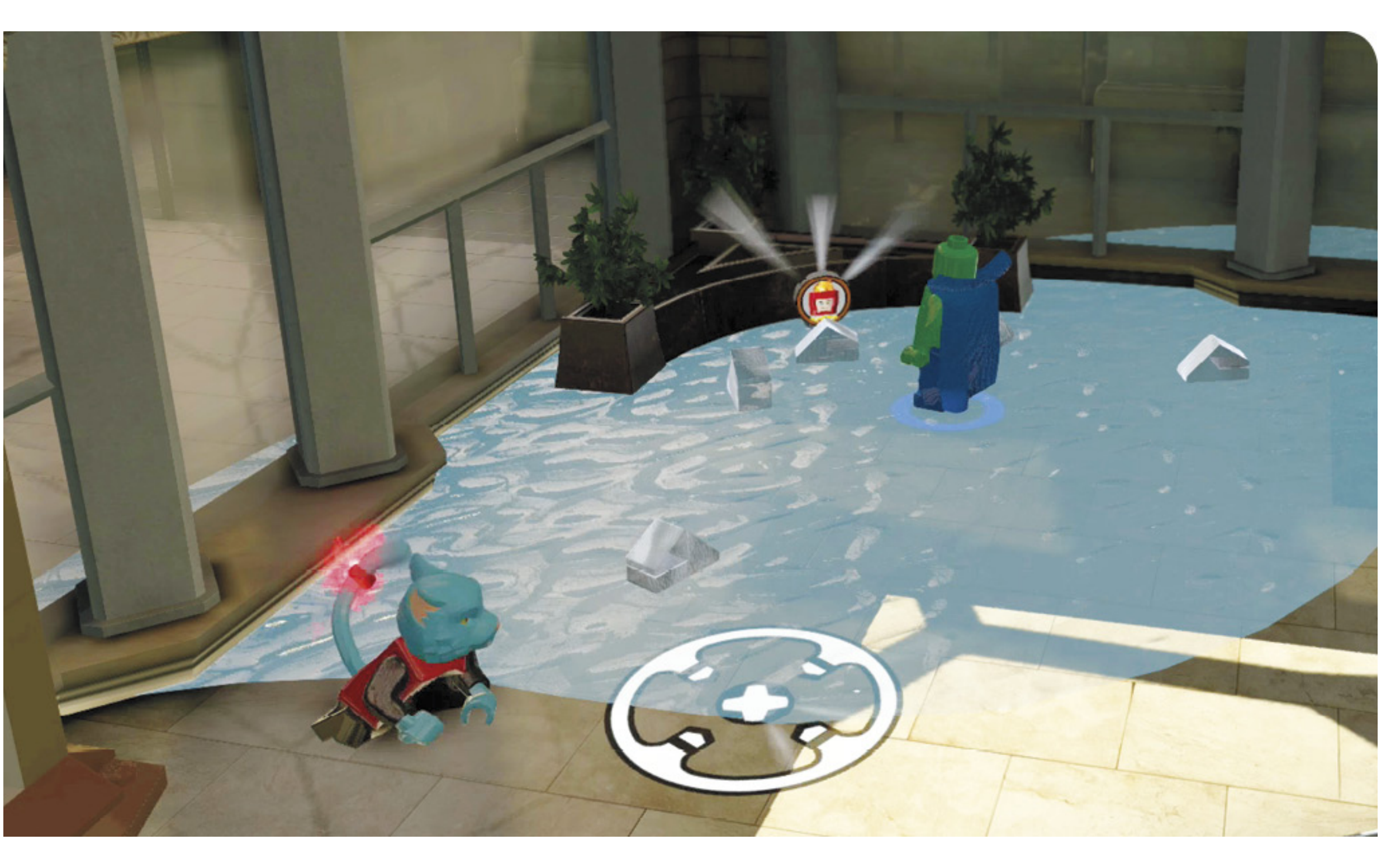
Icon	Character	Notes
	Thunderer	Smash the cracked wall on the left and then destroy the gold chest.
	Firestorm	Melt the ice wall on the left and then smash the box.
	The Joker Mime Henchman	Hit the target on the purple Joker present on the right.
	Hawkman	Beat Polly the parrot in a race.
	Wonder Girl	Use the Atom to solve the micro maze.
	Lex Luthor (Hawkman Disguise)	Build and pull the levers on the left.

Thunderer



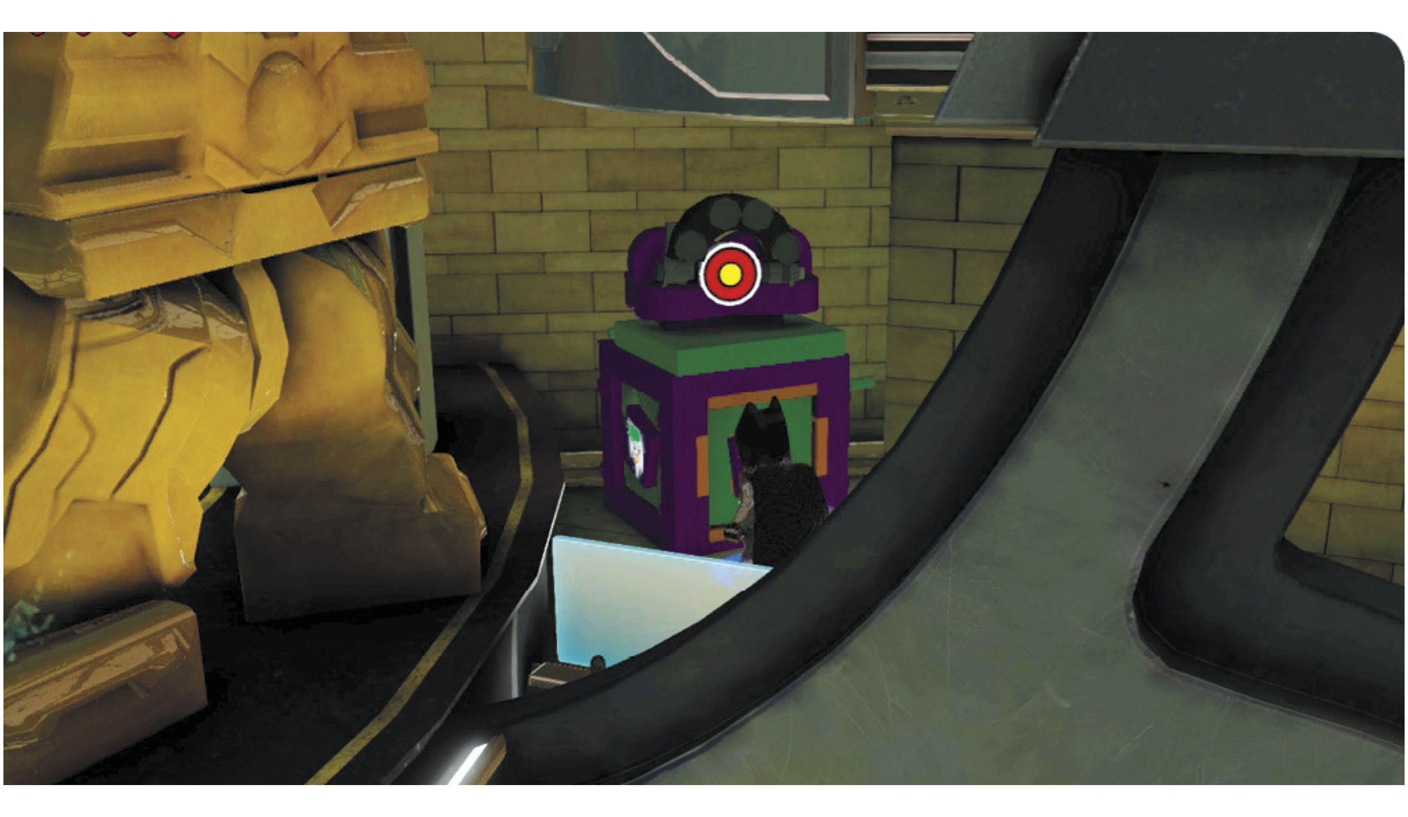
Smash the display cases on the left side of the Hall of Justice's ground floor to discover a cracked wall. Use a giant or super-strength character to smash through the cracked wall and discover a gold chest. Melt the chest with a laser or heat vision to claim Thunderer's Character Token!

Firestorm



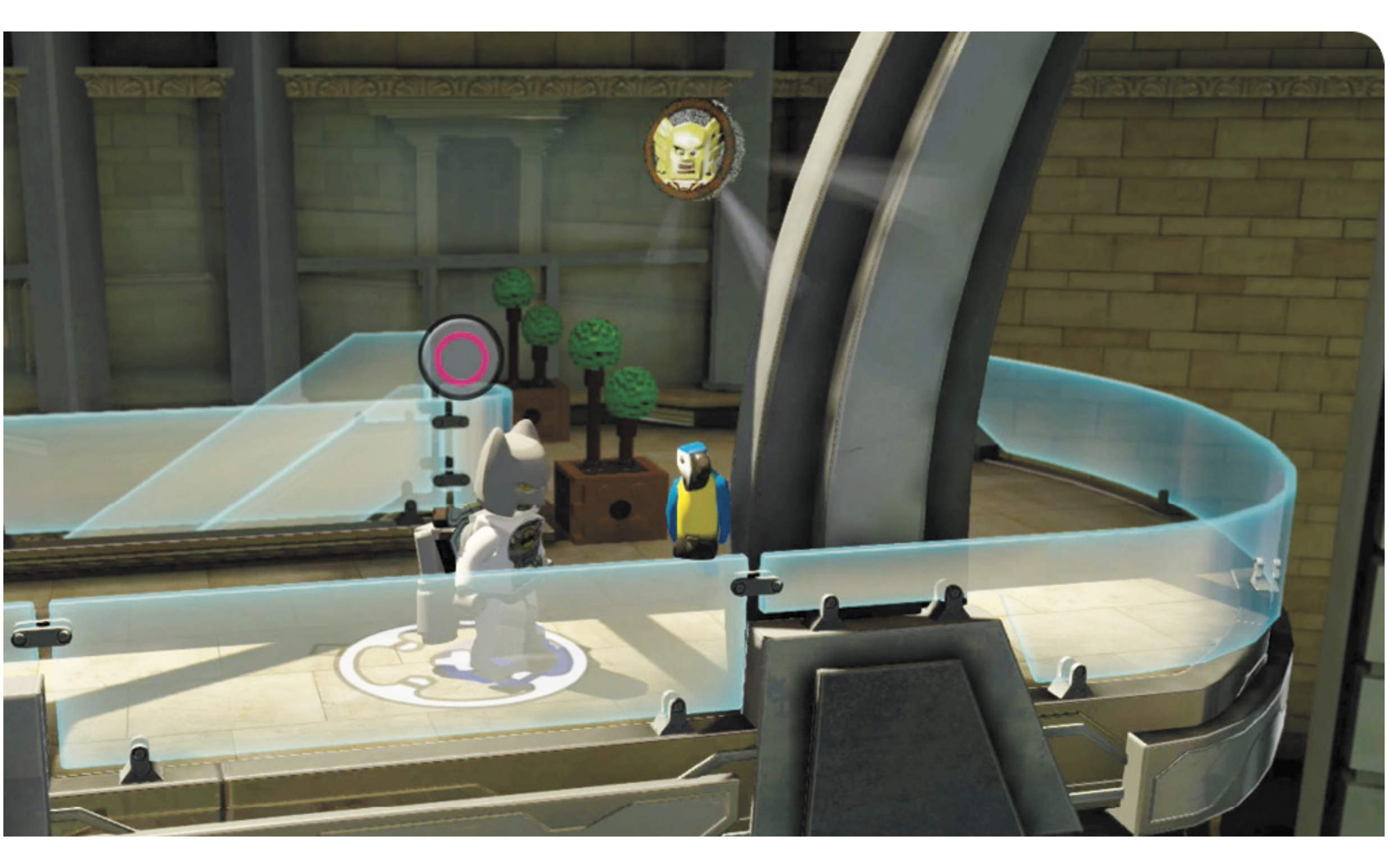
This fiery character's Token has been trapped under ice! Fly up and use a laser or heat vision to melt the big ice wall on the Hall of Justice's left side. Smash the box that the ice was covering to release Firestorm's Character Token!

The Joker Mime Henchman



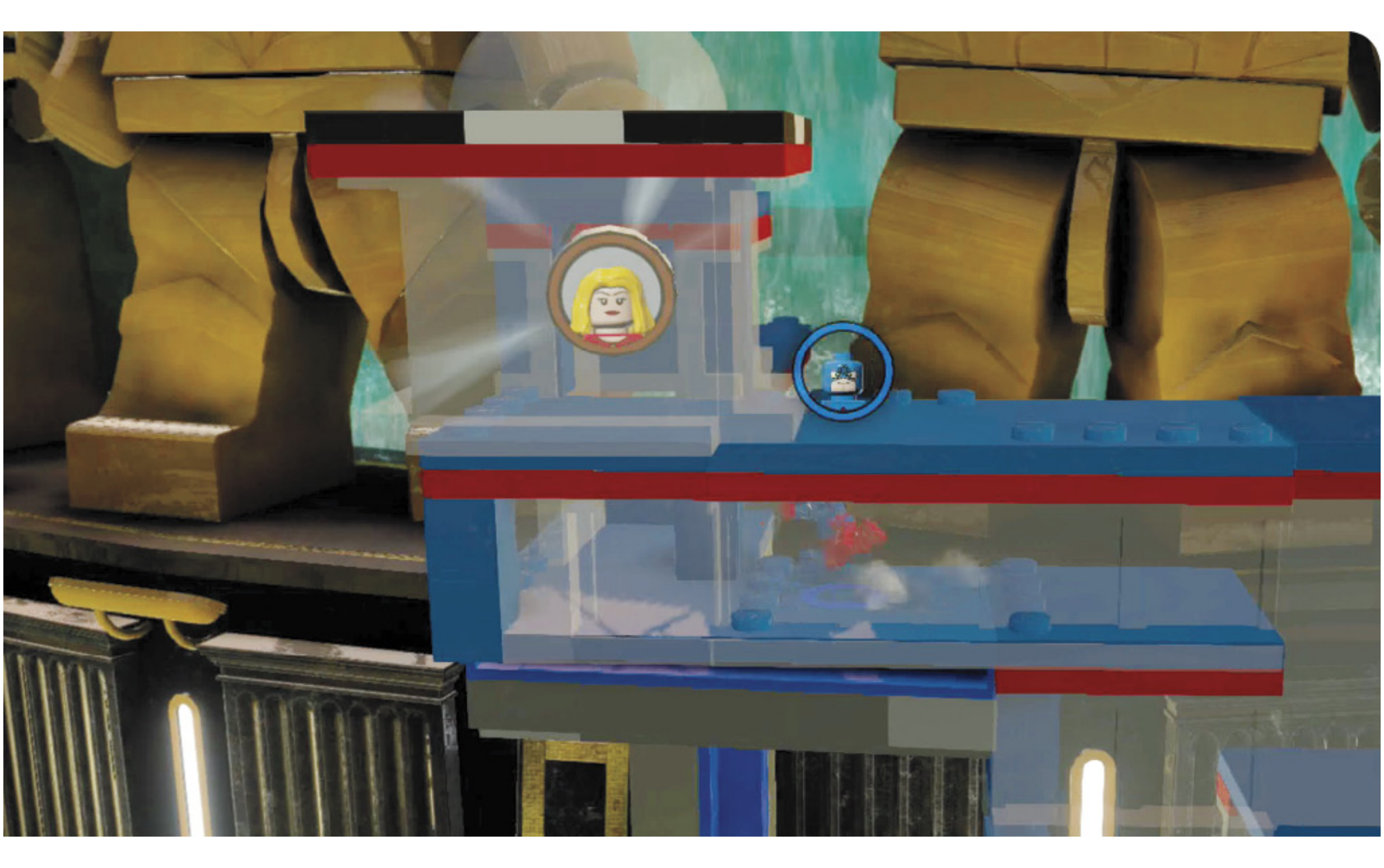
Fly over to the right and spy a big, purple Joker present tucked away in the background near the big Cyborg statue. Use a ranged attack, such as a Batarang, to hit the target atop the box. The box then bursts, revealing a Character Token!

Hawkman



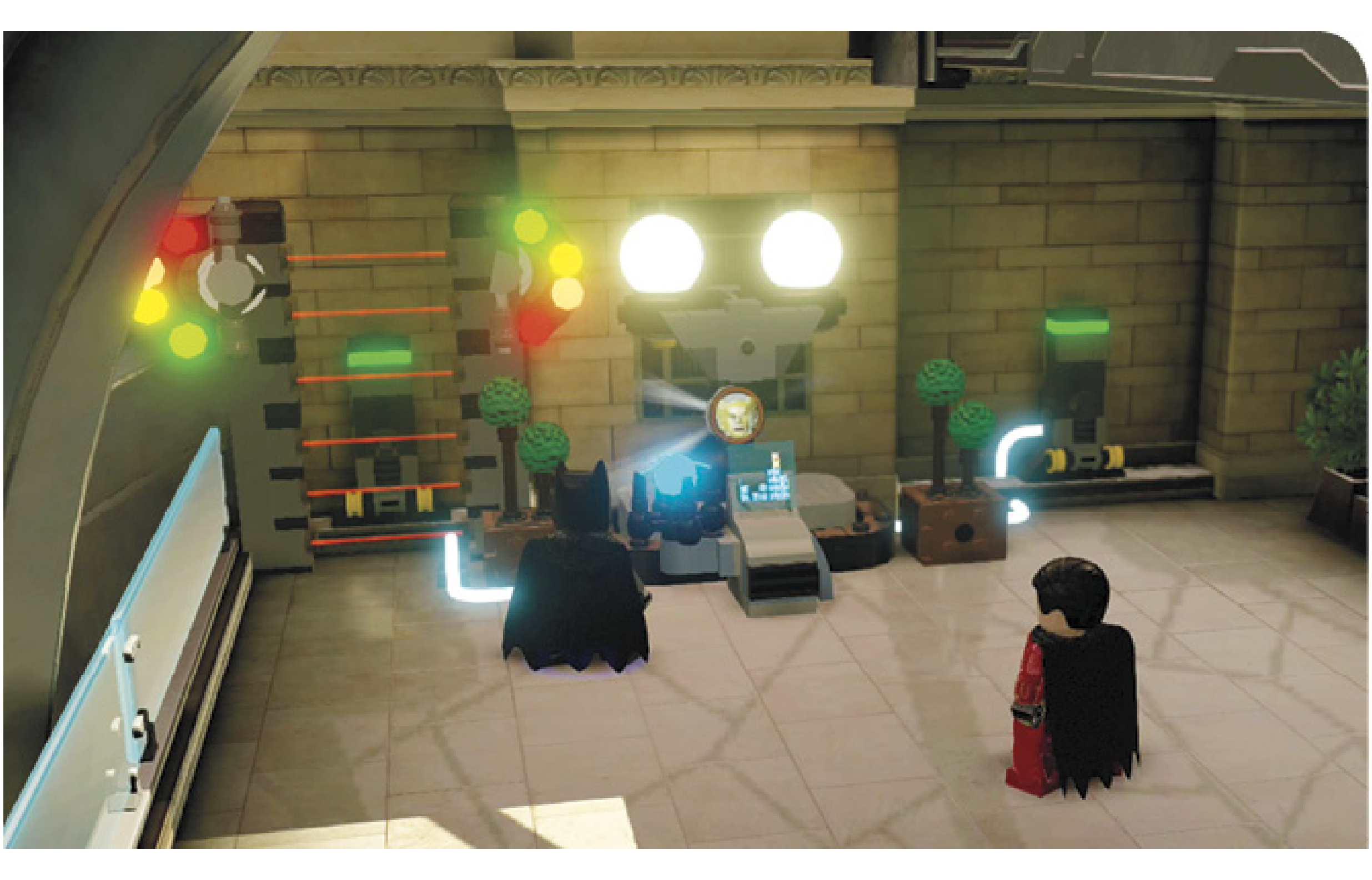
Polly the parrot is perched on the highest railing on the Hall of Justice's left side. Land near Polly and have a chat to begin a friendly race through the sky. Use a flying character to pass through all of the rings and reach the finish ahead of Polly to prove your flying prowess and unlock Hawkman!

Wonder Girl



A maze built for micro-sized characters lies on the Hall of Justice's right side. First, use an explosive attack to destroy the silver statue and uncover the maze's entrance. Then shrink down the Atom (or Red Brick Mini Character) and send him sprinting through! Leap up the first series of platforms, then run to the left and then into the background. Now all you have to do is jump up and grab the Token at the top!

Lex Luthor (Hawkman Disguise)



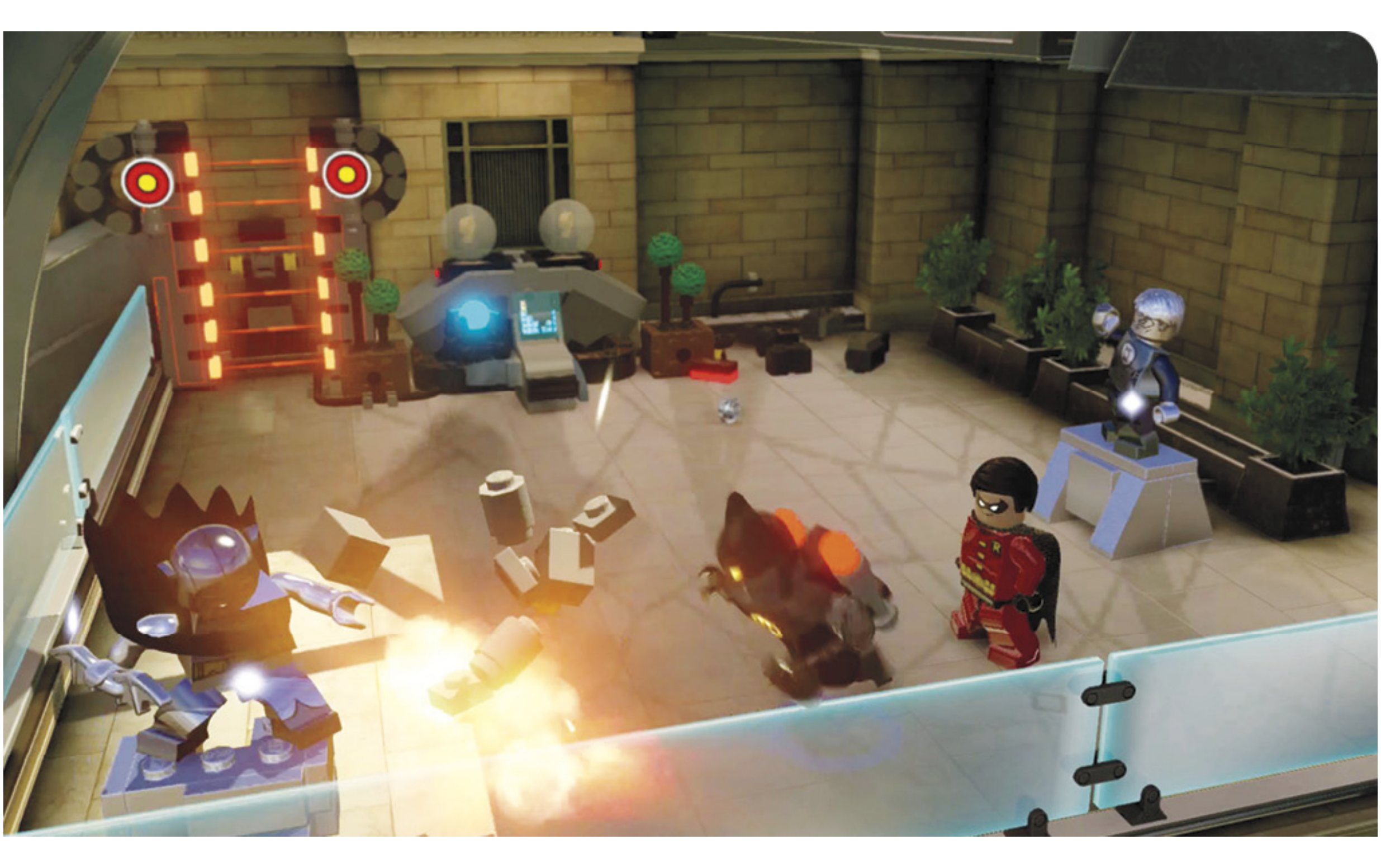
Go to the Hall of Justice's left side and build the hopping bricks on the ground into a lever. Pull the lever, then aim and throw a Batarang at the two targets near the other lever to the left. Hit both targets to get rid of the lasers, and then pull the second lever. The nearby capsule opens, exposing a Token!

PERILS

Adam West in Peril!

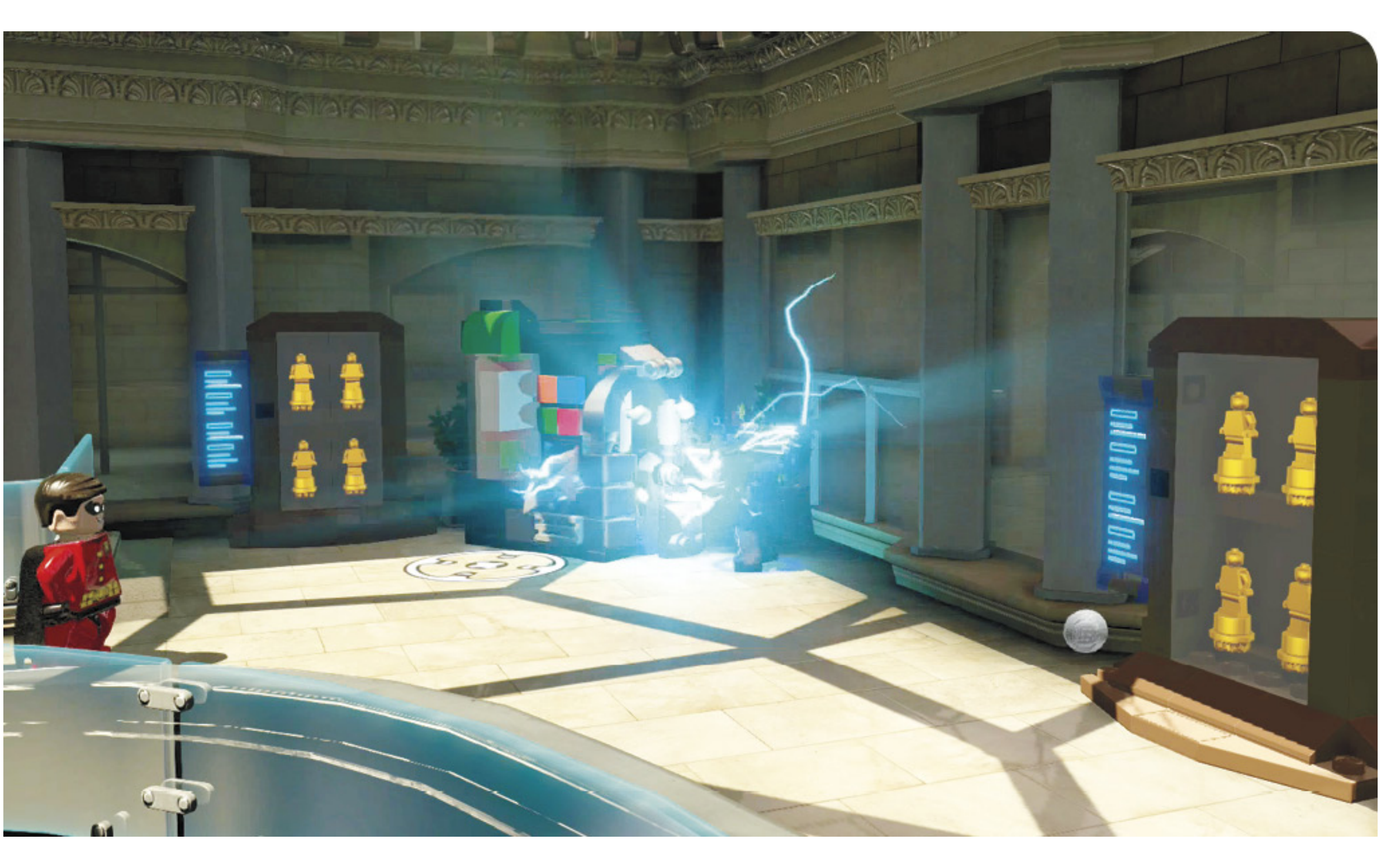
No.	Notes
1	Blow up the silver Batman statue on the left.
2	After freeing Adam from the silver statue, remove the charge from the electric panel on the right.

Adam West in Peril! 1



Muffled pleas catch your ear on the Hall of Justice's left side. Adam West is in some kind of peril around here! But where could he be? Try blasting the silver Batman statue and see what pops out!

Adam West in Peril! 2



No sooner is Adam out of one jam than he finds himself stuck in another. After you free Adam West from the silver statue on the Hall of Justice's left side, fly over to the right to find him trapped in a vending machine! Use Batman's Electricity Suit to drain the charge from the nearby electric panel and rescue poor Adam once again.

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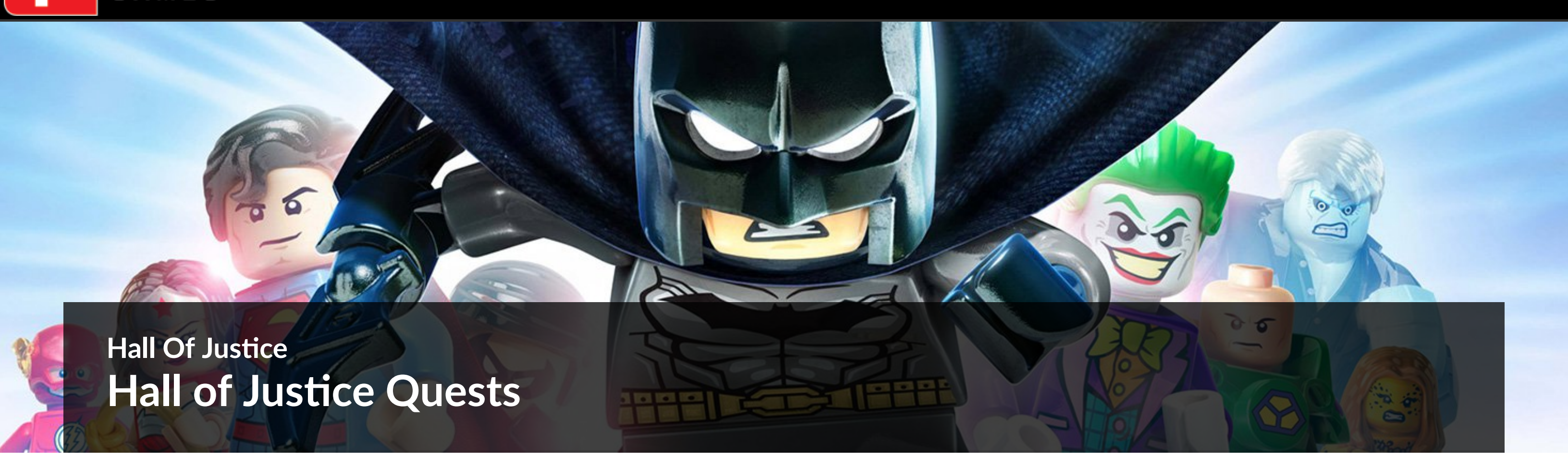


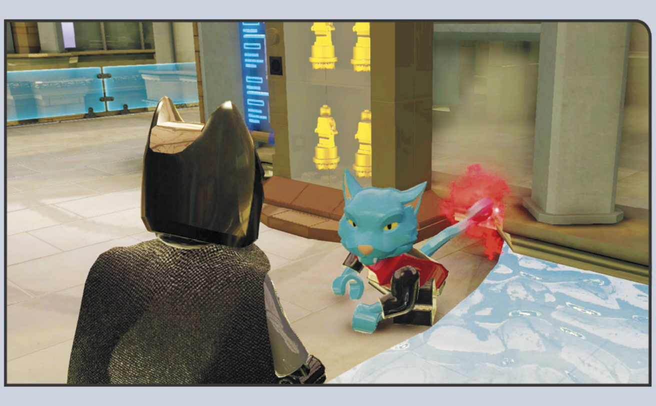
Hall Of Justice

Hall of Justice Quests

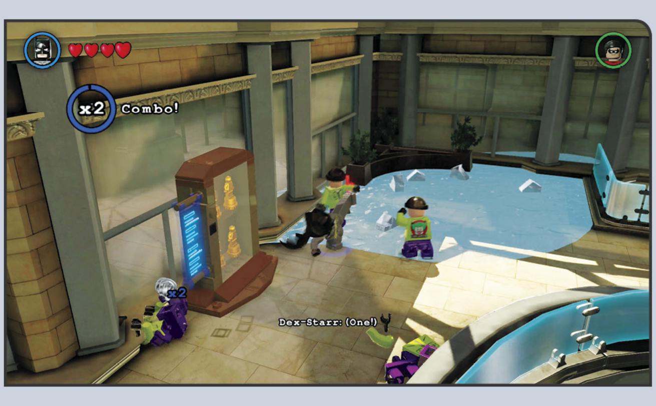
As you explore the Hall of Justice, listen for the cries of other heroes, villains, and other characters in need of assistance. These needy people all have special quests to give you, but you may have to do something special in the hubs before they appear. The Hall of Justice's quest givers are all shown on the map, and all of the Hall of Justice quests are showcased here!

"Anger Meow-nagement"

Location: Hall of Justice
How to unlock: Available from the start
Reward(s): Gold Brick



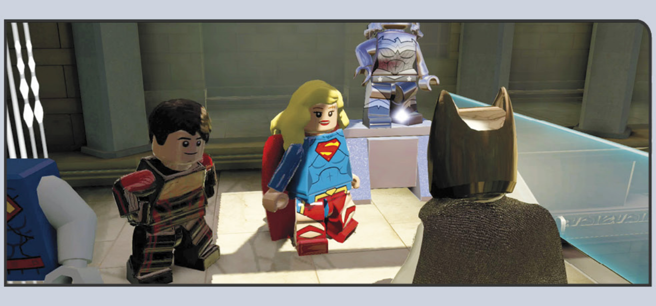
A furry little Red Lantern known as Dex-Starr is getting all worked up in the Hall of Justice. Dex-Starr doesn't want to lose his temper, so he's going to count to ten...he just needs you to defend him from enemies while he cools off!



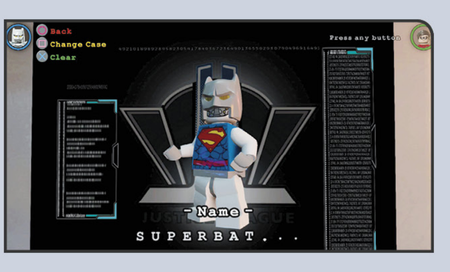
Fight hard and beat back the goons that soon begin to swarm. Don't let any of them hit Dex-Starr, or he has to start counting to ten all over again! Keep protecting Dex-Starr until the Red Lantern has enough time to count to ten and calm himself.

"Super Club"

Location: Hall of Justice
How to unlock: Available from the start
Reward(s): Gold Brick



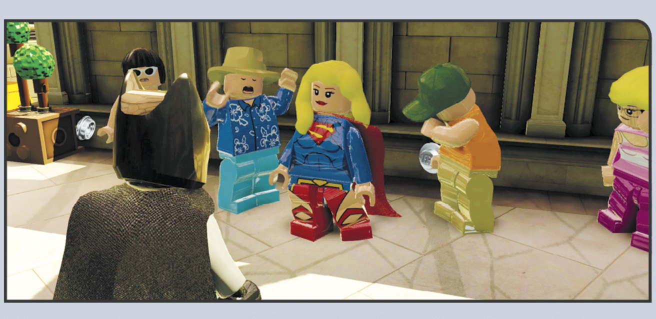
Superboy and Supergirl stand on the Hall of Justice's right side, and they've got exciting news—they're starting a super club! Best of all, you can be in it. You just have to dress the part.



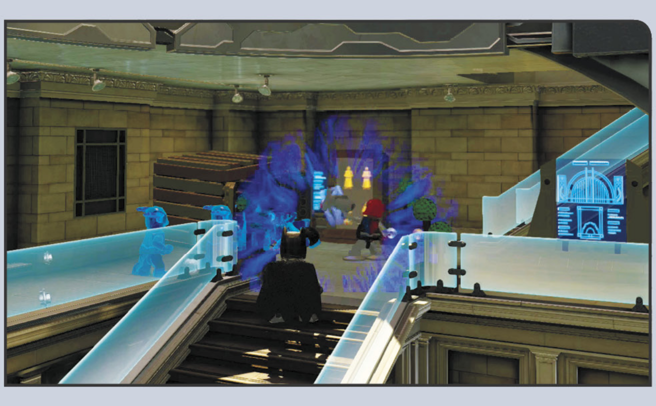
The humble Hall of Justice doesn't feature a character customizer, so head back to the Batcave or Watchtower and use the customizer in one of those hubs. Create a new character and give them the Superman 52 body type. Return to Superboy and Supergirl afterward to stun them with your sweet new suit!

"Misguided Tour"

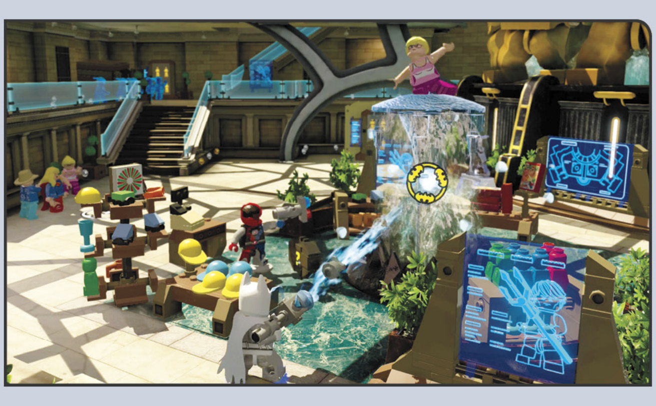
Location: Hall of Justice
How to unlock:
Complete Quest 2: "Super Club"
Reward(s): Gold Brick, Superboy



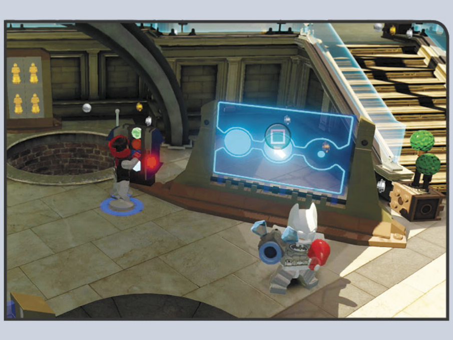
After completing Quest 2, leave the Hall of Justice and then return to find Supergirl standing down on the ground floor. It seems that a number of citizens touring the Hall of Justice have fallen into peril! You must hurry and rescue them, hero!



The first citizen in need of rescue lies atop the nearby stairs. Use magnetic power to free him from beneath a pile of blue Flash statues that have toppled over.



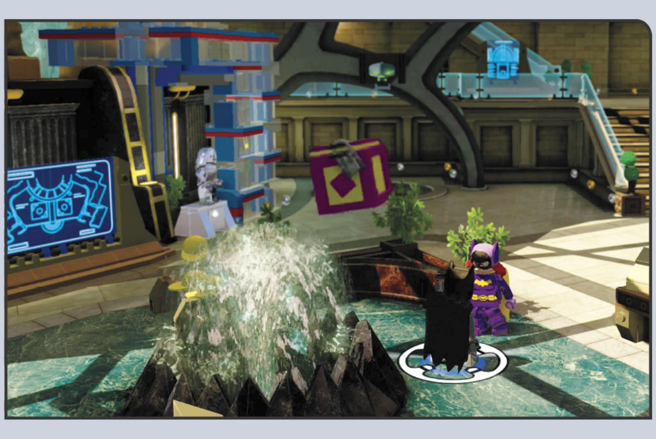
The next two citizens are stuck atop water geysers in the middle of the Hall's lobby. Use a freeze cannon or super-breath to turn the water to ice and rescue them both.



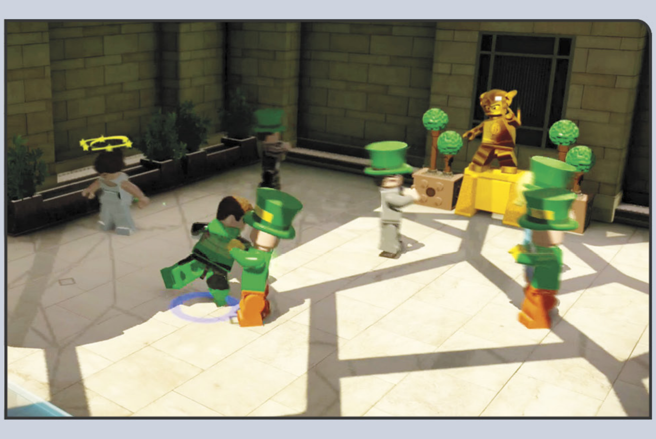
The fourth and final citizen is stuck inside a closet on the right. Hack the techno panel on the ground floor near the right stairs to take control of the nearby monitor, then "click" the middle button to release the citizen from captivity. With all four citizens saved, the official Hall of Justice tour can commence!

"Hat Trick"

Location: Hall of Justice
How to unlock: Complete **Hall of Doom Hub** Quest 6: "The Best Laid Plans of Bats and Men"
Reward(s): Gold Brick



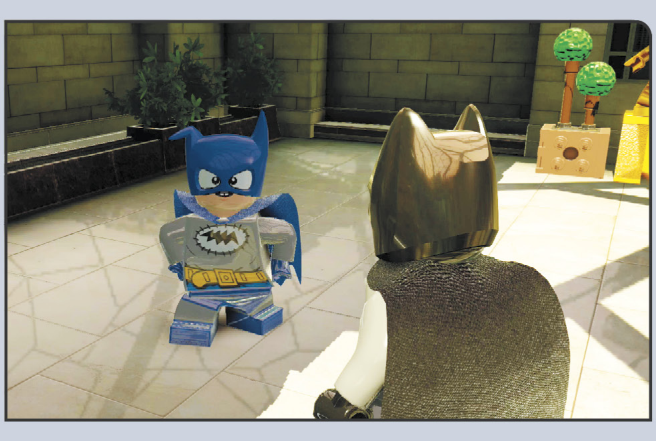
Many of the Hall of Justice's quests are linked to quests that occur at the Hall of Doom. Completing the sixth Hall of Doom hub quest lets you partake in a new quest here in the Hall of Justice—one that involves helping Batgirl free hapless shoppers of the Mad Hatter's mind control!



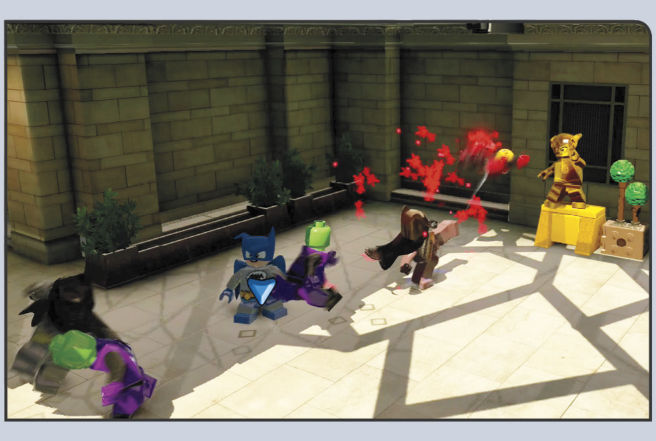
Fly up to the nearby ledge on the right and locate a number of citizens in big, green hats. Those nasty hats must be causing the mind control! Hit each citizen and knock off their hats, and don't stop until you've foiled the Mad Hatter's plot!

"Proof is in the Pummeling"

Location: Hall of Justice
How to unlock: Complete Quest 4: "Hat Trick"
Reward(s): Gold Brick



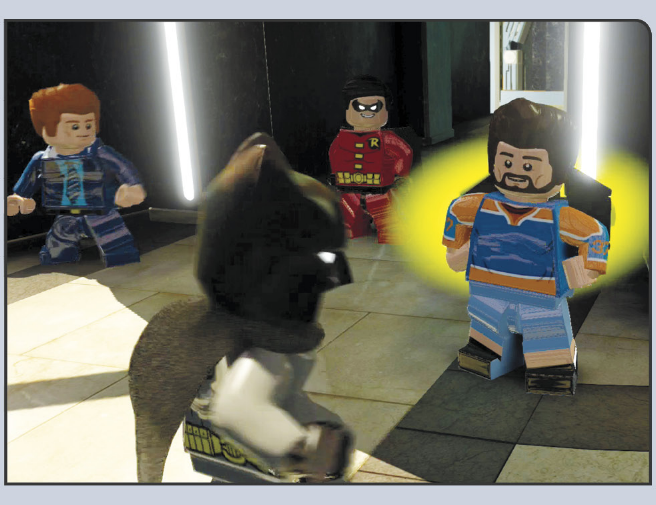
After you beat Quest 4, you find Batman's number one fan, Bat-Mite, waiting for you in the Hall of Justice. Don't worry, he doesn't want you to fetch something for him. He wants you to prove your worth by beating up a bunch of goons!



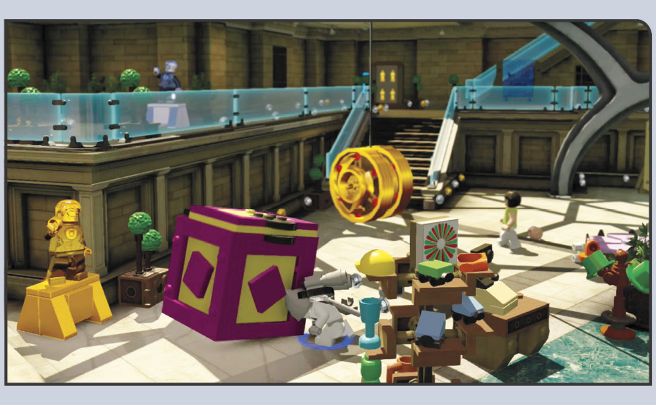
Get straight to work and start pounding the assorted goons that soon appear. Bat-Mite can't help you; this is your test! Wipe out every last goon to prove that you've got what it takes to clean up the galaxy!

"Tricky Tour Guide"

Location: Hall of Justice
How to unlock: Complete **Hall of Doom Hub** Quest 8: "Five Studs, Please"
Reward(s): Gold Brick, Trickster



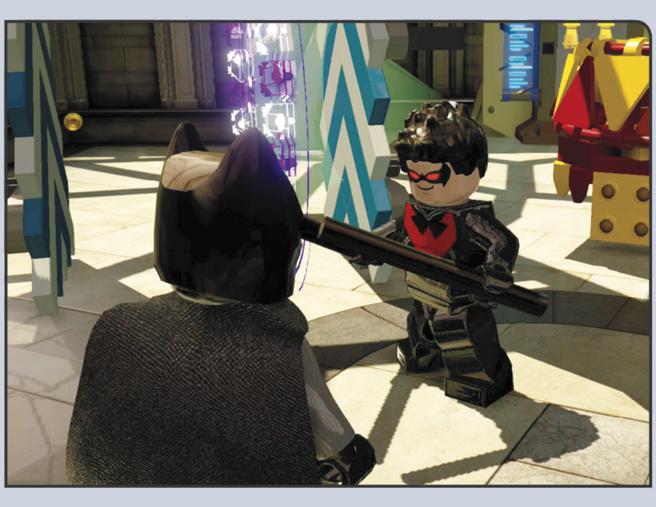
After you finish the final Hall of Doom hub quest, you find your pal Kevin Smith waiting for you in the Hall of Justice. It seems Kevin is filming a new documentary investigating a series of nasty traps that have been left around the Hall of Justice by the wicked Trickster!



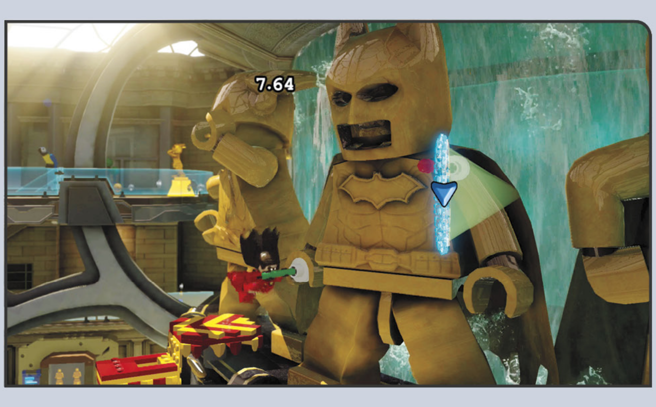
You've got to disarm those traps! Search the Hall of Justice's every nook and cranny for three giant yo-yos, three big bear traps, and three big present boxes. Use lasers to destroy the yo-yos when they drop down, and grapple the bear traps to set them off from a safe distance. The presents take a bit more work. First hit their targets with a Batarang, then build the bricks that they drop into locks that seal them up tight. Disarm all nine traps to undo the Trickster's evil scheme!

"Nightwing of Fire"

Location: Hall of Justice
How to unlock:
Complete Quest 6: "Tricky Tour Guide"
Reward(s): Gold Brick



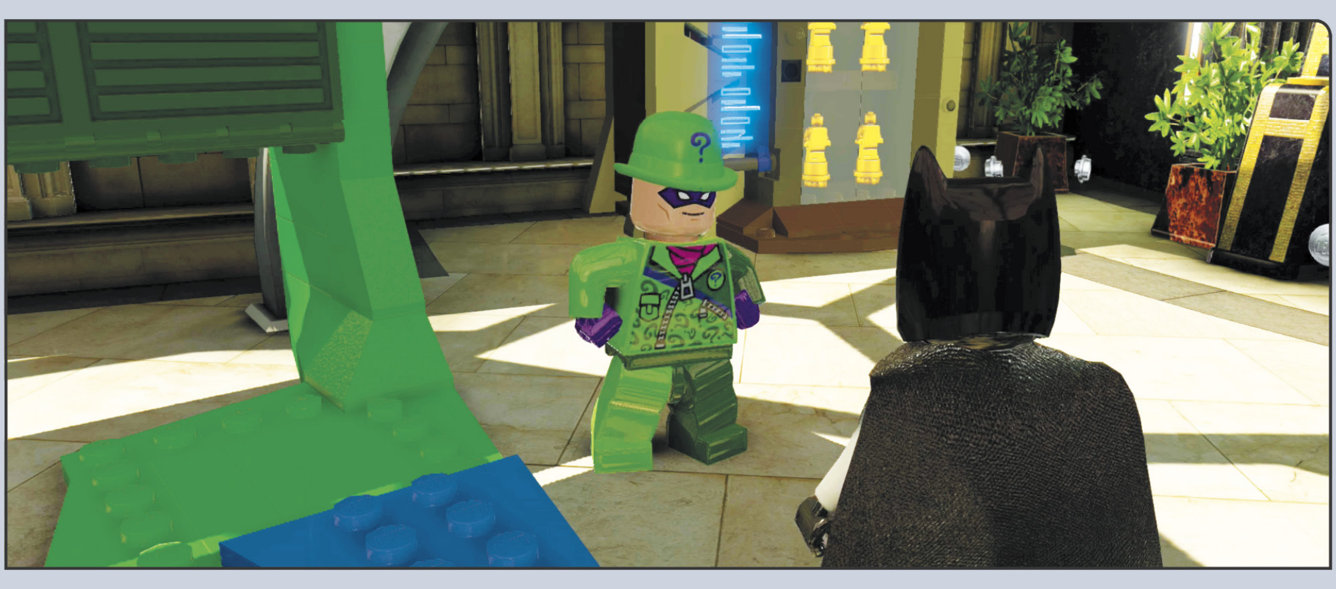
After you complete Quest 7, leave the Hall of Justice and return to find Nightwing standing on the lobby's left side. He's been working through some of his issues in therapy and needs you to help him confront his fears by leaping your way through a hazardous obstacle course!



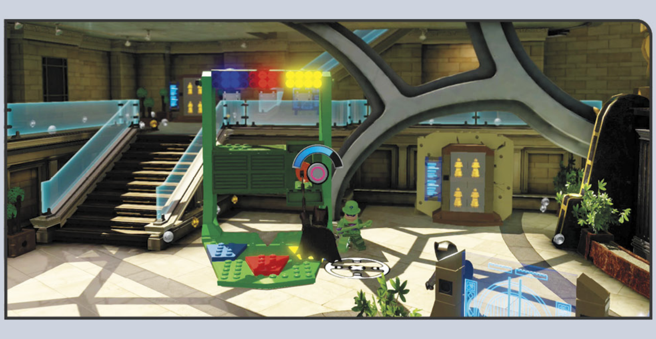
Pick an athletic character that can double jump, wall jump, and leap from twirl poles (Robin is a good choice), then wall-jump your way up the narrow walls that Nightwing has set up nearby. You pass through a ring as you go, causing more rings to appear. Follow the rings, leaping through each one as you jump and flip your way through Nightwing's crazy course! Reach the end of the run to help Nightwing (and feel free to fly through the course if you need a little advantage)!

"Triple Riddle"

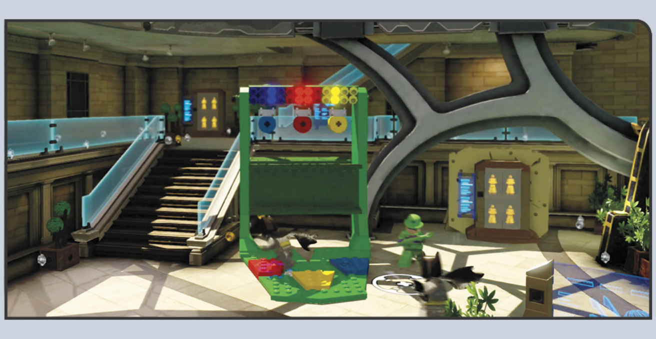
Location: Hall of Justice
How to unlock: Complete **Hall of Justice Hub** Quest 7: "Nightwing of Fire"
Reward(s): Gold Brick, The Riddler



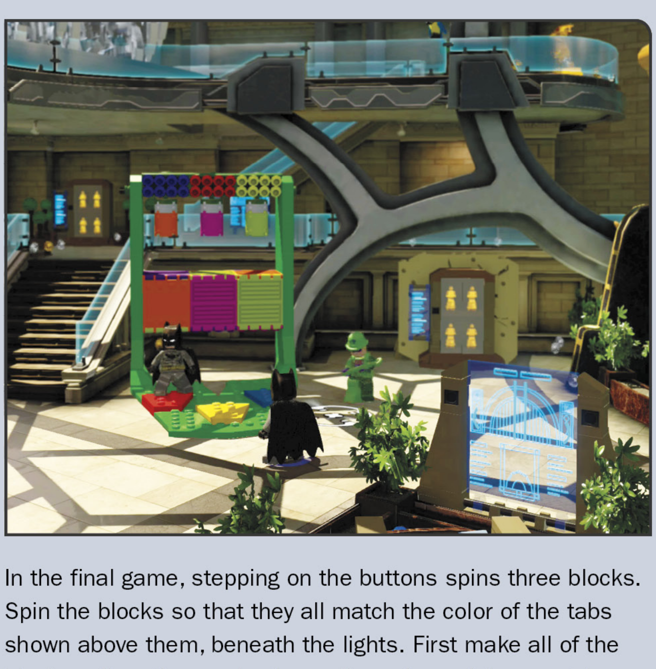
Complete the fifth quest down in the Hall of Doom, and you find that the Riddler has set up shop in the Hall of Justice's lobby. Play and solve his series of games, and you receive wondrous prizes!



The Riddler challenges you to three games. First, keep your eye on the box that the orange hook drops inside, then step on the right button to expose the hook. Grapple it to solve the puzzle.



In the second game, you must step on the buttons at the right moment to trap all three bouncing balls up at the top of the game, near the colored lights. The balls don't stay stuck for long, so this is tricky. If you're having trouble, just run back and forth across the buttons as fast as you can until you manage to solve it!



In the final game, stepping on the buttons spins three blocks. Spin the blocks so that they all match the color of the tabs shown above them, beneath the lights. First make all of the blocks yellow, then make them all purple, and then match each block to the color that's shown above it (orange, pink, and yellow). Solve this final puzzle to crack the Riddler's game and receive your rewards!

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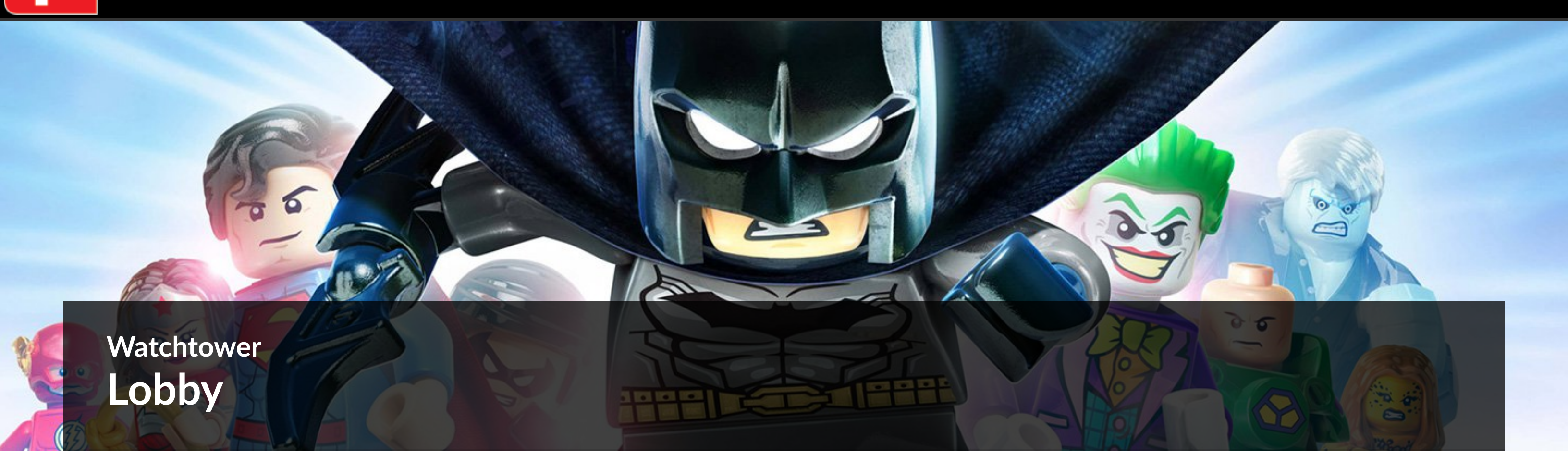


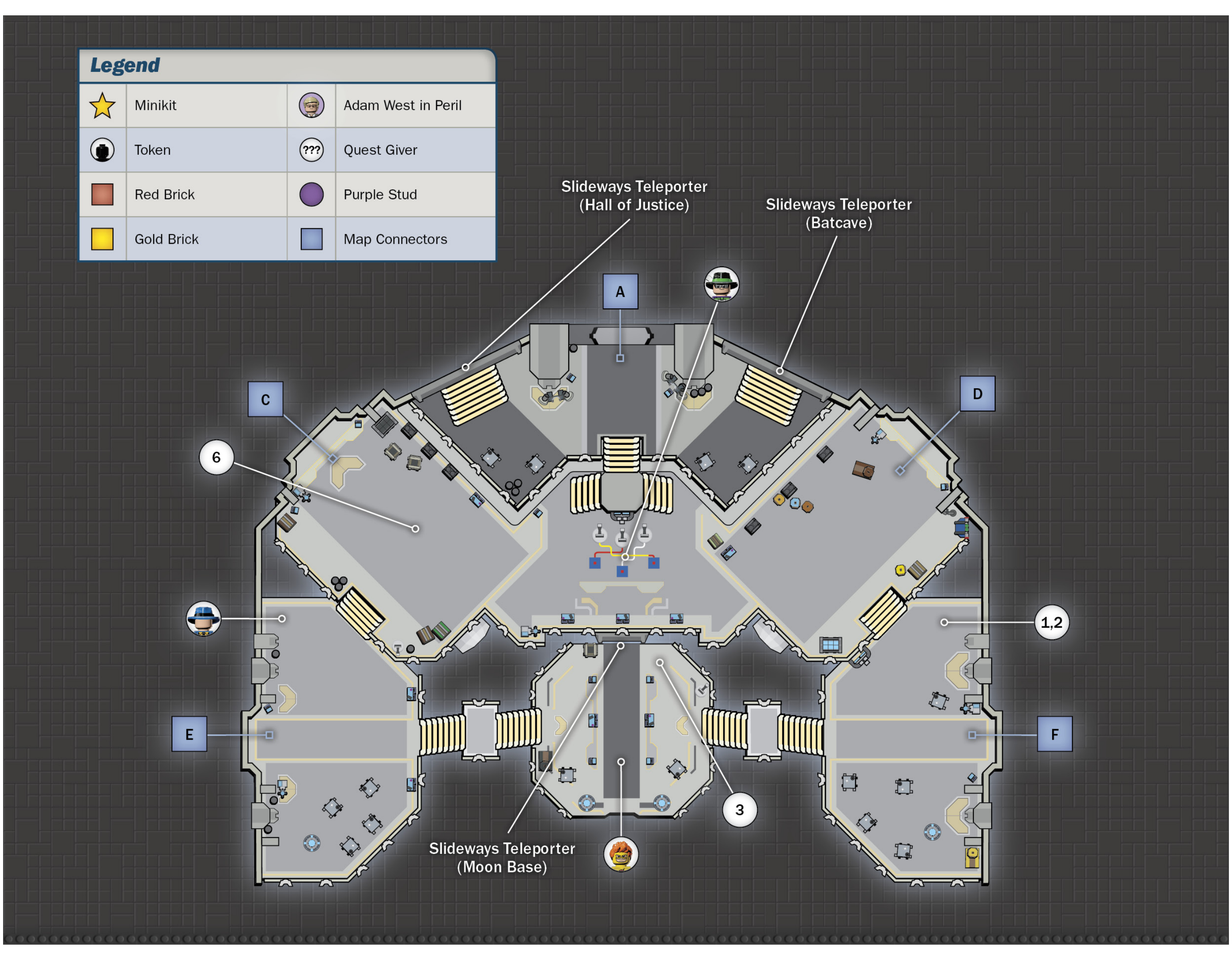
Watchtower

Lobby

HUB
2
AREA
Watchtower

Hub Overview

The Watchtower is a mighty space station used by the Justice League to monitor and respond to intergalactic threats. In orbit around Earth, the Watchtower is manned by Martian Manhunter and commonly visited by other Justice League members. Advanced "slideways teleporters" link the Watchtower to all other hubs, including the Batcave and the Hall of Justice. Later in the adventure, access to deep-space hubs also becomes available through a third slideways teleporter that you build within the Watchtower.



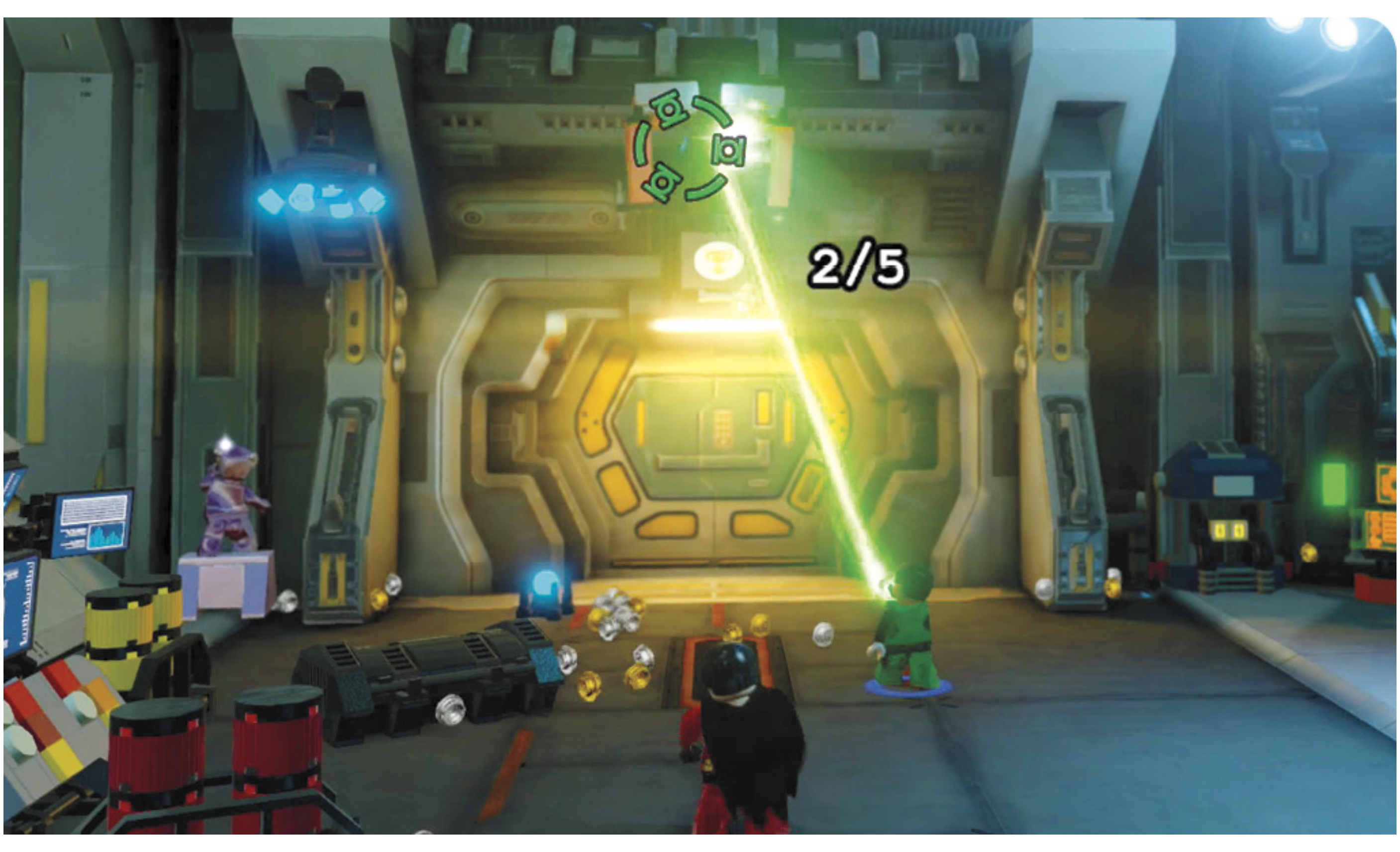
Like the Batcave, the Watchtower is a large hub with several unique rooms. The Lobby is the main room that connects to all of the others. You pass through it quite often as you head around the hub. Slideways teleporters linking to the Batcave and Hall of Justice lie in the Lobby. Once you complete the "Permission to Launch" Quest, a third teleporter becomes available that leads to special planetoid hubs out in deep space!

GOLD BRICKS

Gold Bricks

No.	Notes
1	Not on Map. Shoot down the five signs above the Lobby's doors.

Gold Brick 1



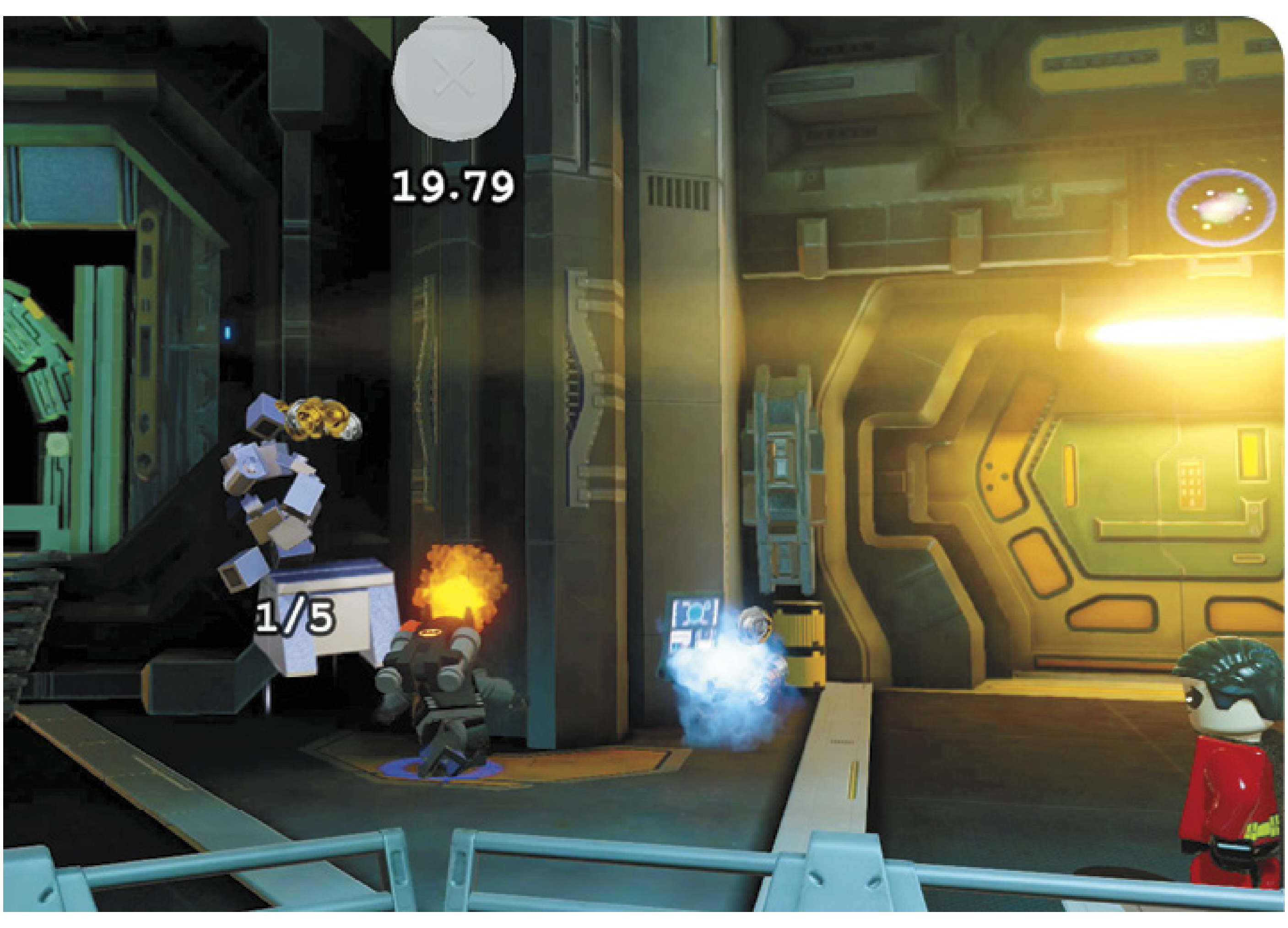
Shoot down the five glowing signs above the Lobby's doors that lead to other rooms. There's no time limit; you get a Gold Brick after you blast all five.

CHARACTER TOKENS

Character Tokens

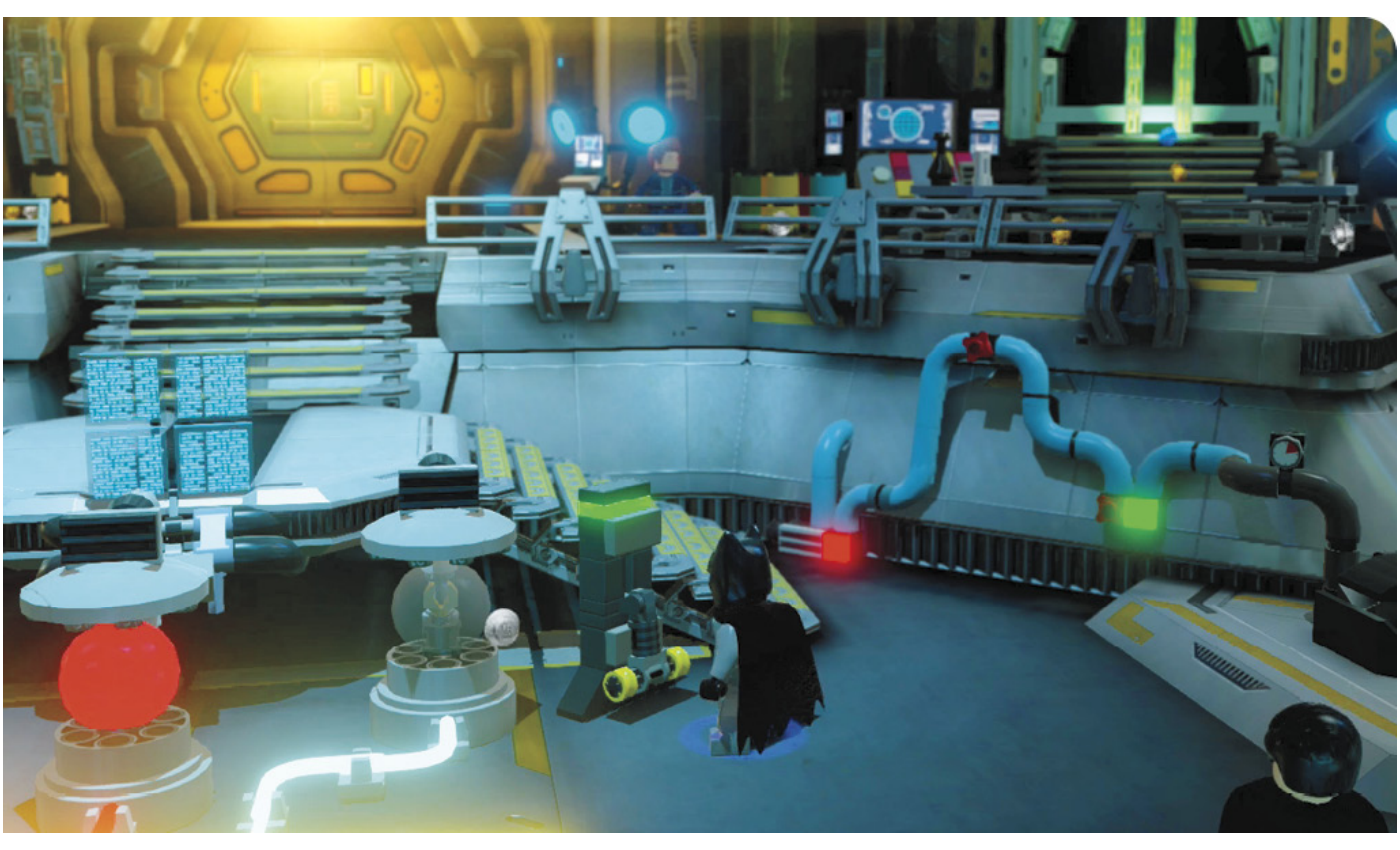
Icon	Character	Notes
	Kid Flash	Quickly destroy all five silver statues.
	Music Meister	Pull the lever and then step on the central floor buttons in the right order.
	The Question	Use super senses to search the left corner and then open the magnetic crate.

Kid Flash



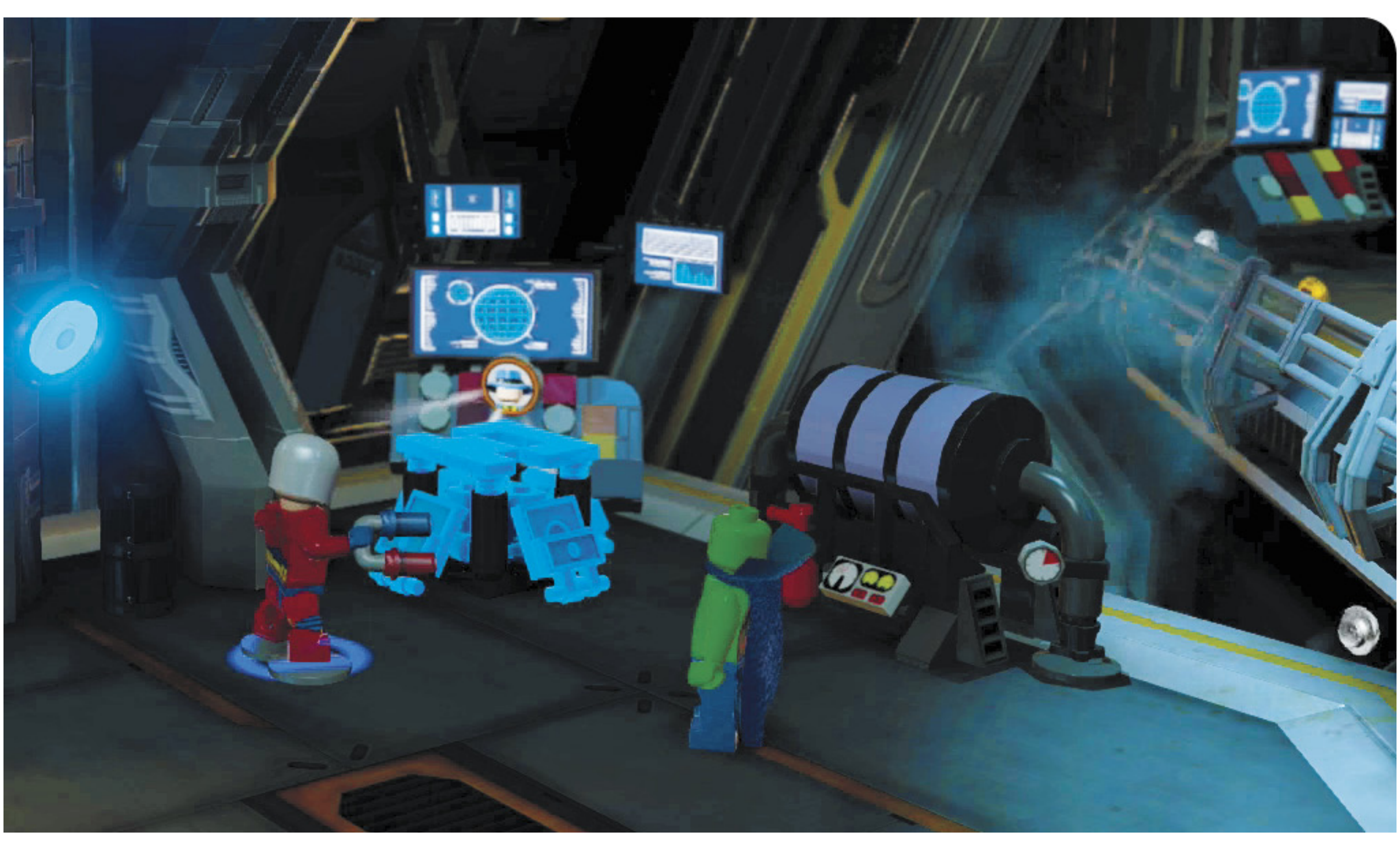
Five silver statues stand around the Watchtower Lobby. They're all spread out, with one statue standing on each platform. Slap on a Power or Demolition Suit and start at the highest platform at the top. Blast the top statue and then work your way clockwise to destroy the rest. Head over to the right, go downstairs to the bottom, and then go upstairs to the left, blasting all five silver statues to keep the timer going and receive Kid Flash's Character Token!

Music Meister



Three floor buttons are found in the foreground on the Lobby's central platform. Pull the nearby lever, and then watch as the three nearby globes light up. Step on the floor buttons to send power to the globes and light them up again in the same order in which they lit. Notice the path of the cables from the buttons to the orbs, and step on the buttons in this order: left, right, center.

The Question



There's something suspicious about the Lobby's left platform. Use super senses to search the corner and discover a small, blue crate. Aha! Use magnetic power to open the crate and release a Character Token.

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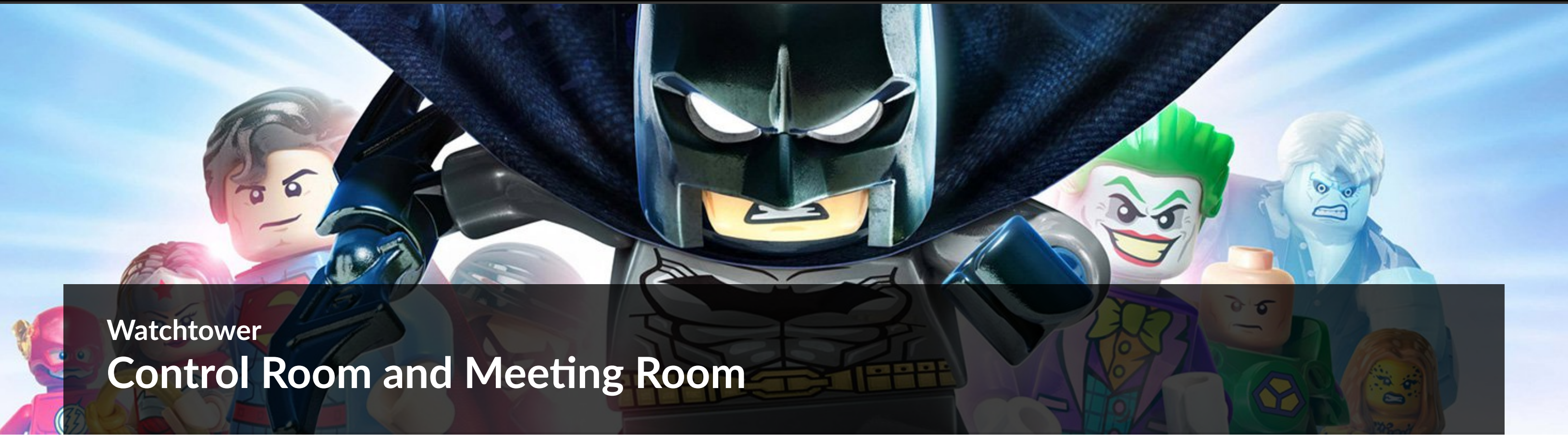
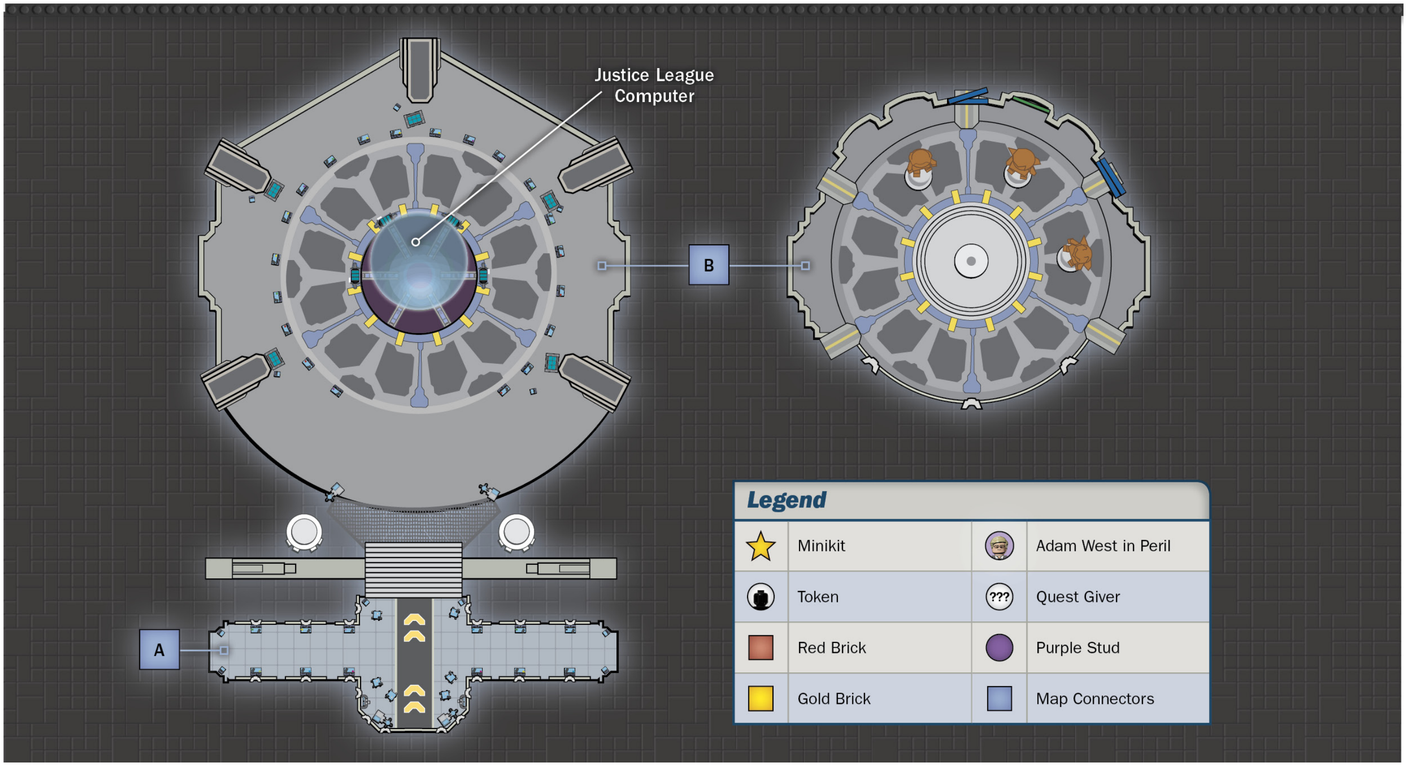


Watchtower

Control Room and Meeting Room


Justice League Computer
B
A
Legend
☆ Minikit
Adam West in Peril
● Token
(???) Quest Giver
🟥 Red Brick
● Purple Stud
🟨 Gold Brick
🟦 Map Connectors

Though it features no hidden goodies or collectibles, the Control Room is an important section of the Watchtower. Think of it like the bridge of a ship—it is from here that all of the station's most vital operations are performed. The Justice League Computer is housed here. Use it to call up a star chart that lets you quickly revisit any past missions or hubs. The door on the right leads to the Meeting Room, where the League develops their strategies for maintaining peace in the galaxy.

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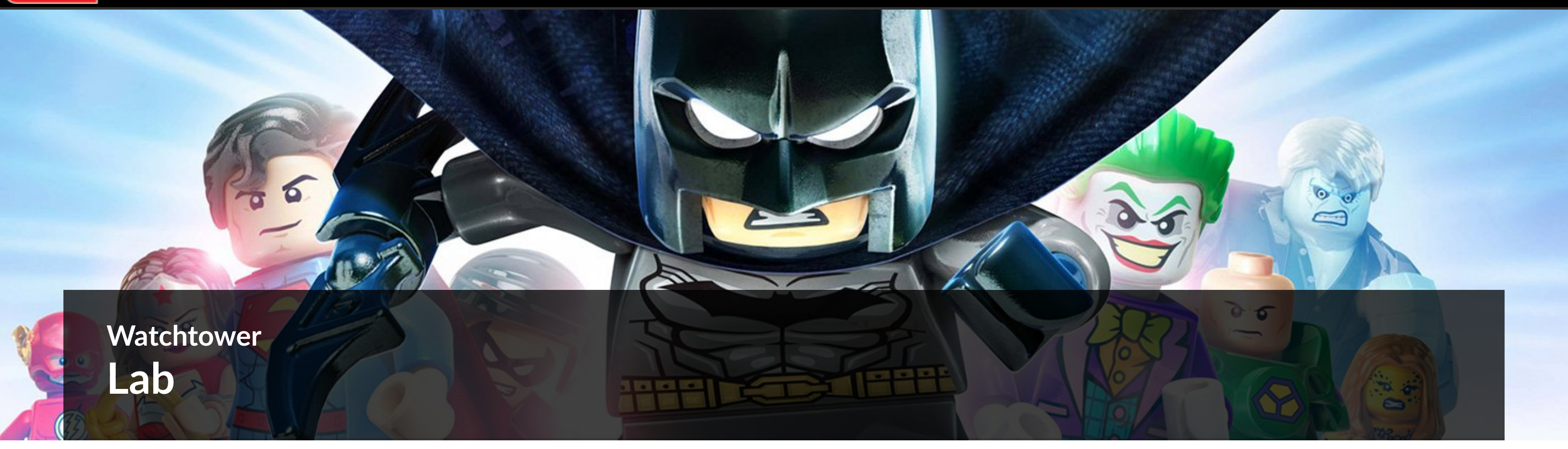
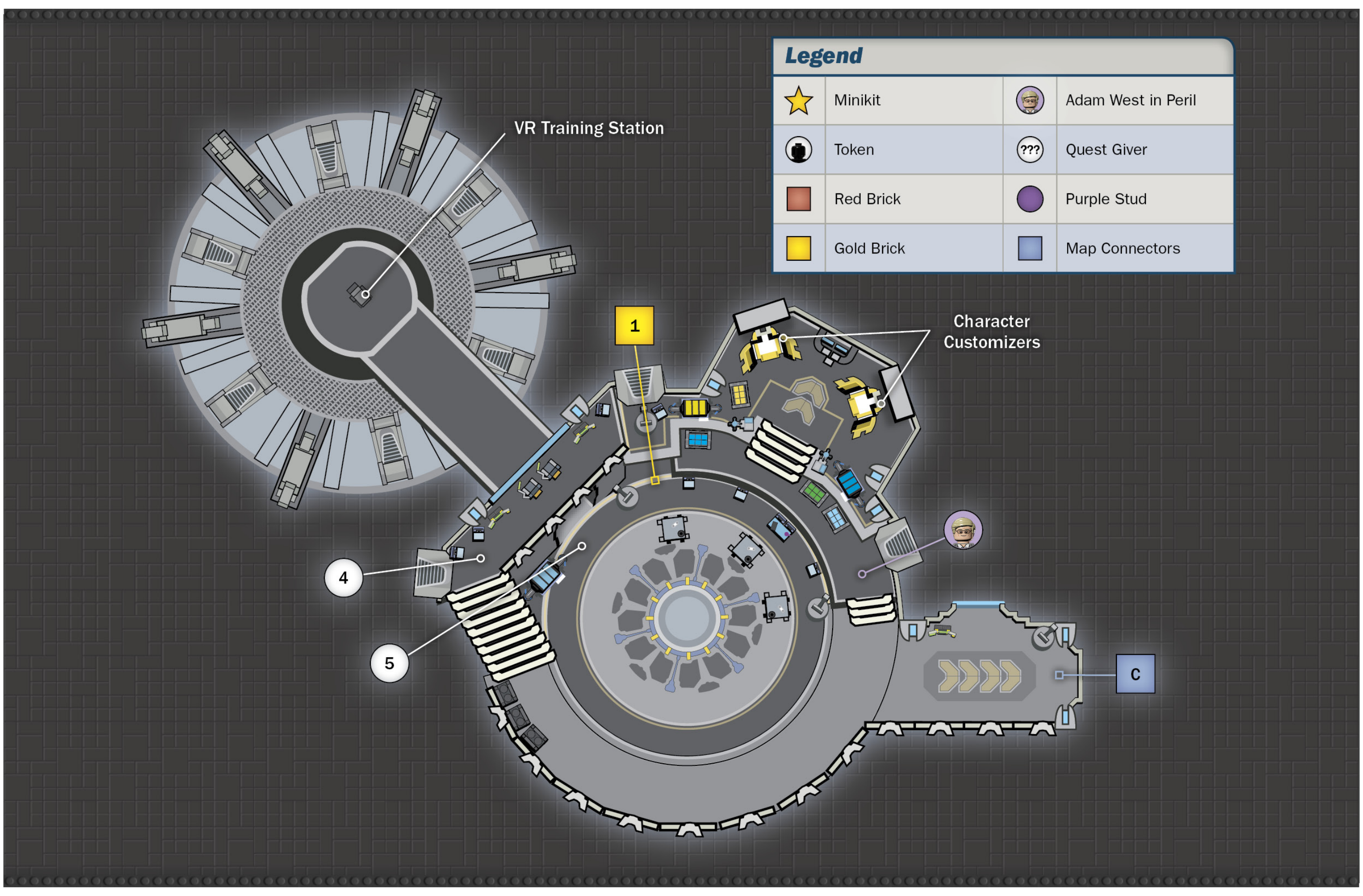


Watchtower
Lab



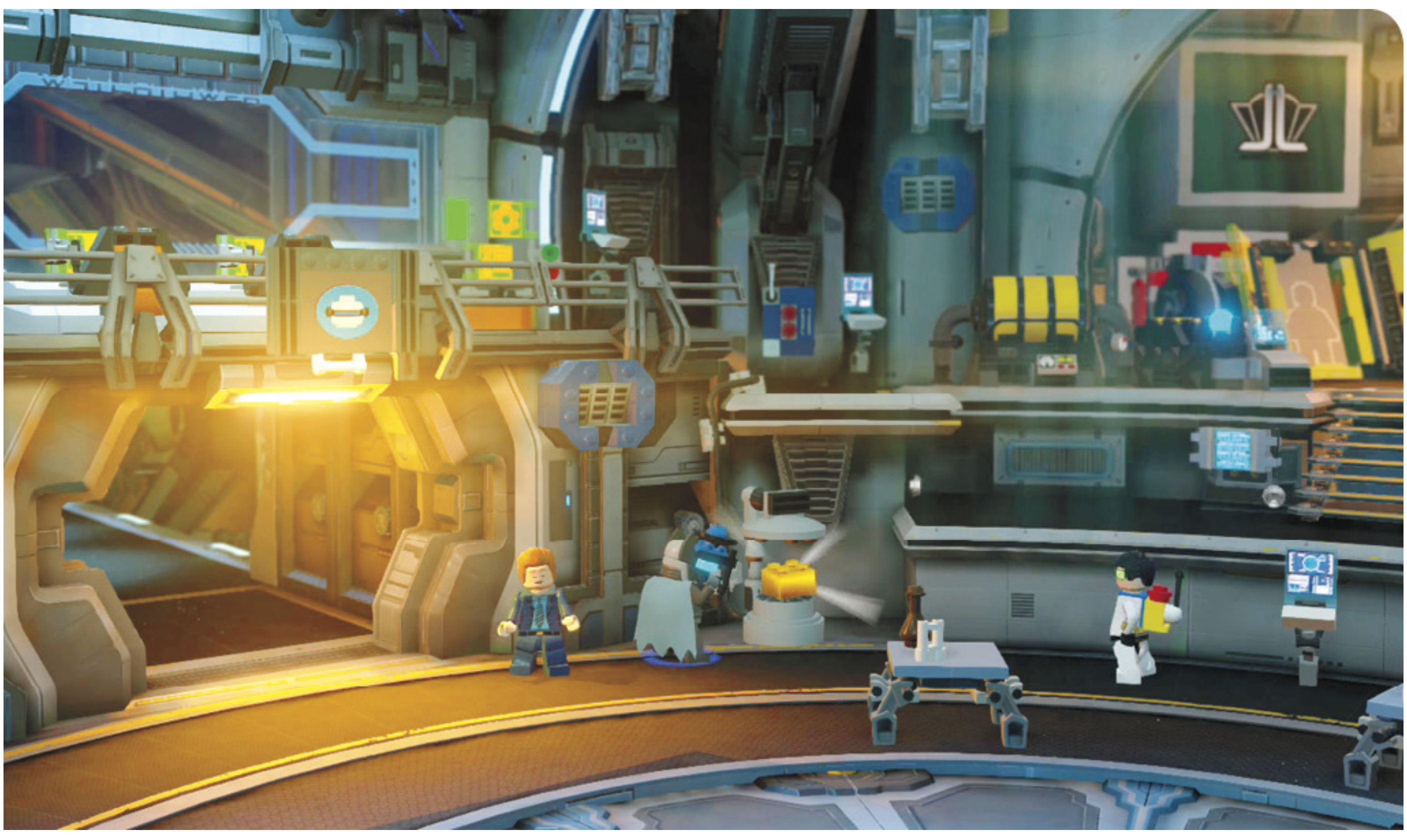
The Watchtower's Lab is much like the Batcave's, featuring a VR training station where you can enjoy all of the same VR missions. Flip back to the Batcave's hub walkthrough to learn what you can win from the VR missions. You also find the Watchtower's character customizers here in the Lab, which you use as you complete certain quests.

GOLD BRICKS

🟨 Gold Bricks

No.	Notes
1	Hack the techno panel and then shatter the glass case with sonar.

Gold Brick 1



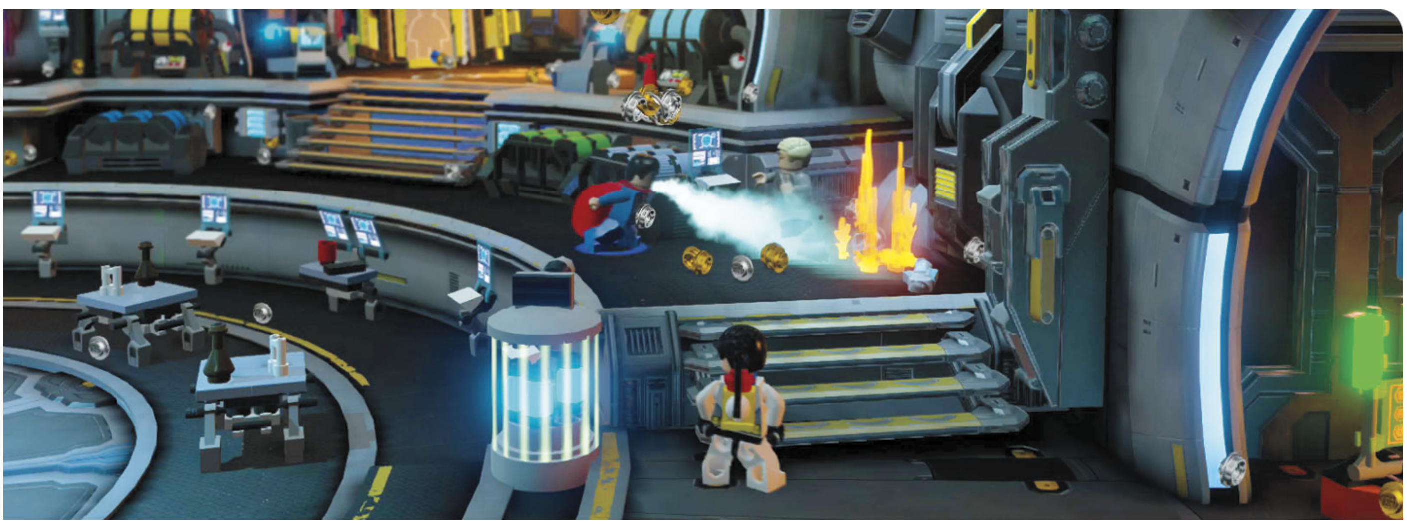
Hack the techno panel in the lab to expose a glass canister below you. Shatter the canister with a sonar blast and then grab the Gold Brick you've uncovered!

PERILS

Adam West in Peril!

No.	Notes
1	After saving Adam from peril in the Containment Cells area, use super-breath or a freeze cannon, to save him here in the Lab.

Adam West in Peril!



After you've rescued Adam West from peril in the Watchtower's Containment Cells area (read on for details), you can save him again here in the Lab. One of his groundbreaking experiments seems to have gone awry, for Adam finds himself surrounded by searing flames. Use a freeze cannon or super-breath to douse the flames and save TV's original Batman.

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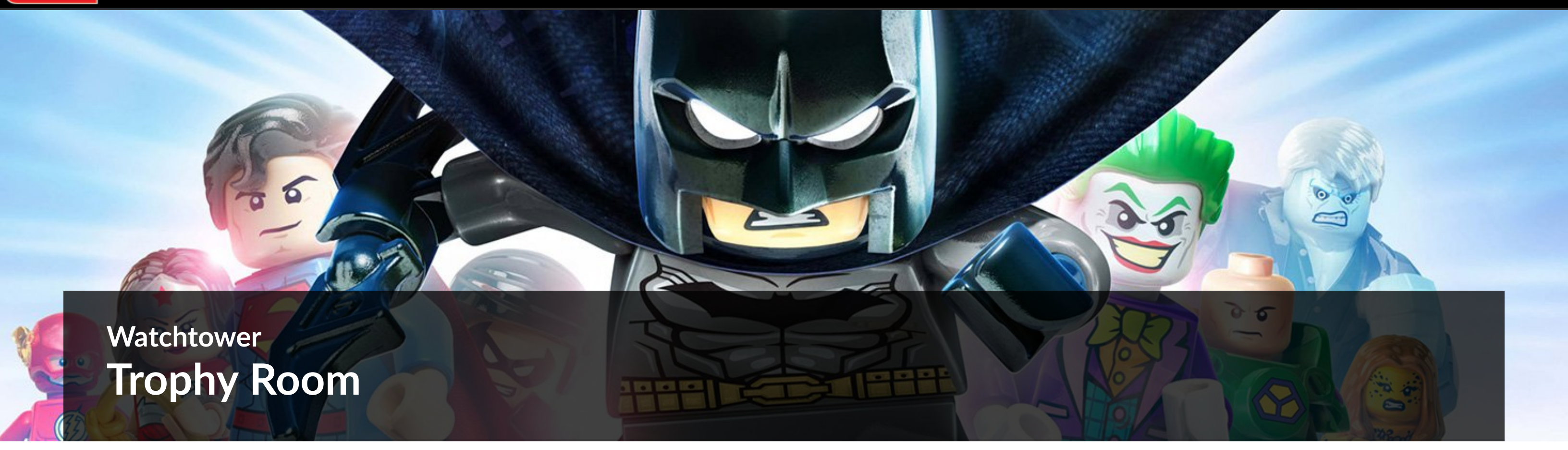
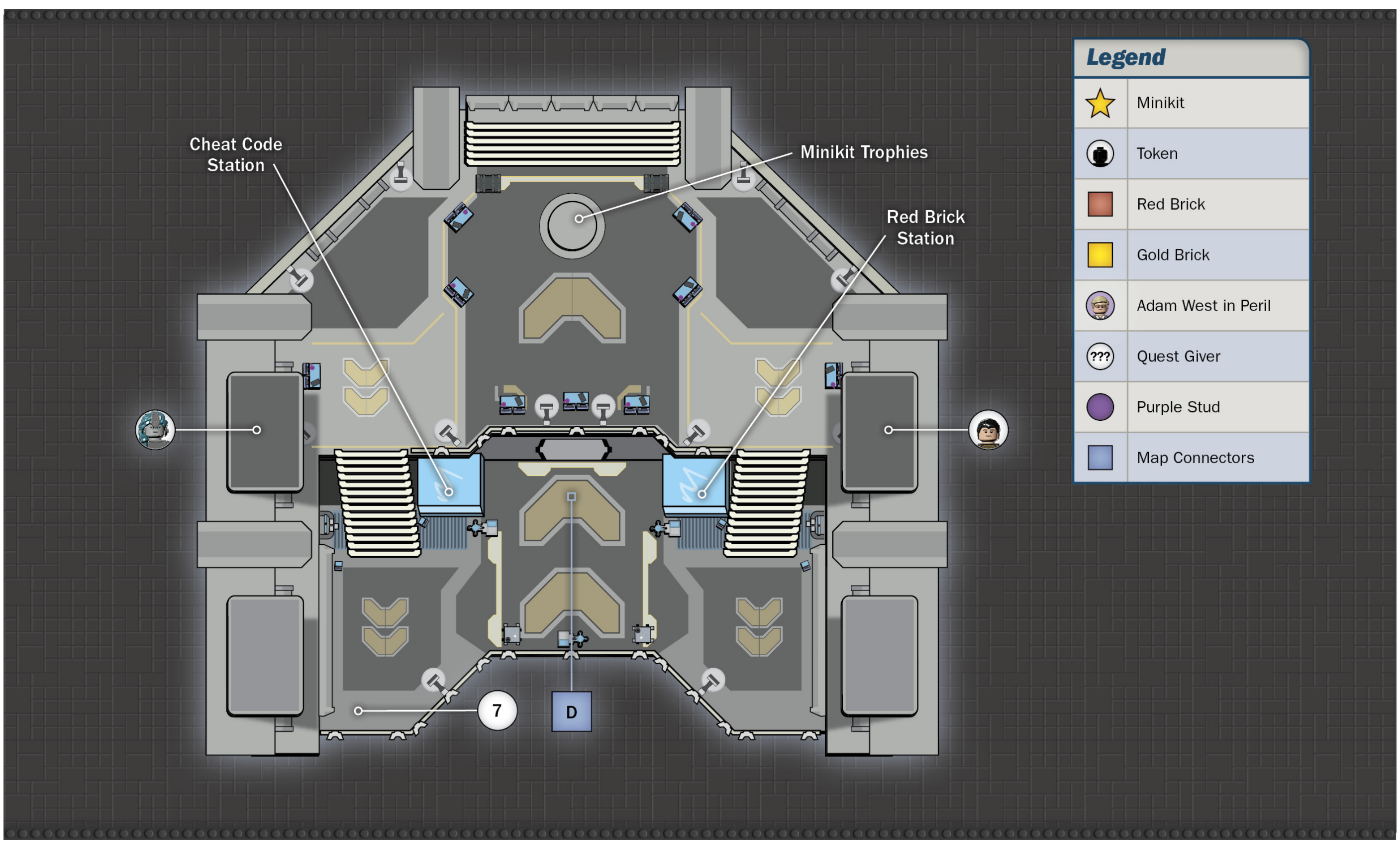


Watchtower
Trophy Room



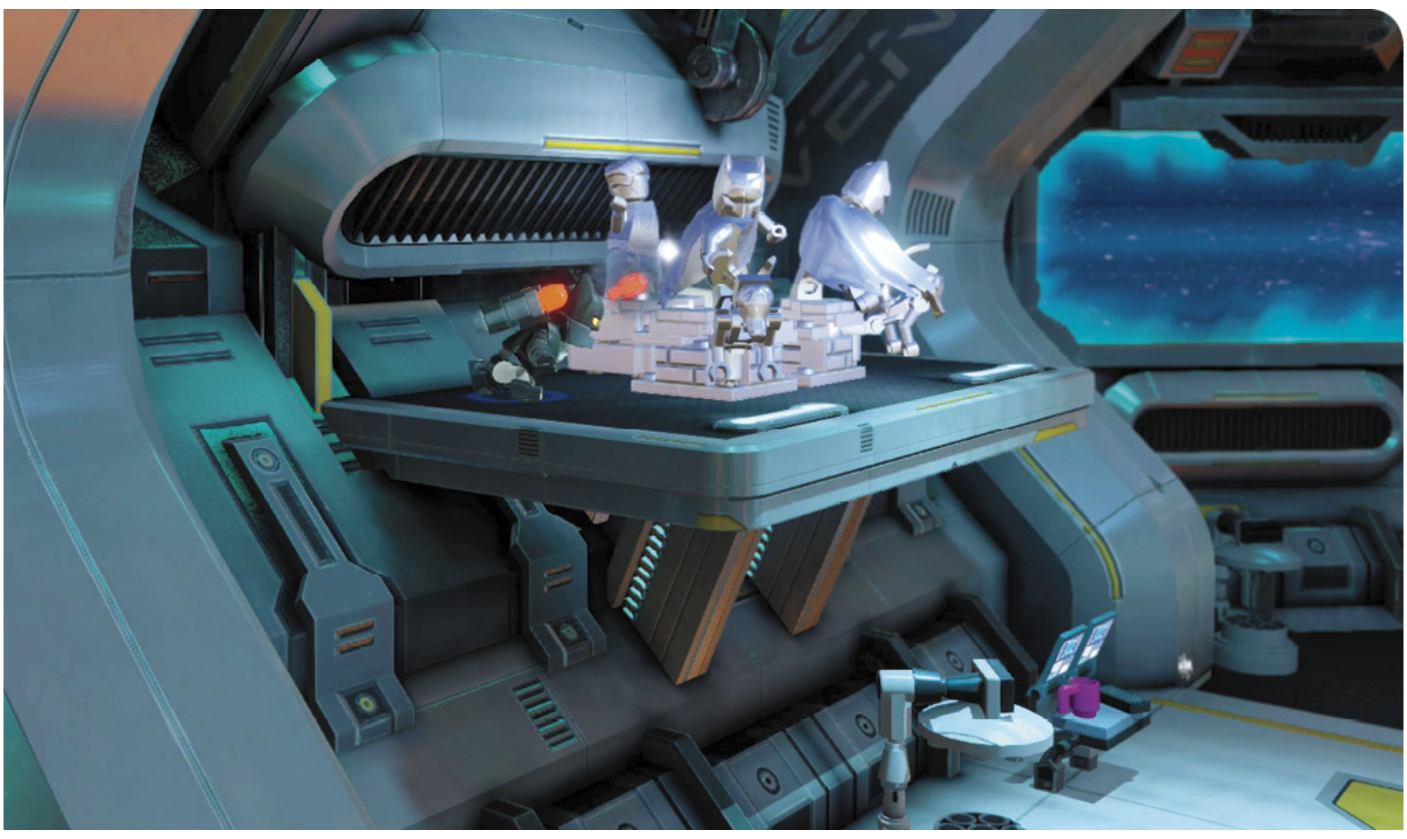
Like the Batcave's Trophy Room, the Watchtower's lets you view all of the trophies that you've built by collecting Minikits in each of the levels. You can also spend studs in the Trophy Room to purchase any Red Bricks that you've discovered in the levels. You can then use their special powers at will.

CHARACTER TOKENS

Character Tokens

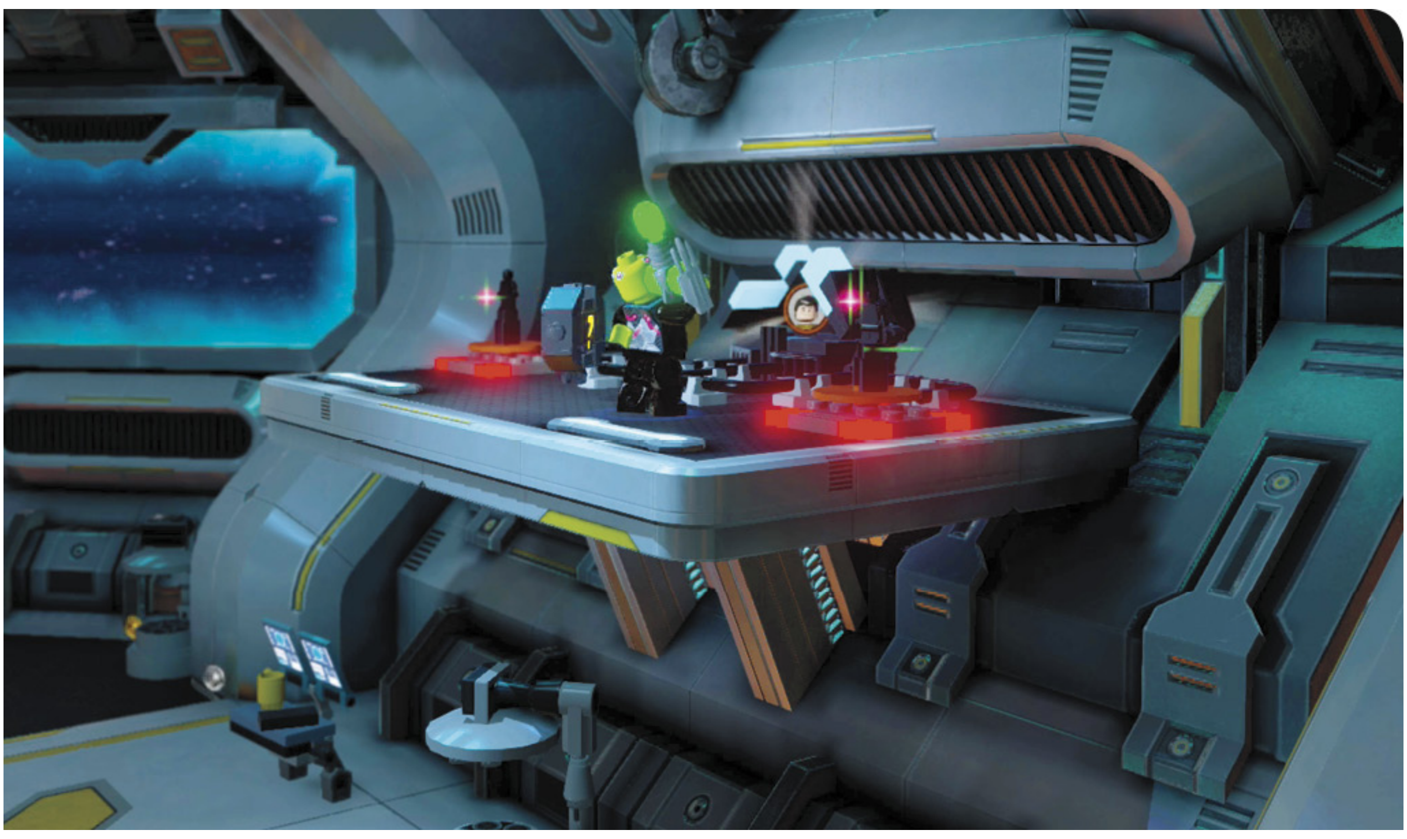
Icon	Character	Notes
●	Platinum	Destroy the silver statues on the left platform, use super senses, and then destroy the silver chest.
●	Black Adam	Use Brainiac's shrink ray to shrink the two black statues on the right platform.

Platinum



Fly over to the high ledge on the Trophy Room's left side, which features several silver statues. Change into a Power or Demolition Suit and blast the statues, then use super senses to detect a silver chest where the statues formerly stood. Blast the chest to at last uncover a Character Token!

Black Adam



Fly up to the Trophy Room's high right platform, then toggle your character to Brainiac and unleash his shrink ray on the two black, sparkling statues. Shrink both statues to open the nearby capsule, which contains Black Adam's Character Token!

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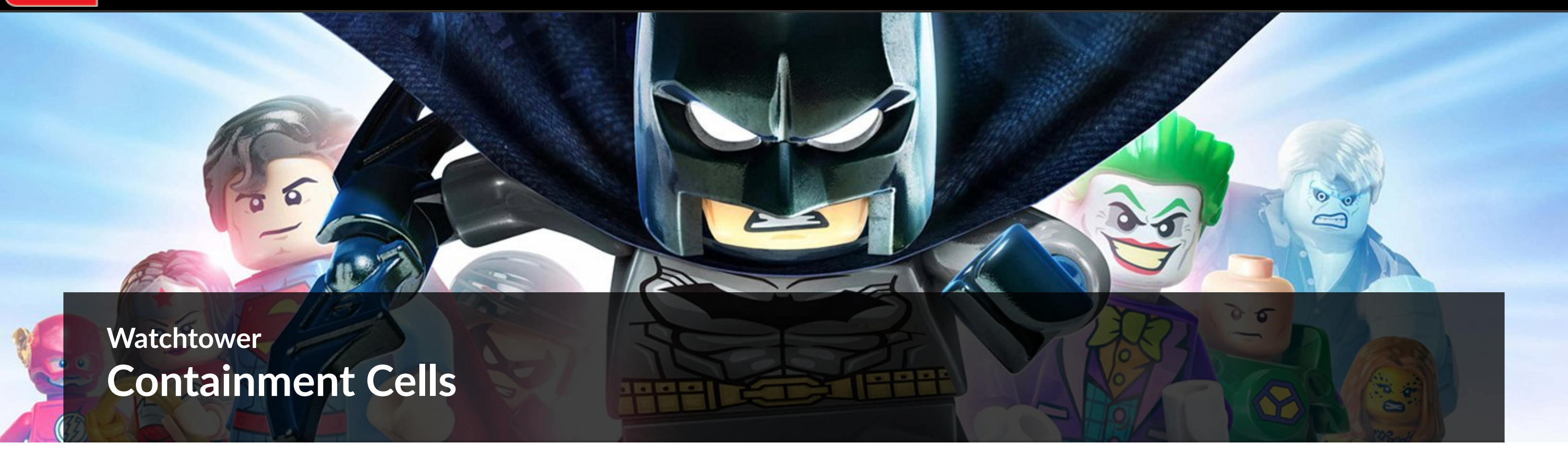
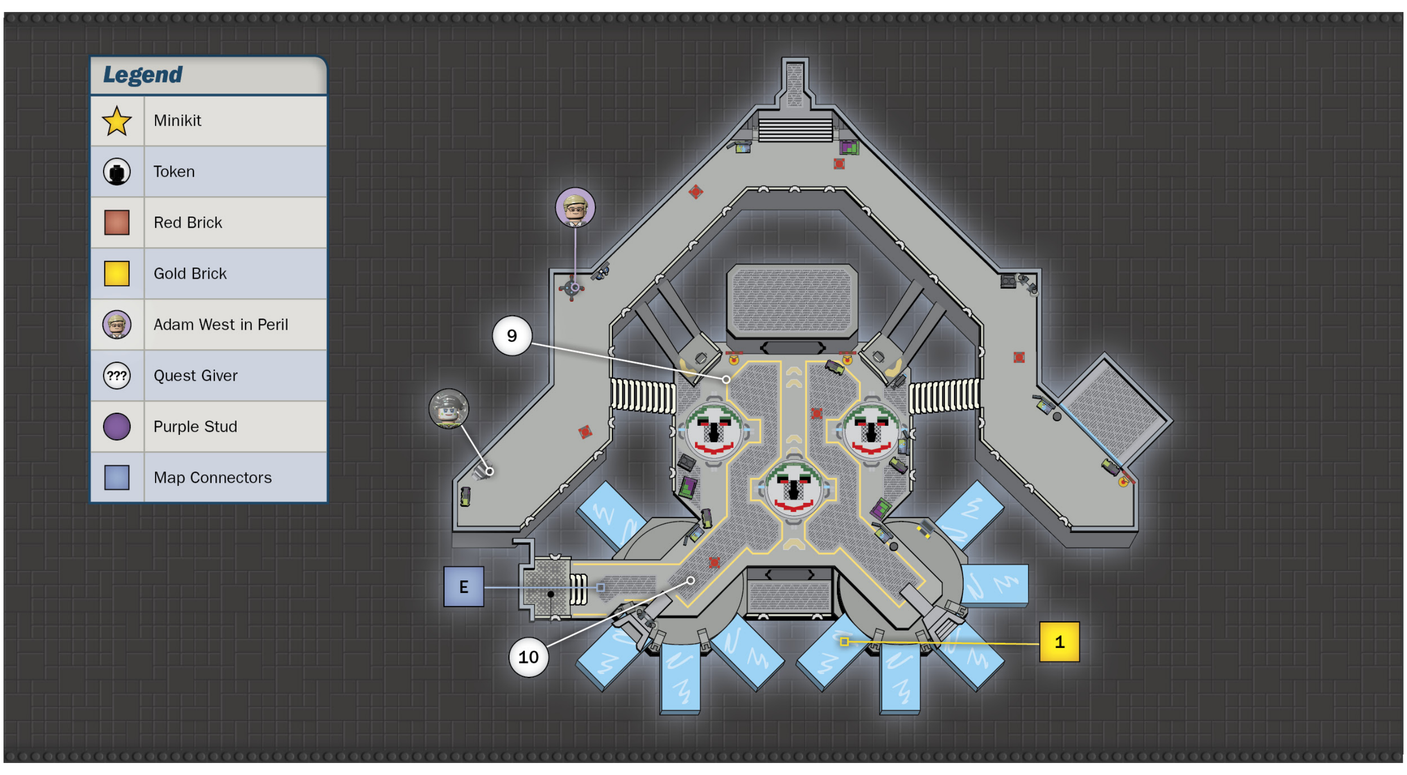


Watchtower

Containment Cells



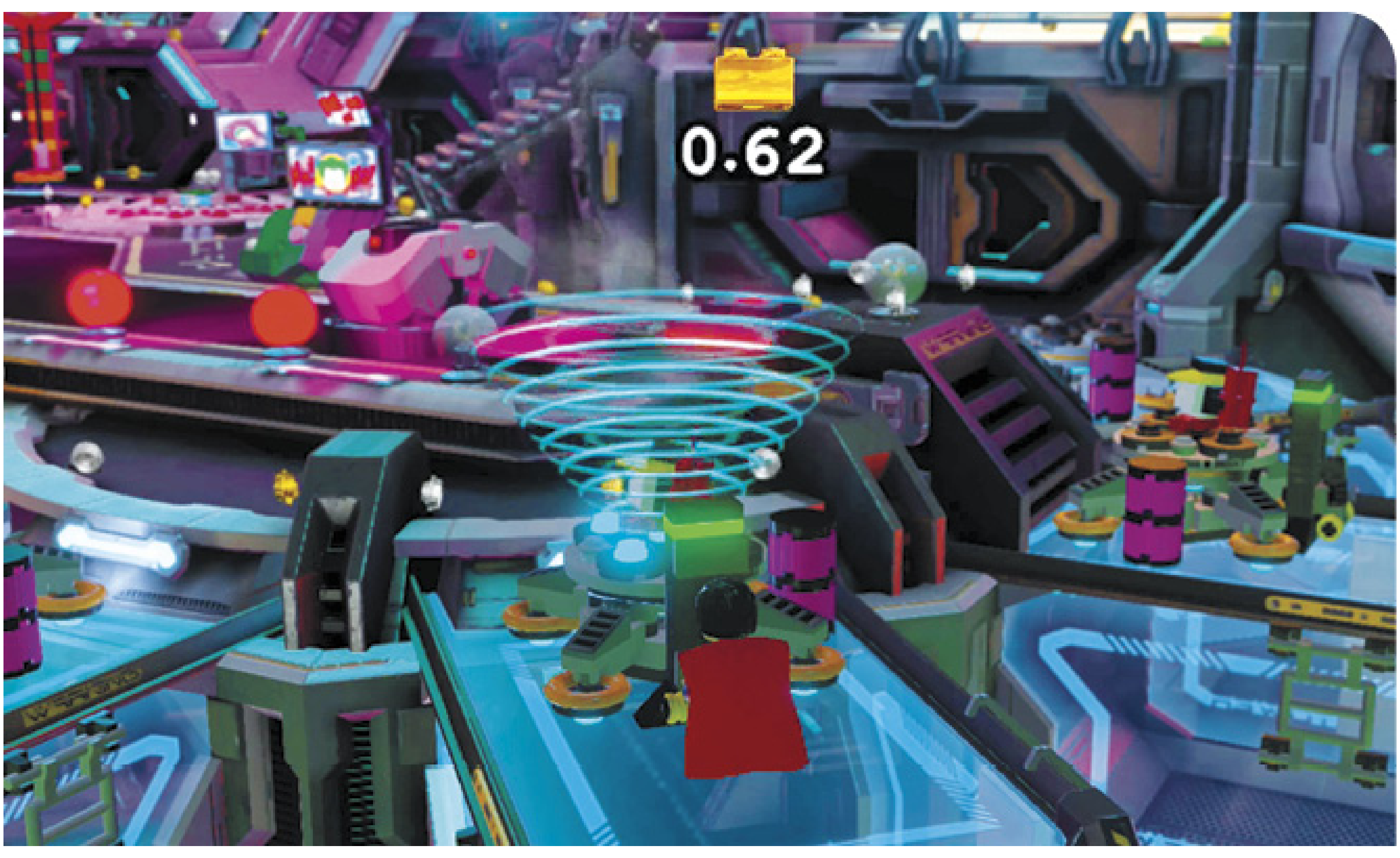
When bad guys behave badly, they often find themselves locked up in the Watchtower's Containment Cells. These high-tech cells can hold just about any villain, no matter how mighty they might be. Visitors such as yourself can also find several goodies here to take home as souvenirs.

GOLD BRICKS

Gold Bricks

No.	Notes
1	Pull the three levers quickly and free the penguins.

Gold Brick 1



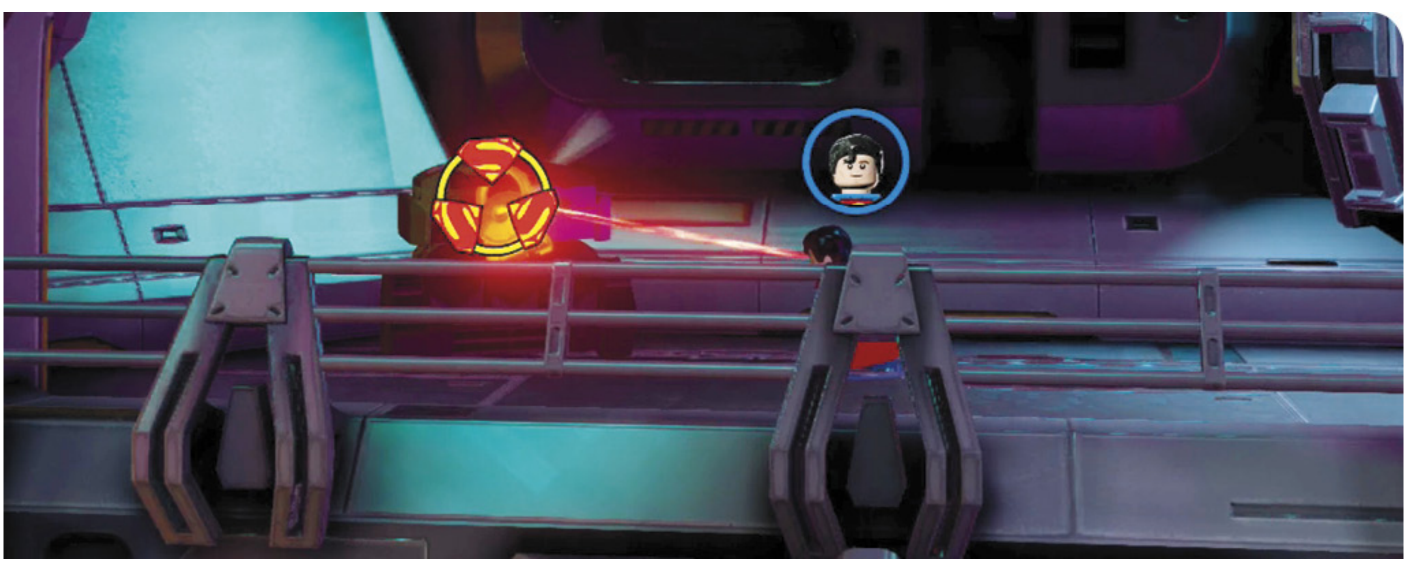
Three levers stand atop three glass holding cells in the containment room's right foreground corner. Pull the lever on the left to start a timer, then quickly leap over and pull the lever on the right. Yank the middle crank afterward, and if you were quick enough on the draw, three imprisoned penguins are released, and a Gold Brick pops out of a nearby container!

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
	The Joker Space Henchman	Use a laser or heat vision to destroy the gold lock on the box.

The Joker Space Henchman



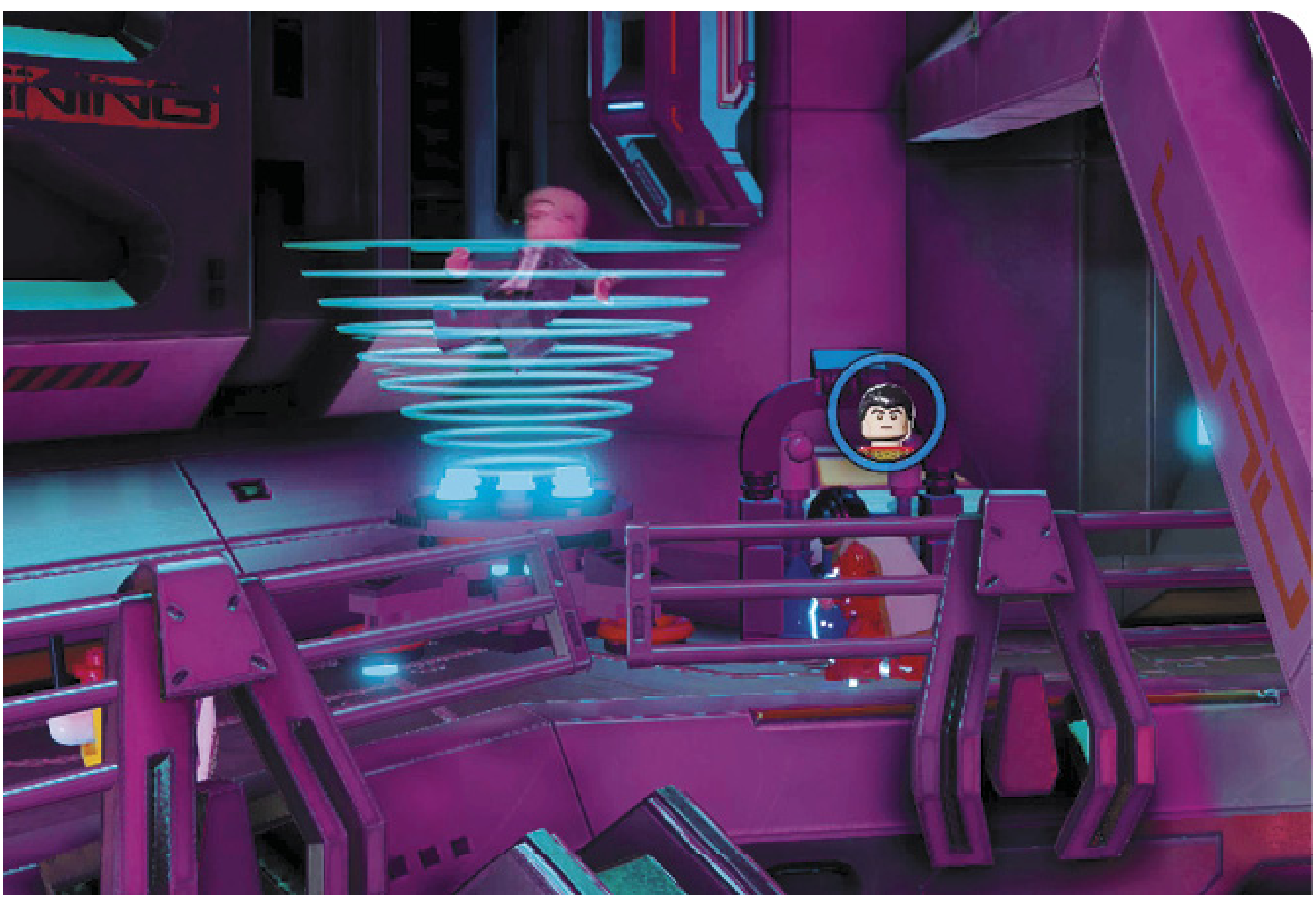
Apprehending this henchman's Character Token is short work for a hero with lasers or heat vision. Just aim such an attack at the gold lock on the little box in the Containment Cells' left foreground corner, and then make the bust!

PERILS

Adam West in Peril!

No.	Notes
1	Use Shazam! or Black Adam to power the electric panel on the left.

Adam West in Peril!



Adam West needs your help, hero! Head up to the Containment Cell's left side to find Adam being tossed about in a sonar contraption. Use an electric character such as Shazam! or Black Adam to power the nearby panel and save poor Adam from losing his lunch!

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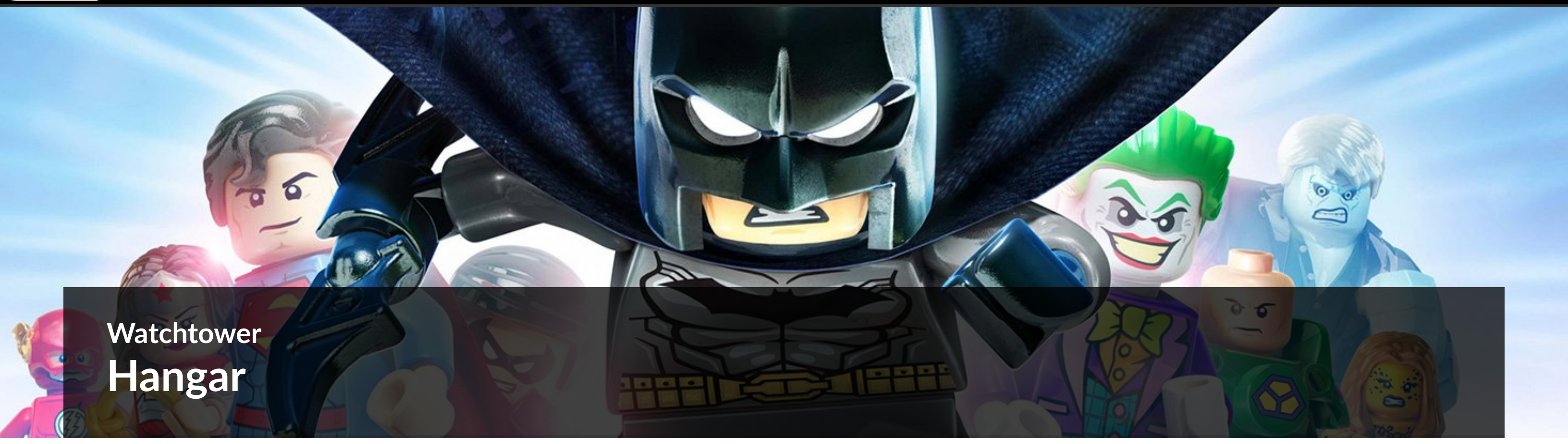
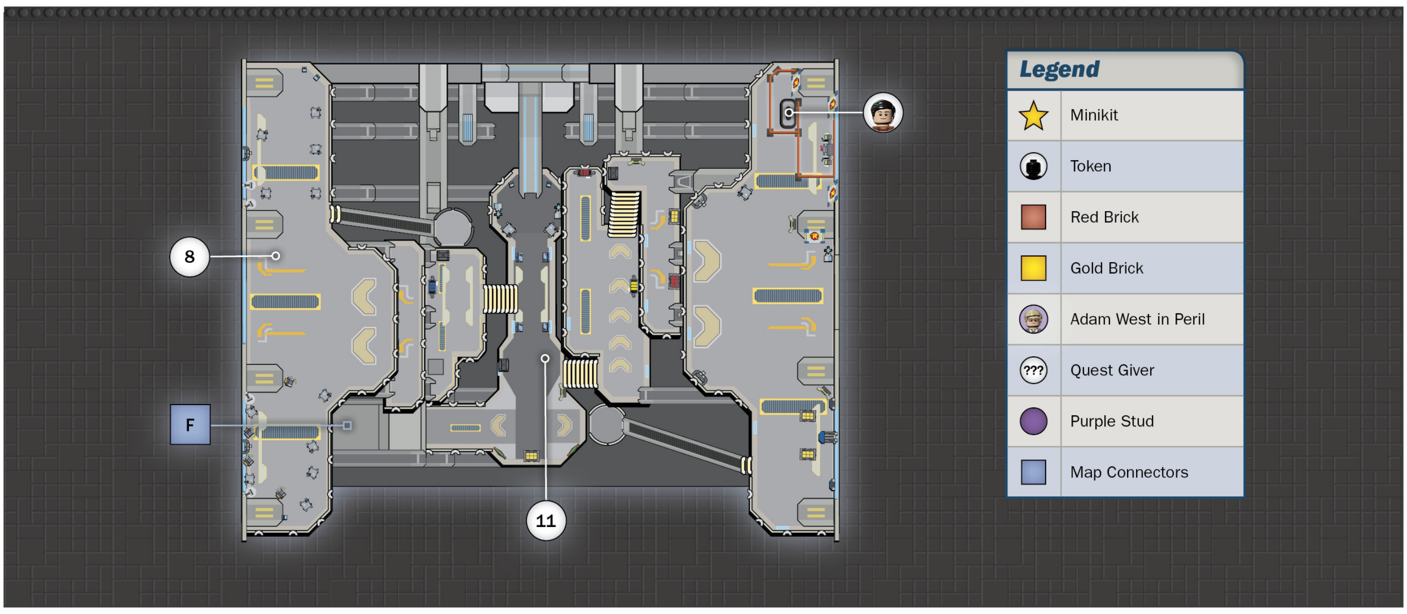


Watchtower

Hangar



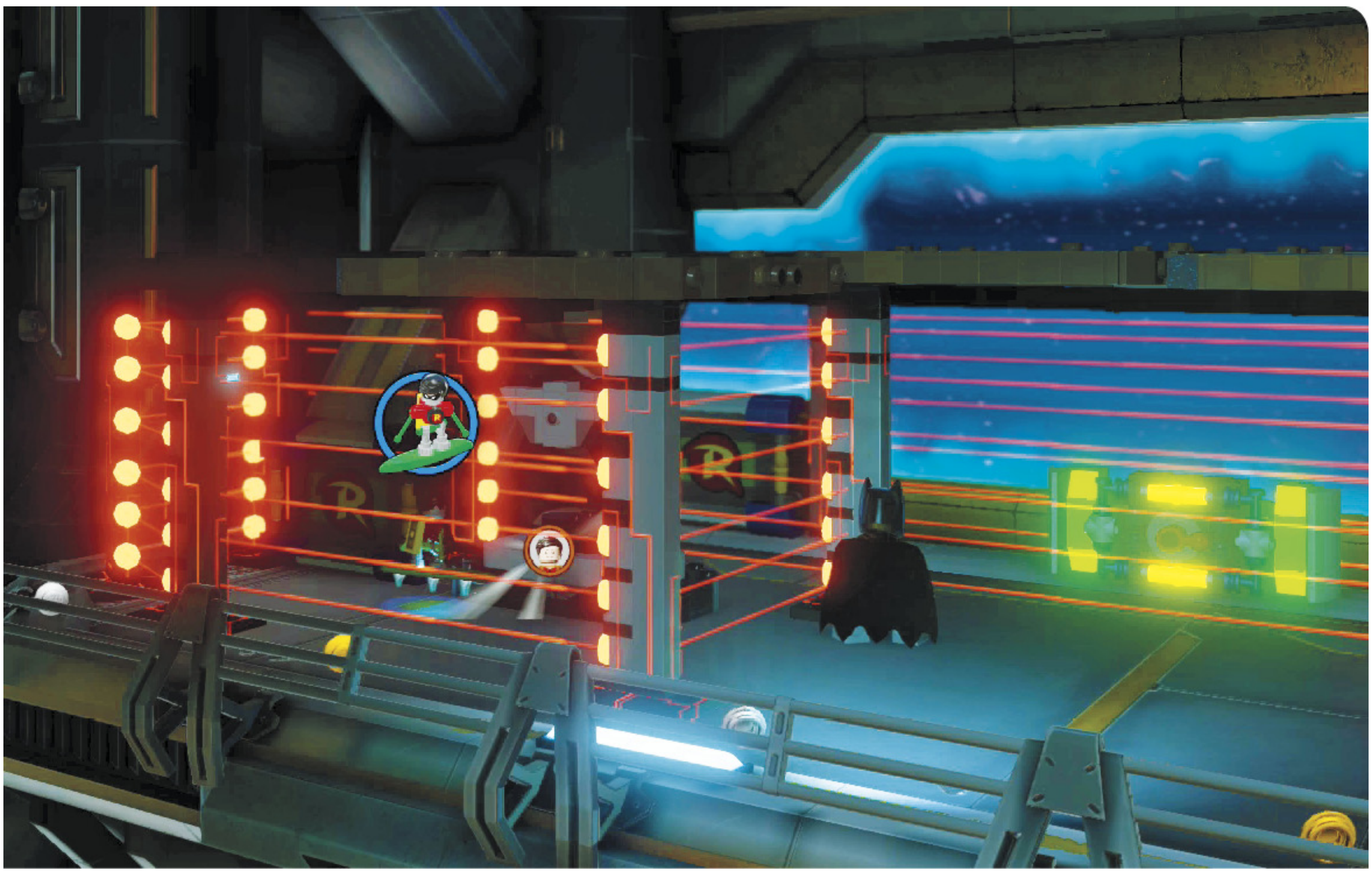
As an orbital space station, the Watchtower features a spacious hangar where spaceships of all shapes and sizes can land to load or unload cargo and receive repairs.

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
●	Tim Drake	Send the Toy Wonder through the top-right hatches.

Tim Drake



The Watchtower's spacious hangar hides but one item of worth. Fly up to the highest platform on the right and locate a Toy Wonder hatch. Send Robin's Toy Wonder surfing through, then activate the Toy Wonder panel beyond the laser fence to open a container and reveal a Character Token! You can't reach it from here, so redeploy the Toy Wonder through the hatch and then send it through a second Toy Wonder hatch that's close to the laser fence. This time, it pops out right near Tim Drake's Character Token!

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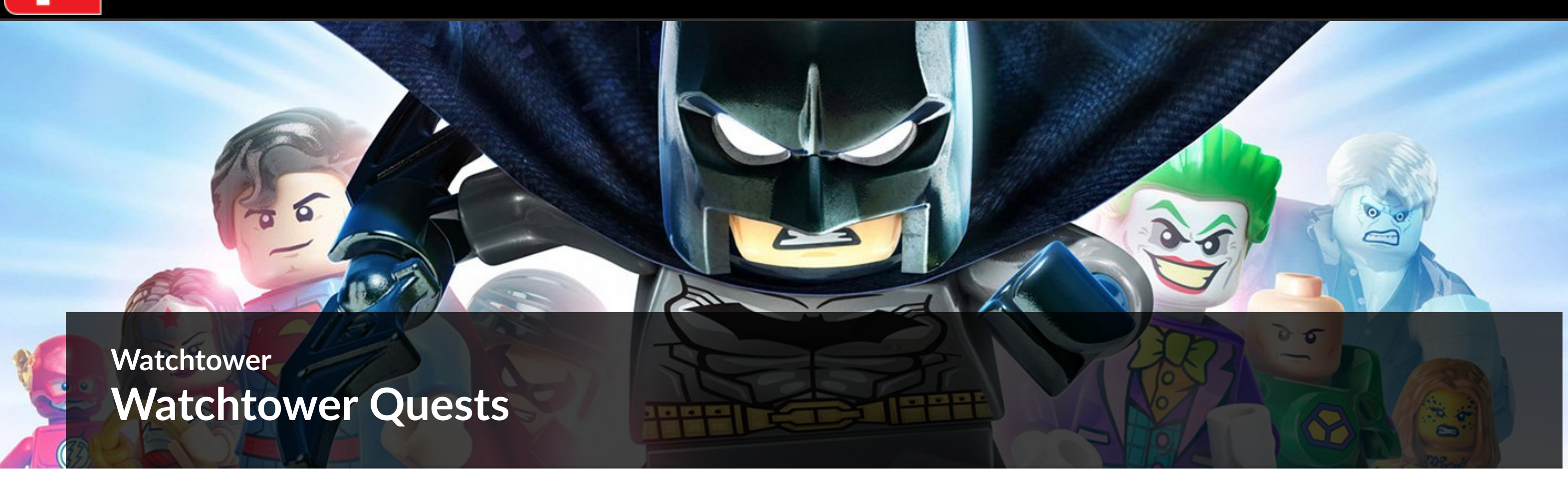


Watchtower

Watchtower Quests

As you roam around the Watchtower, assorted heroes, villains, and other characters call out to you for assistance. These characters all have special quests to give you, but you might have to do something special in the hubs before they appear. Each quest giver's location is shown on the Watchtower maps, but it's easier to cover all of the Watchtower quests here, in one convenient section.

WATCHTOWER 1 QUEST

"Don't Freeze Me Out"

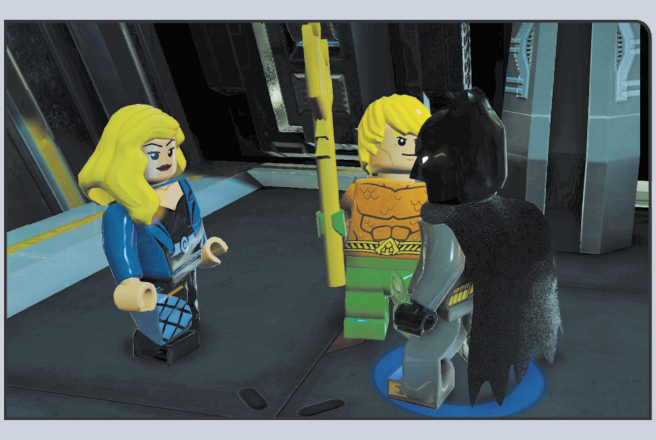
Location: Lobby
How to unlock:
Progress through Story Mode
Reward(s): Gold Brick, Plastic Man

This quest actually takes place over the course of Story Mode—it's the one where you meet Plastic Man for the first time. After you defeat Mr Freeze, which you must do in order to advance through Story mode, you earn a Gold Brick and unlock Plastic Man at the same time. Then you are ready to track down all of those hidden Red Bricks in the levels!

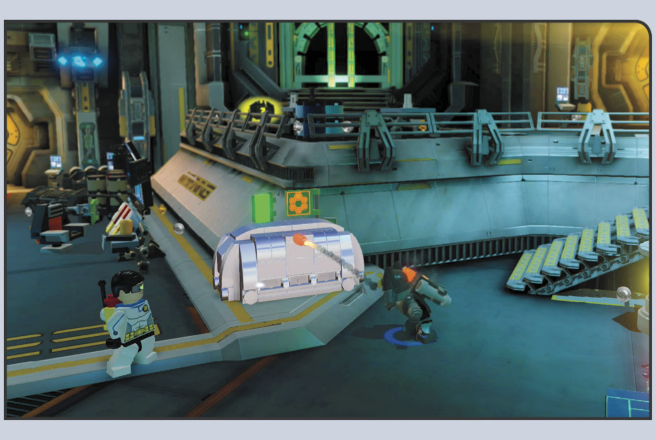
WATCHTOWER 2 QUEST

"Canary's Cure"

Location: Lobby
How to unlock: Available from the start
Reward(s): Gold Brick, Black Canary



Black Canary is famous for hitting earsplitting tones, but her voice is in need of some serious soothing. Her pal Aquaman can think of only one remedy: a throat-coating oyster to snack on!



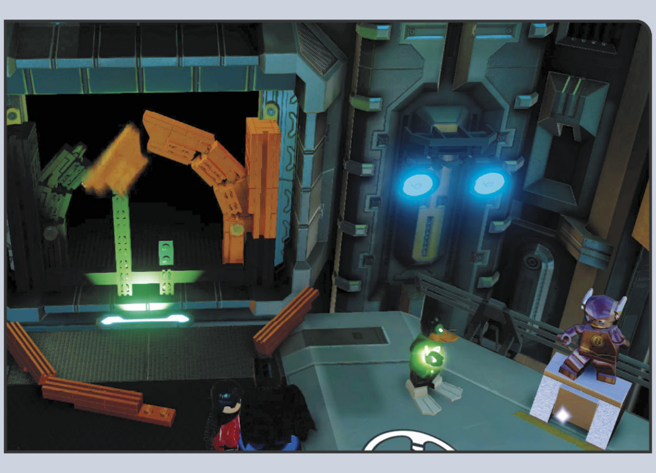
A quick search of the Lobby turns up a suspicious silver crate that wasn't around before. Could the crate contain an oyster? Crack it open with a missile, then use a sonar blast to shatter the interior glass capsule. Sure enough, the oyster you're after is left behind! Bring it to Black Canary.

WATCHTOWER 3 QUEST

"Permission to Launch"

Location: Lobby
How to unlock: Obtain 9 or more Gold Bricks, complete a Lantern Planet
Reward(s): Gold Brick, access to the moon base and the seven planetoid hubs

After you've gathered nine or more Gold Bricks, a daffy, duck-like character called the Green Loontern will be standing down on the Lobby's lower platform. Talk to him, and he tells you an exciting tale of a moon base and some distant worlds you've yet to discover!



Green Loontern's pitch sounds great—you just need to build the slideways teleporter that leads to the moon. This turns out to be short work, for the bouncing bricks are right before you! Build the slideways teleporter and then step through to visit the moon base, where you have access to additional deep space hubs as you gather more and more Gold Bricks. Find each hub's walkthrough in this chapter and discover what awaits you in each one!

WATCHTOWER 4 QUEST

"Going for Gold"

Location: Lab
How to unlock: Available from the start
Reward(s): Gold Brick

Booster Gold has a problem; people just don't seem to realize how great he is! If there were two of him cleaning up the streets instead of just one, then maybe word of his heroic deeds would spread twice as fast!

Help Booster Gold out by using the Lab's character customizers (they're on the right) to create a Booster Gold lookalike. Purchase the Booster Gold…? hat and body parts, then put them on your custom character. Return to Booster Gold after creating your character and show him your custom duds. He dubs you Booster Bronze but gives you a Gold Brick reward!

WATCHTOWER 5 QUEST

"Birds of a Feather"

Location: Lab
How to unlock: Complete Quest 4: "Going for Gold"
Reward(s): Gold Brick

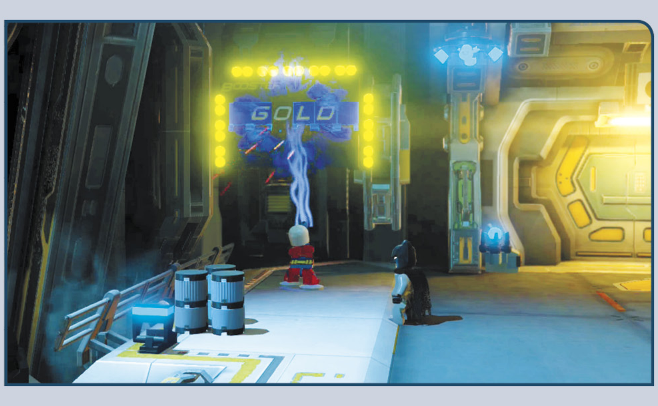
After you complete Quest 4, the Penguin can suddenly be found standing around in the lab. Speak to the freaky villain to learn that he's feeling really lonesome as of late. Aww, poor little guy!

Even villains need a friend now and then. Help ease the Penguin's loneliness by using the nearby character customizers to create a custom character with the Penguin hat and body parts (purchase them if need be). Show your penguin-esque outfit to the Penguin, and he starts feeling like his old, awful self again!

WATCHTOWER 6 QUEST

"No Gold, No Glory"

Location: Lobby
How to unlock:
Complete Quest 4: "Going for Gold"
Reward(s): Gold Brick, Booster Gold



After you complete Quest 4, you find Booster Gold out in the Lobby. Things have taken a turn for the worse it seems, for Booster Gold's former fans are now in a frenzy over his newfound sidekick, Booster Bronze!

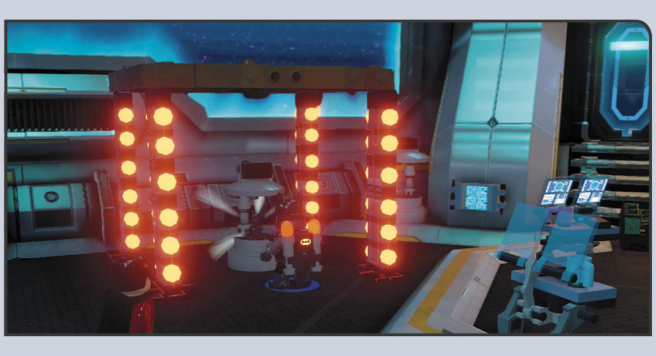
Lend Booster Gold a hand again by altering the nearby sign that the fans have put up in the background. Smash the objects around the sign to find some bricks, then build a number of blue panels beneath the sign. Use magnetic power afterward to flip these panels up and change the sign so that it reads "Booster Gold" instead of "Booster Bronze." Well, that's one way to do it!

WATCHTOWER 7 QUEST

"Cat that Got the Gleam"

Location: Trophy Room
How to unlock: Available from the start
Reward(s): Gold Brick, Catwoman (Pre-52)

Head to the Watchtower's Trophy Room to find Catwoman patiently waiting for you. She wants you to snatch a special statuette out of a secure holding site right here on the Watchtower!



Search upstairs to find just such a statuette under heavy guard. Use an explosive attack from a Power or Demolition Suit to uncover a nearby lever, then pull it to shut down the laser grid. Grab that statuette afterward and return it to Catwoman to complete this little caper!

WATCHTOWER 8 QUEST

"Formula Fiasco"

Location: Hangar
How to unlock: Available from the start
Reward(s): Gold Brick

Fly up to the hangar's top-left platform to find your old pal Kevin Smith standing next to the beastly Man-Bat. It seems that Man-Bat is after a special formula that will help change him back to normal, but he needs your help to track it down!

Once you accept this quest, notice the color of the formula in the bottle that appears in a thought bubble over Kevin Smith's head. Run to the left to locate the lab, then collect the sample that matches the color of the formula shown in Man-Bat's thought bubble. Return to Kevin Smith, and if you chose

WATCHTOWER 9 QUEST

"Saucy Showdown"

Location: Containment Cells
How to unlock: Complete **Batcave Hub** Quest 11: "Dot and Bothered"
Reward(s): Gold Brick, Condiment King

Find your friend Kevin Smith in the Containment Cells to learn that the cruel Condiment King has broken free!

Before you can face the Condiment King, you must defeat three waves of Red Lantern Warriors. The Condiment King may seem like a pushover, but the battle is tricky until you discover his weakness: ranged attacks! Use a ranged character and Hold the Attack button to target the Condiment King.

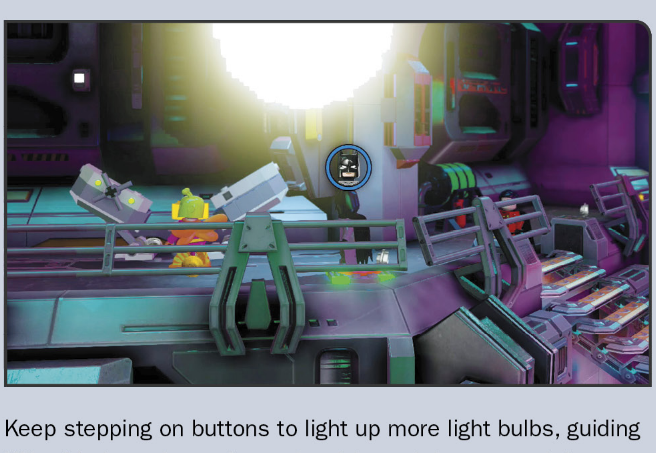
Release the Attack button to hit him with a Batarang (or any other long-range attack). After clocking the Condiment King from afar, close in and clobber him with a clubbing punch!
Keep it up until the Condiment King has been served his just desserts.

WATCHTOWER 10 QUEST

"Protective Insect"

Location: Containment Cells
How to unlock:
Complete Quest 9: "Saucy Showdown"
Reward(s): Gold Brick, Killer Moth

Killer Moth has a amassed a hidden stash somewhere around here, and only a top-notch detective like you can track it down! Eavesdrop on Killer Moth to learn of his stash, then follow him to a giant light bulb. Step on the nearby button to turn on the light and draw Killer Moth onward.



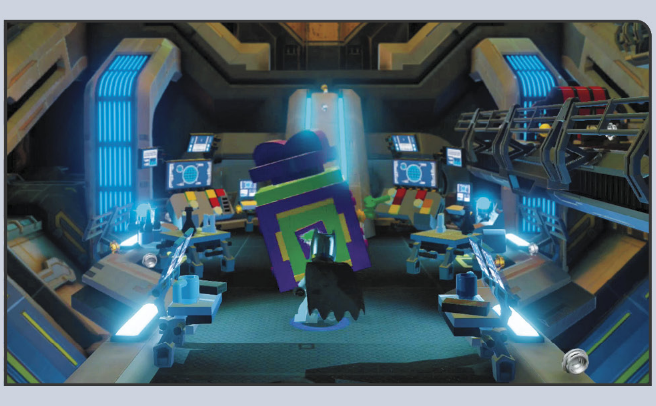
Keep stepping on buttons to light up more light bulbs, guiding Killer Moth up the stairs to the right and then around the room to the left. Keep going until you switch on the final light, which lies right near Killer Moth's stash! Wait for the silly villain to open his vault, then make the bust to pocket the Gold Brick he's been hoarding.

WATCHTOWER 11 QUEST

"You Don't Know Jack-in-the-Box"

Location: Hangar
How to unlock: Complete **Hall of Justice Hub** Quest 4: "Hat Trick" and **Hall of Doom Hub** Quest 6: "The Best Laid Plans of Bats and Men"
Reward(s): Gold Brick

After completing two separate quests in both the Hall of Justice and Hall of Doom hubs, you can partake in a special quest here on the Watchtower. Head to the hangar to find Batgirl in a plight.



It seems that Harley Quinn has kidnapped several innocent civilians by wrapping them up in big Joker presents!

Fly all around the hangar in search of big, bouncing, purple and green Joker presents. Bash open each box in search of the four kidnapped civilians. Be careful though, for some presents may contain nasty goon surprises! Each time you find a civilian, press the Interact button to get them to follow you, and then guide them back down to Batgirl. Rescue all four to save the day!

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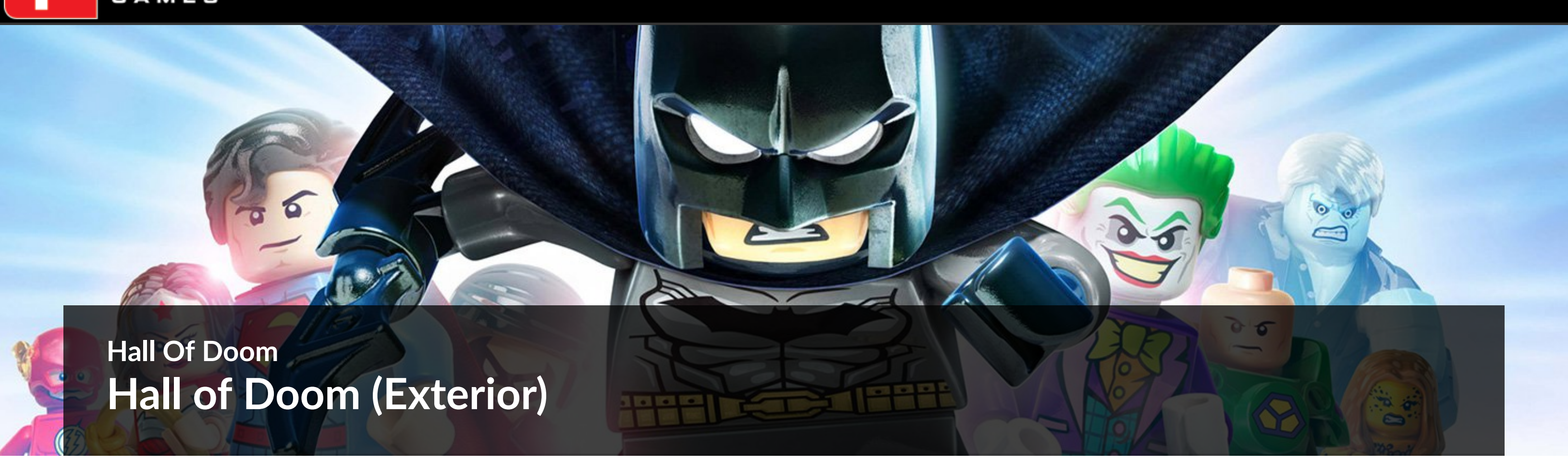
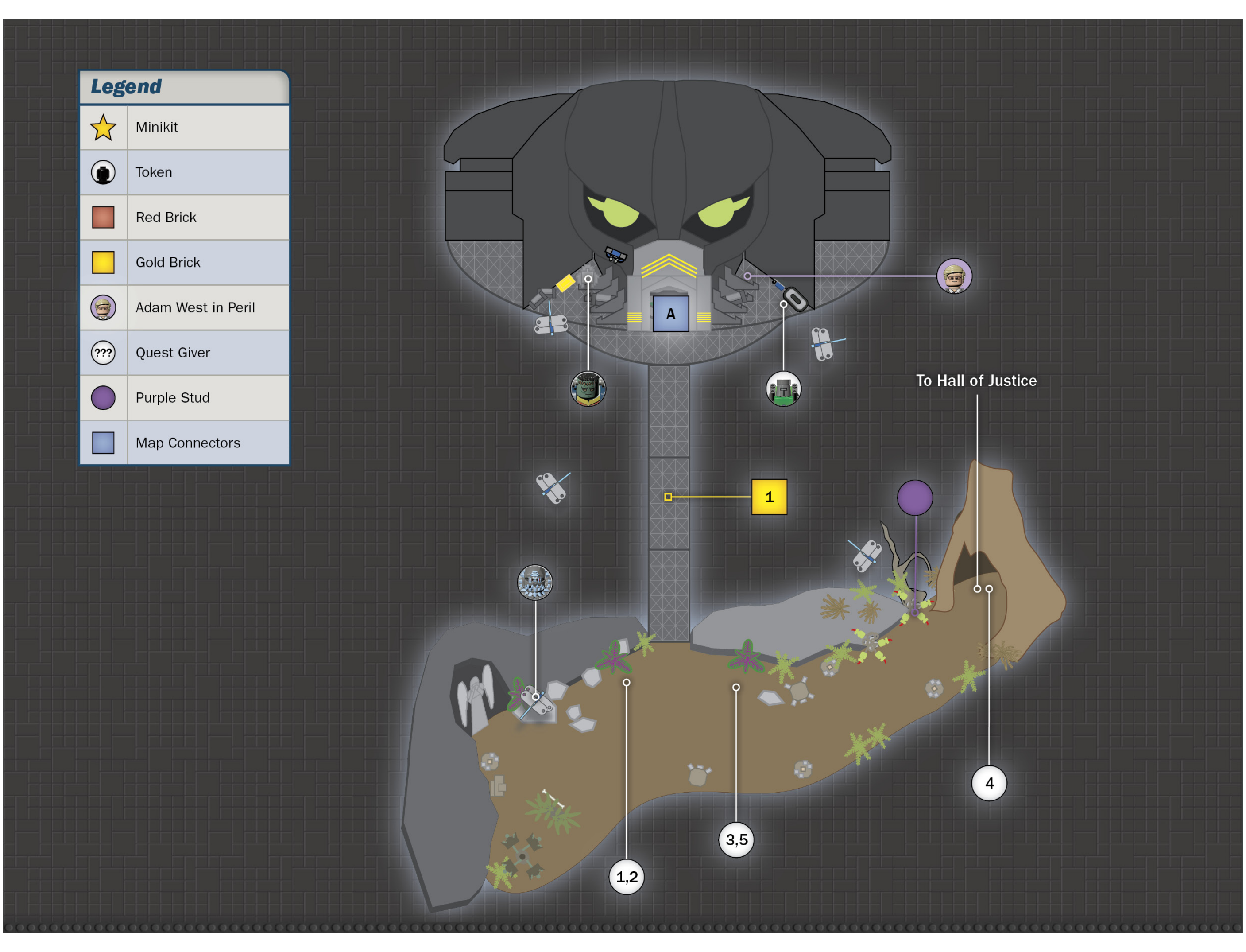


Hall of Doom (Exterior)

HUB
4
AREA
Hall of Doom

Hub Overview

Destroy the silver statue on the Hall of Justice's right side, smash the cracked floor, and plunge into the mysterious hole, and you land way down in the dark depths of the Hall of Doom! This super-secret super villain hideout is filled with danger and adventure—the perfect place for criminals to cook up their schemes!



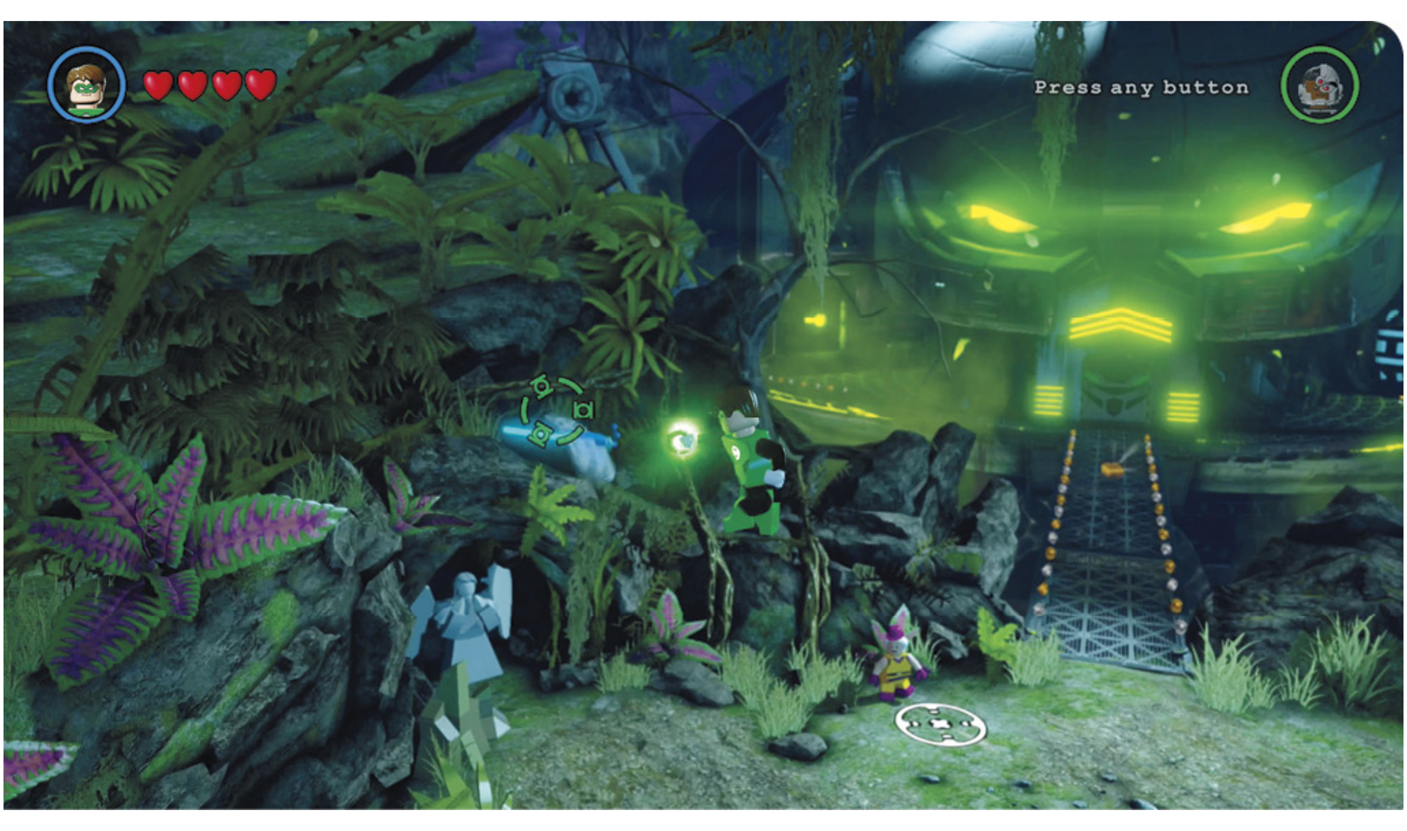
The Hall of Doom is a high-tech super-villain base surrounded by dark, foreboding grounds. Let's explore everything there is to do around the Hall of Doom's misty exterior.

GOLD BRICKS

Gold Bricks

No.	Notes
1	Quickly blast five blue dragonflies from the sky.

Gold Brick 1



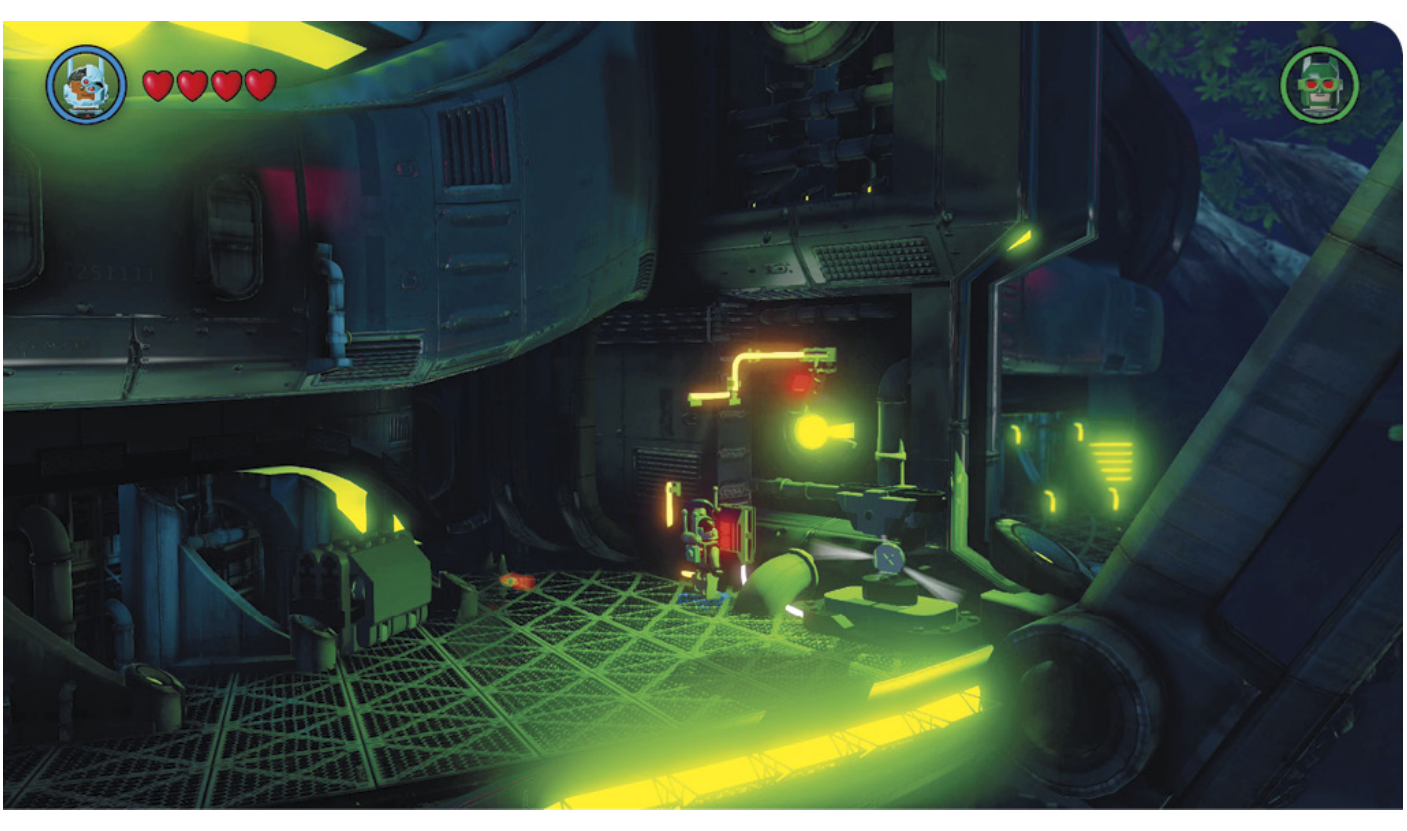
The bugs sure are big down here! See if you can blast all of the big, blue dragonflies that hover in the sky. Shoot down all five before time runs out, and a Gold Brick appears on the bridge!

CHARACTER TOKENS

Character Tokens

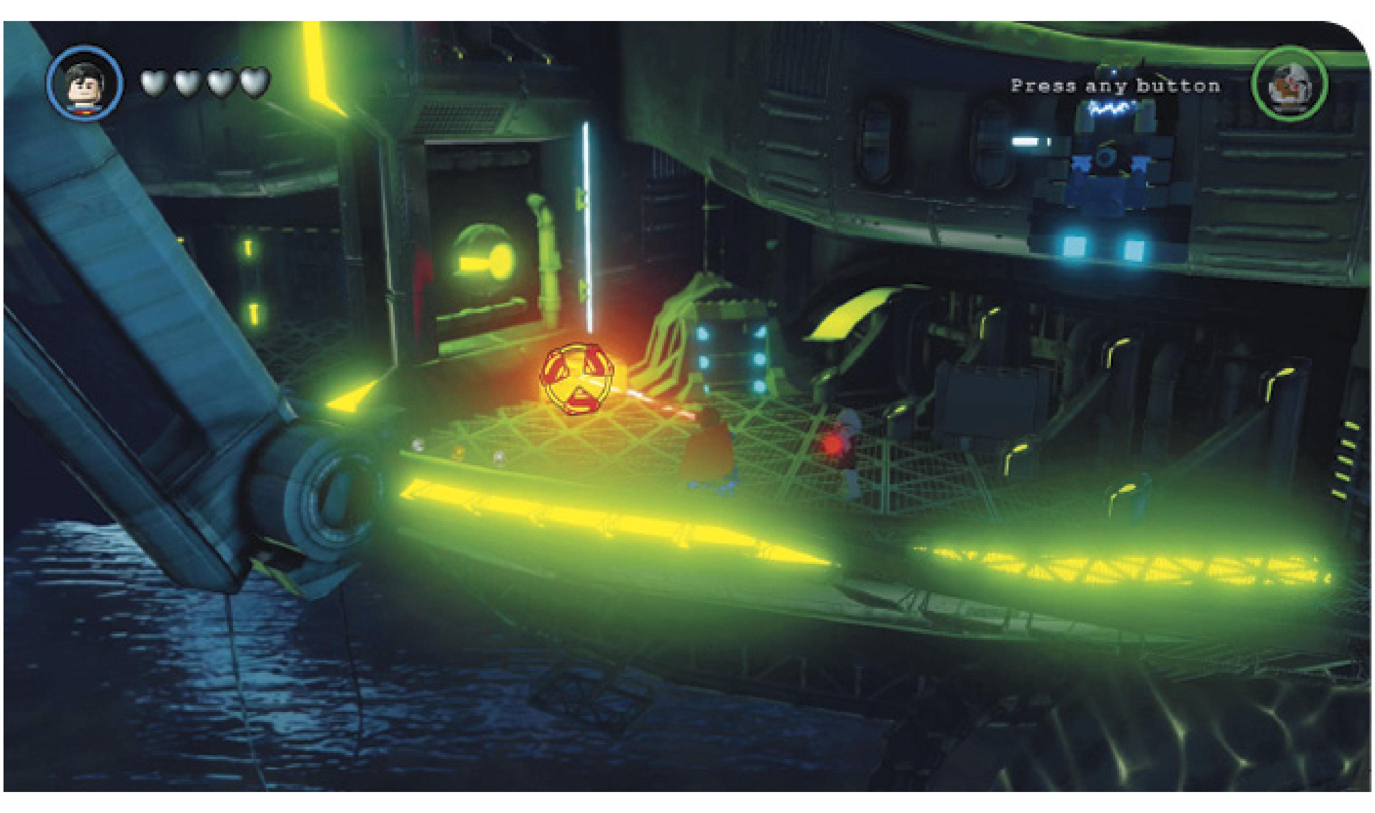
Icon	Character	Notes
	Lexbot	Use sonar to shatter the glass on the right and then hack the techno panel.
	Frankenstein	Destroy the gold crate on the left, build and pull the lever, drain the electric panel with Cyborg (Electricity Suit).
	Doomsday	Quickly bounce along the mushrooms that appear outside after you obtain Metallo's Character Token from inside the Hall of Doom.

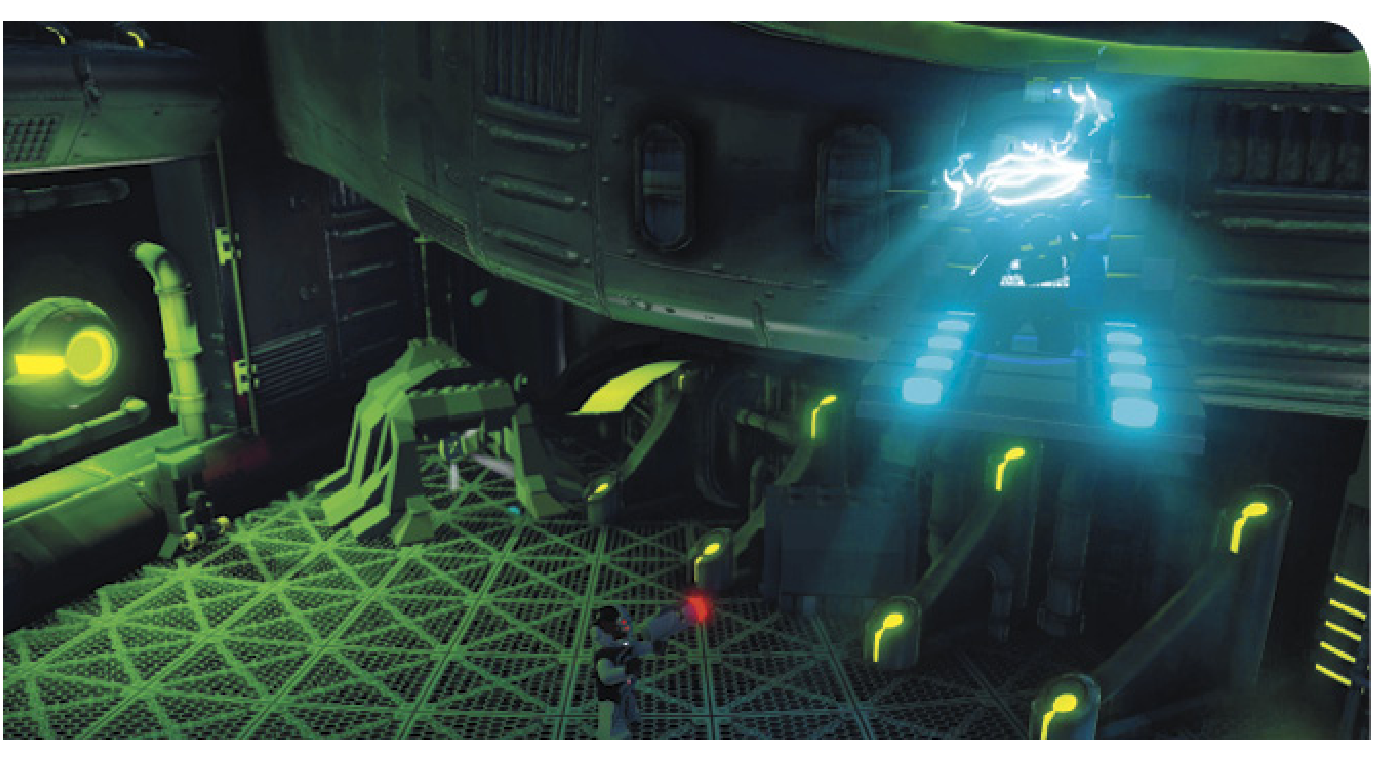
Lexbot



While searching the grounds, notice a security camera on the right side of the Hall of Doom. Use sonar to shatter the nearby glass piping, and a nearby techno panel is brought online. Hack the techno panel to shut down the security camera and open the nearby container. Hey, it's a Character Token!

Frankenstein

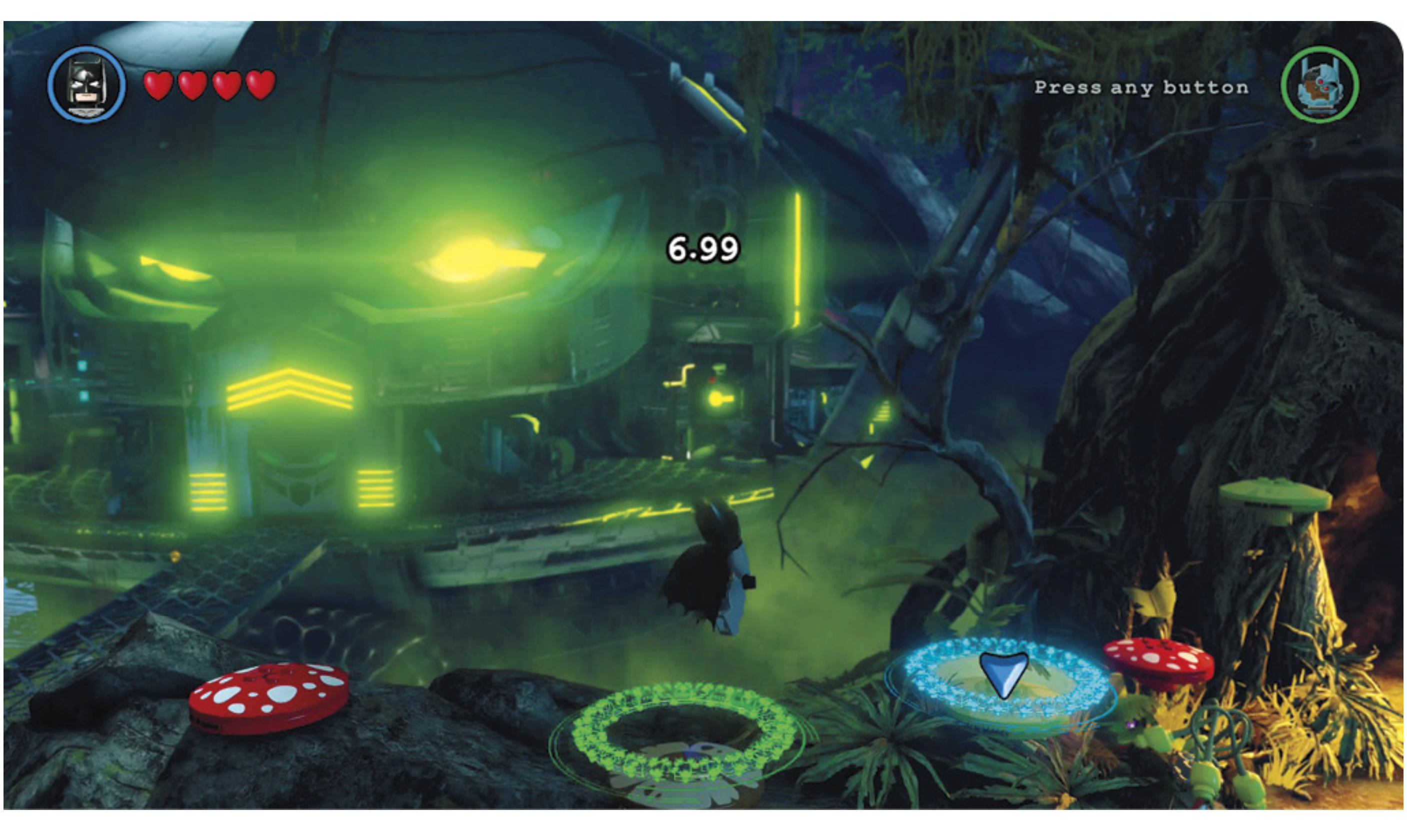




Check around the Hall of Doom's left side to find a gold crate. Bust it open with a laser or heat vision to discover some bricks.

Build the hopping bricks into a lever, then pull it to extend a small platform near an overhead electric panel. Fly up and then drain the panel with Cyborg in his Electricity Suit! or Black Adam to open the tiny shed below. Head into the shed and snatch a Character Token!

Doomsday



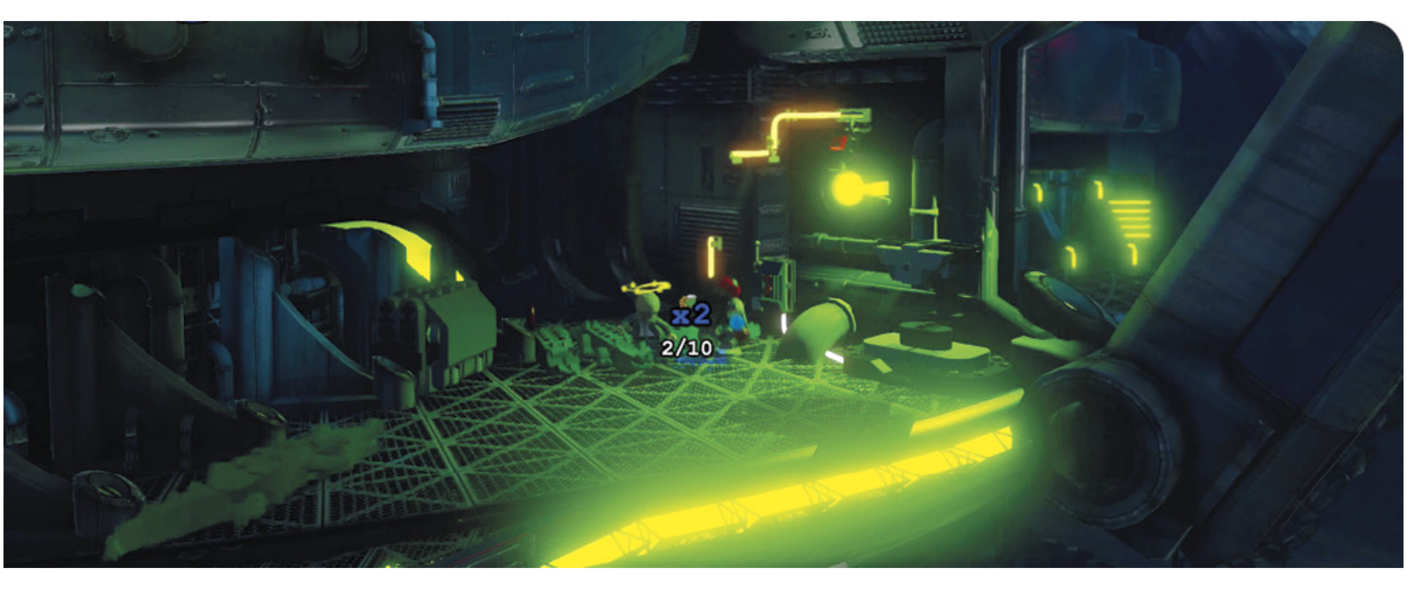
After you obtain Metallo's Character Token from inside the Hall of Doom, return to its outer grounds and notice a bunch of big, colorful mushrooms all lined up. Hey, these weren't here before! Bounce on the far-left mushroom, which features a ring, to start a timed race across the rest of the mushrooms. Bounce your way across them, passing through all of the rings on your way to a Character Token!

PERILS

Adam West in Peril!

Notes
Beat up the crocodiles around Adam (appears after you complete Quest 3: "I, Penguin").

Adam West in Peril!



After you complete Quest 3: "I, Penguin," you find poor old Adam West trapped by ravenous crocodiles on the Hall of Doom's right side. Beat up those swarming crocs to save Mr West from another perilous plight!

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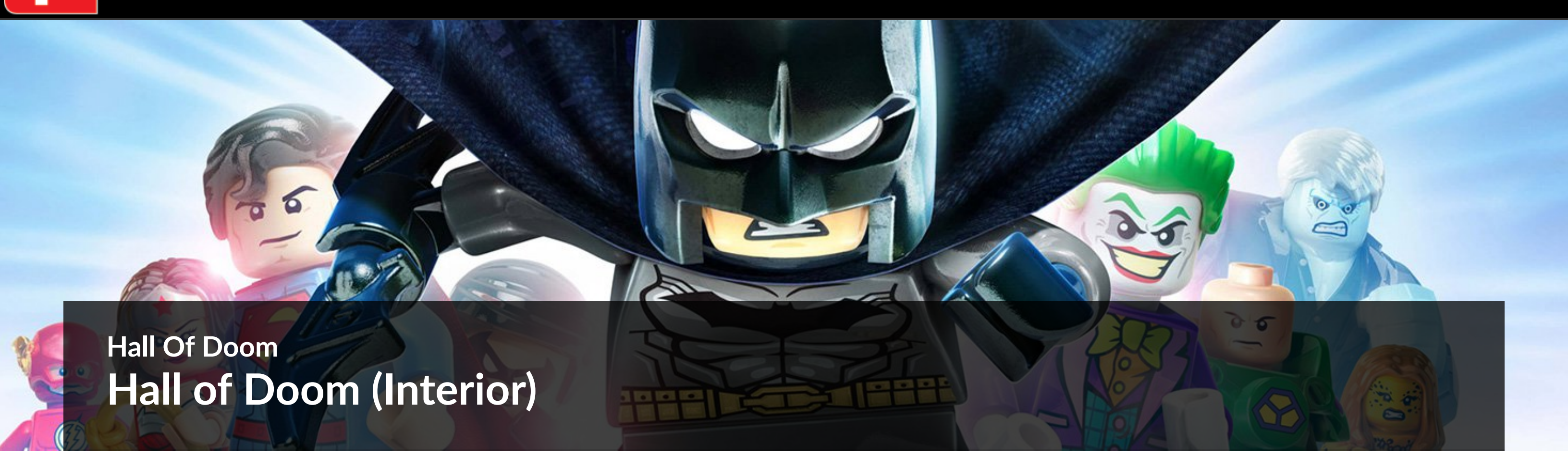
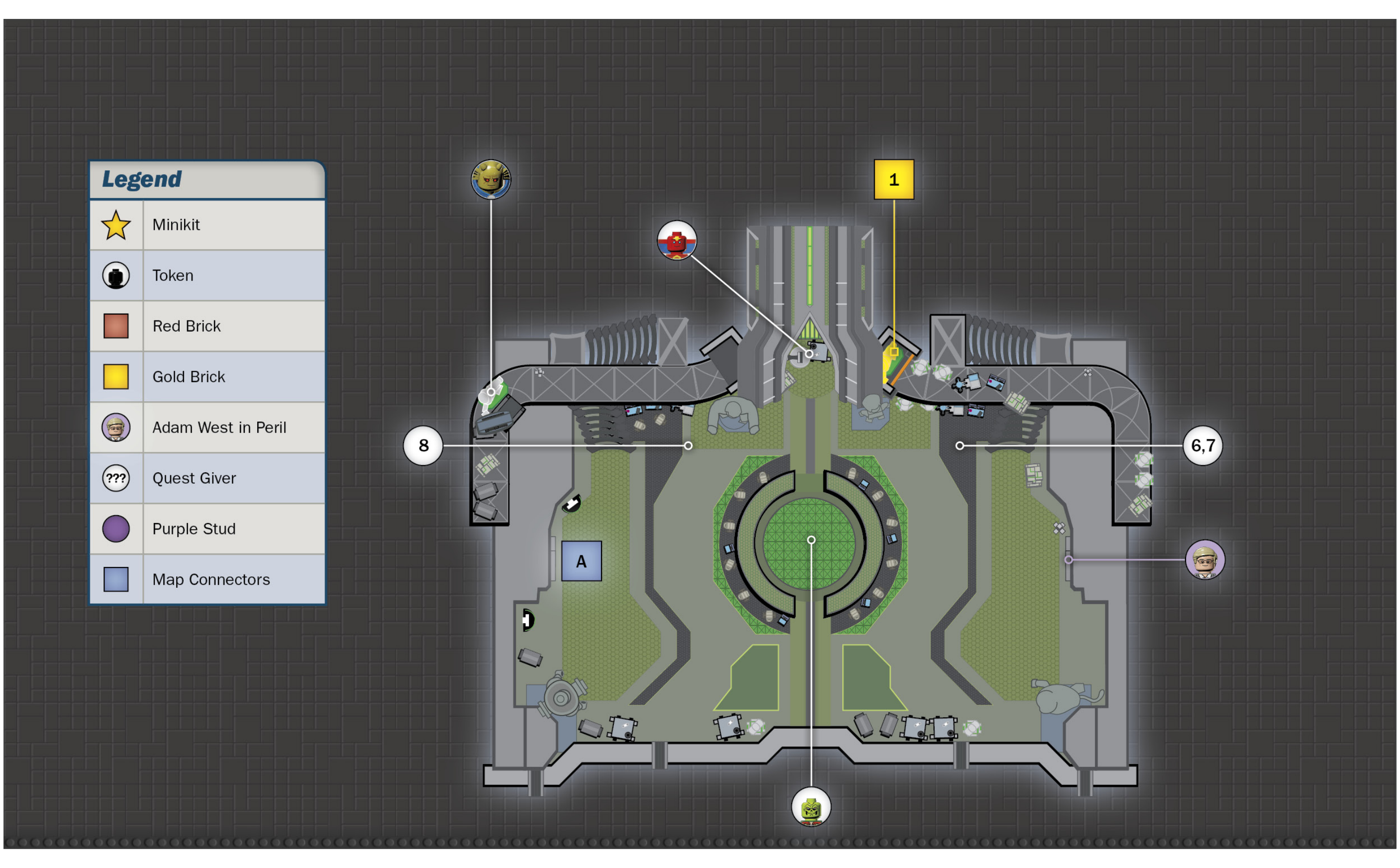


Hall Of Doom

Hall of Doom (Interior)



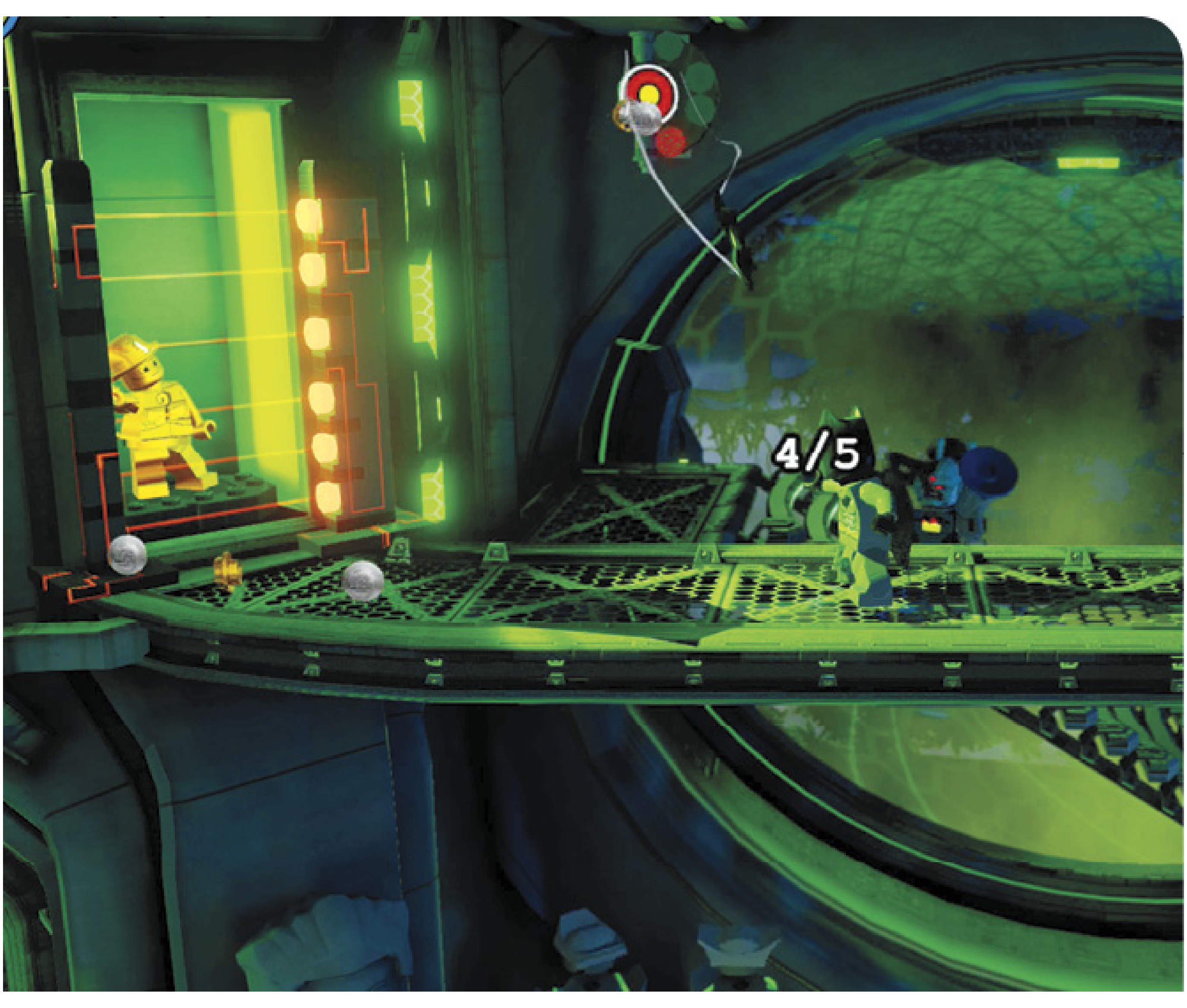
When you've finished romping around the Hall of Doom's outer grounds, head into the Hall of Doom itself and begin exploring the super villain hideout's interior!

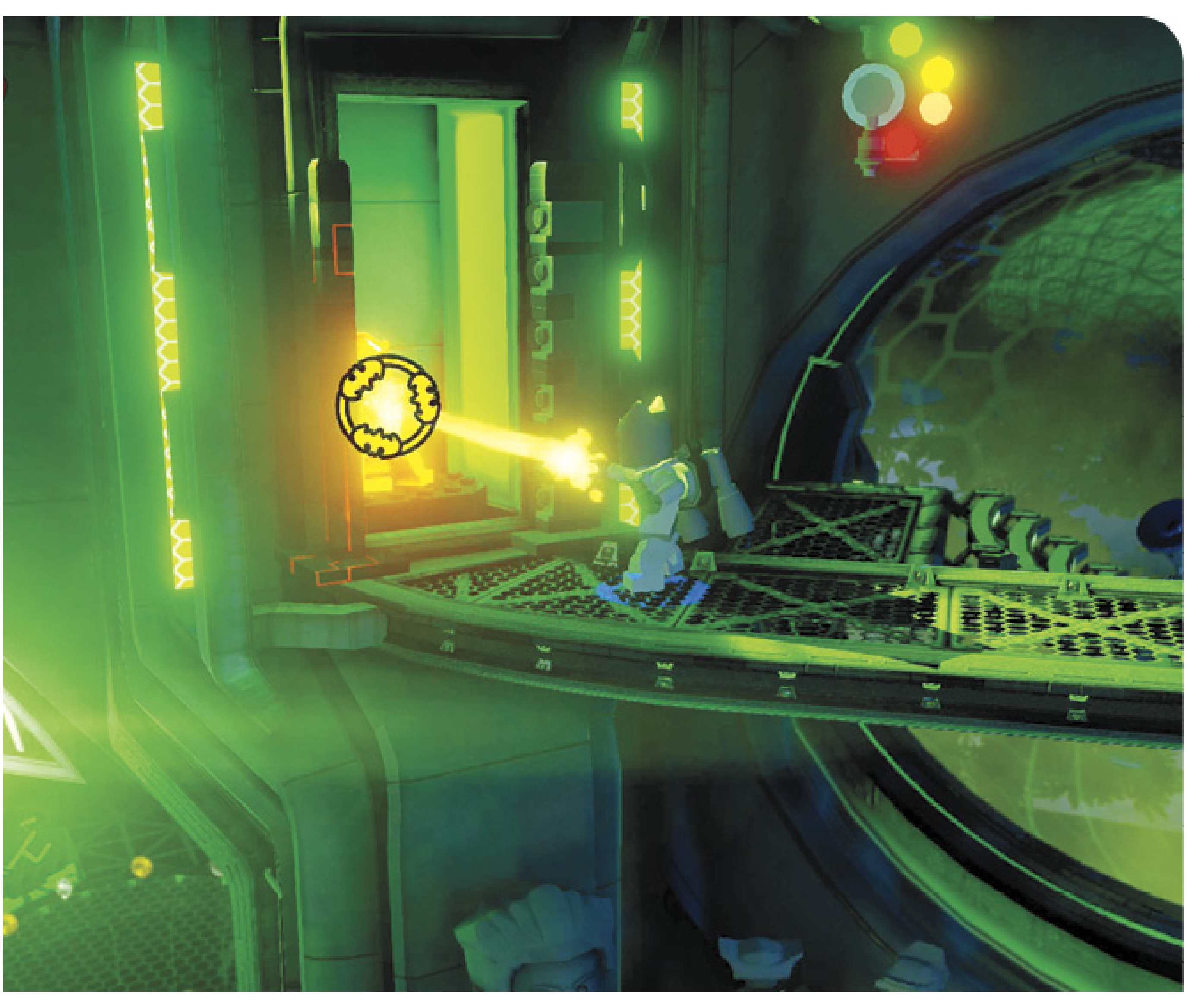
GOLD BRICKS

Gold Bricks

No.	Notes
1	Hit five targets with ranged attacks and then destroy the gold statue.

Gold Brick 1





Five red and yellow targets are cleverly hidden around the Hall of Doom's interior. Find and hit all five targets around the interior with ranged attacks (such as lasers or Batarangs). There's no time limit, so just find and hit all five targets.

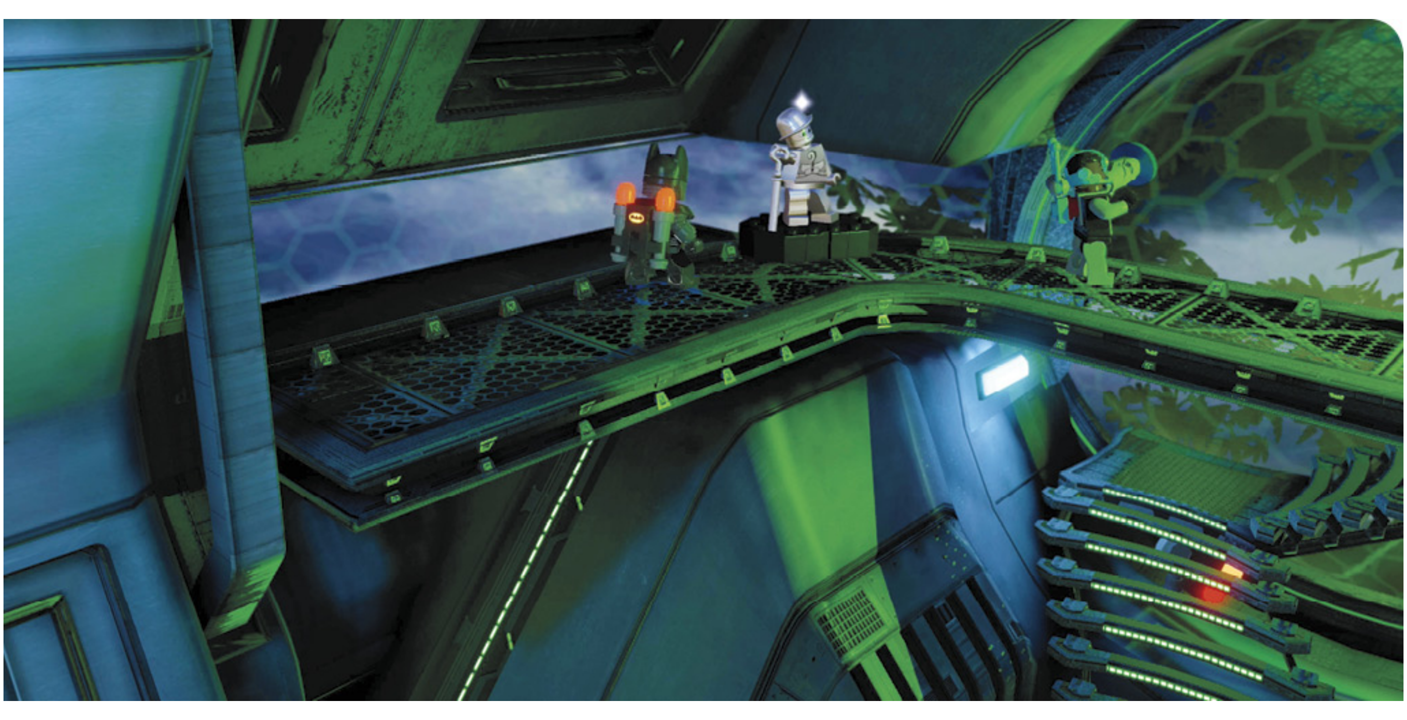
Hitting all five targets gets rid of the lasers that are protecting a gold statue on the right. Fly up to the statue and blast it with a laser of your own (or heat vision) to discover a Gold Brick!

CHARACTER TOKENS

Character Tokens

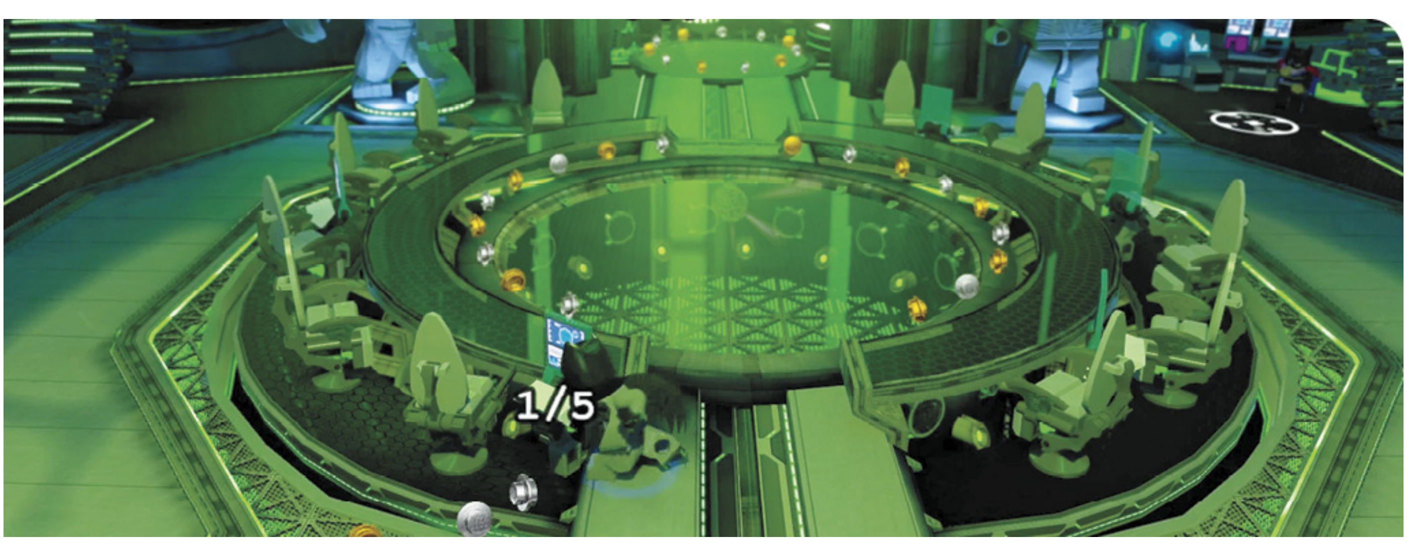
Icon	Character	Notes
	Etrigan	Smash the crates up on the left and then destroy the silver statue.
	Metallo	Quickly smash five hopping computers around the central table (must complete exterior Gold Brick mission first).
	Red Tornado	Smash the crates in the background nook, then build and drain the electric panel with Cyborg (Electricity Suit).

Etrigan



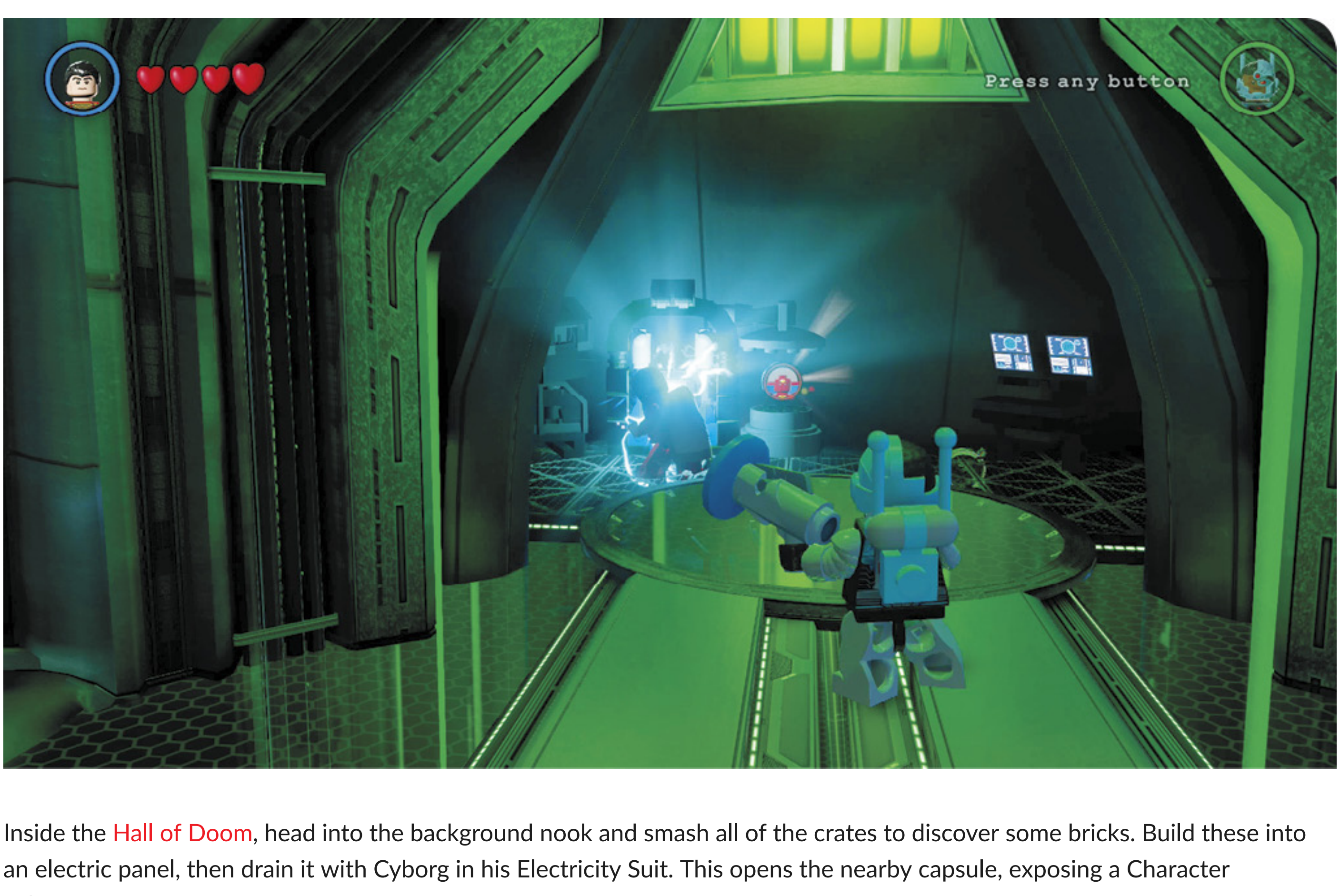
Fly up and smash the crates that are cluttered on the way up on the left walkway. You uncover a silver statue. Blast it with an explosive attack to discover a hidden Token!

Metallo



Stand in the center of the Hall of Doom and study the computers that surround the central, circular table. Five of those computers are hopping! Smash all five hopping monitors before time runs out, and a Character Token materializes in the middle! (Must have colleceted the Gold Brick in the Hall of Doom exterior).

Red Tornado



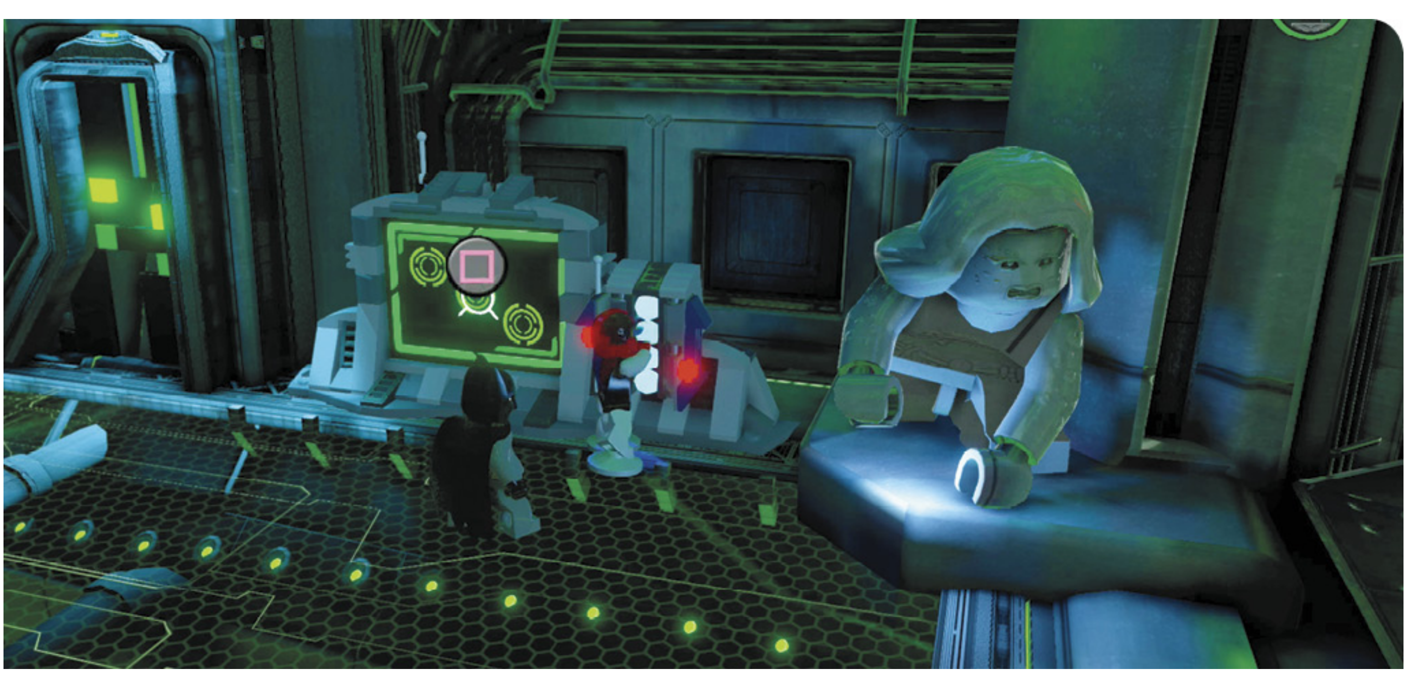
Inside the Hall of Doom, head into the background nook and smash all of the crates to discover some bricks. Build these into an electric panel, then drain it with Cyborg in his Electricity Suit. This opens the nearby capsule, exposing a Character Token!

PERILS

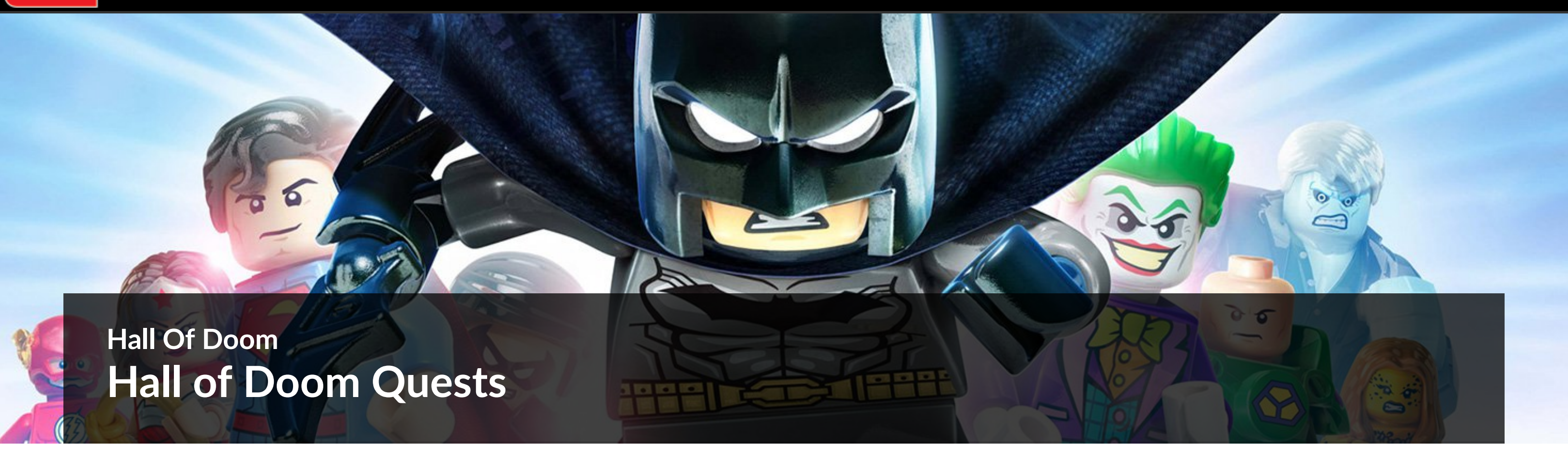
Adam West in Peril!

Notes
After saving Adam from peril outside, build and hack the techno panel inside the Hall of Doom.

Adam West in Peril!



Rescue Adam West from peril in the grounds outside of the Hall of Doom, and he falls into peril yet again inside the building. Build the hopping bricks you discover over on the right into a techno panel, then hack the techno panel to control the nearby monitor. Press the buttons in the following order to free Adam West from captivity: right, left, middle.



Hall Of Doom

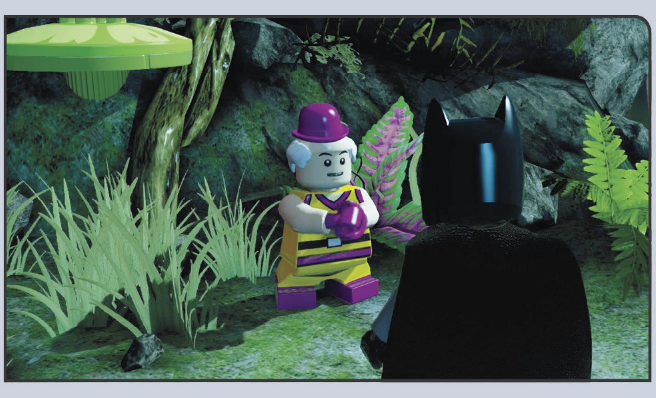
Hall of Doom Quests

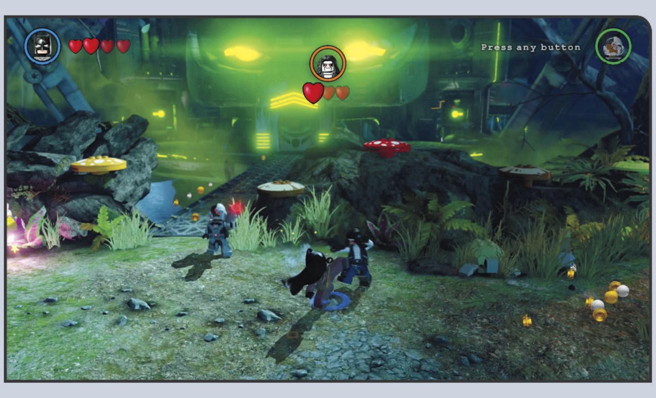
As you probe the Hall of Doom's shadowy depths, you are sometimes flagged down by heroes, villains, and other characters that need a little help. These characters have special quests to give you, but you may have to do something special in the hubs before they appear. The quest giver locations are shown on the Hall of Doom maps. Let's take a closer look at what each quest has in store!

HALL OF DOOM 1 QUEST

"The Pain Man"

Location: Exterior
How to unlock: Available from the start
Reward(s): Gold Brick





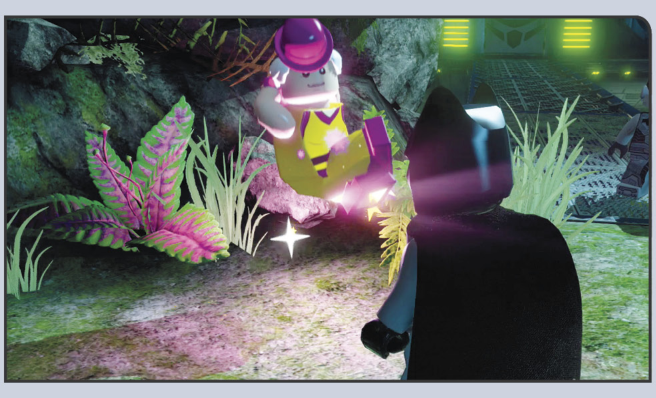
It seems that poor old Mr Mxyzptlk has been messing with the wrong meanie! Talk to Mr Mxyzptlk on the left side of the Hall of Doom's entry trail, and he tells you that he recently gave the cruel villain Lobo great offense!

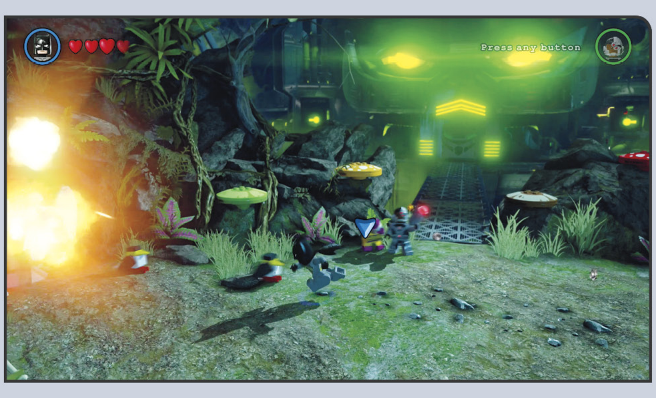
Rush Lobo and attack him to score damage. He flees and a bunch of goons jump into the fray. Wipe out every last goon to make Lobo reappear, then hurry and hit him again. Keep it up until the last Czarnian is defeated!

HALL OF DOOM 2 QUEST

"Not-so-scared Crows"

Location: Exterior
How to unlock:
Complete Quest 1: "The Pain Man"
Reward(s): Gold Brick, Mr Mxyzptlk





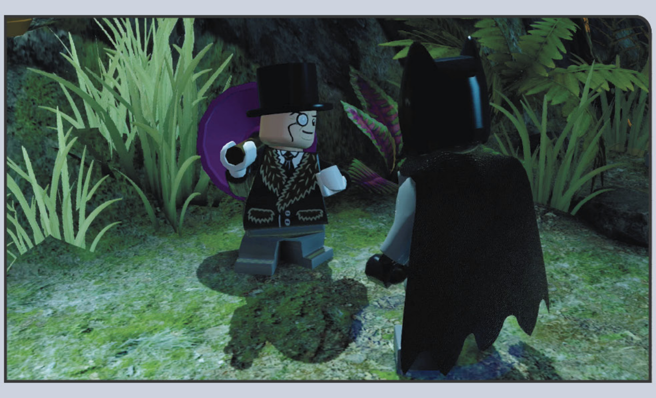
Poor old Mr Mxyzptlk seems to have lost his mind. After you complete Quest 1, you find him outside again, ranting and raving about killer birds that have plagued the Hall of Doom. Clearly he can't be serious!

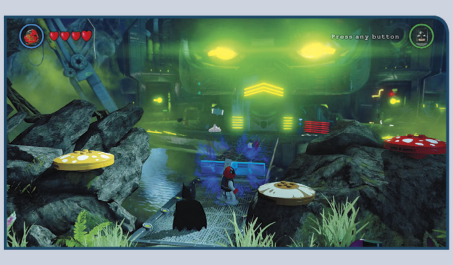
Or can he? No sooner does Mr Mxyzptlk finish talking than a swarm of savage penguins attacks! Wipe out every last penguin to save Mr Mxyzptlk's cowardly hide.

HALL OF DOOM 3 QUEST

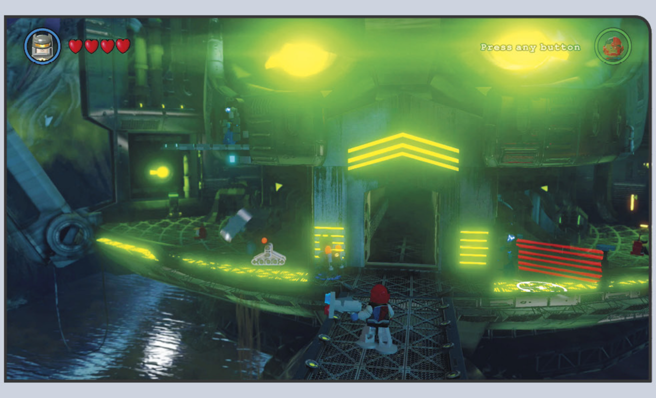
"I, Penguin"

Location: Exterior
How to unlock:
Complete Quest 2: "Not-so-scared Crows"
Reward(s): Gold Brick, The Penguin





Finish Quest 2 and leave the hub and reenter to find The Penguin lurking outside the Hall of Doom. Chat with the villain to learn that a number of his penguins have gone off to start their own gangs. The Penguin begs for your help in rounding up his former recruits!



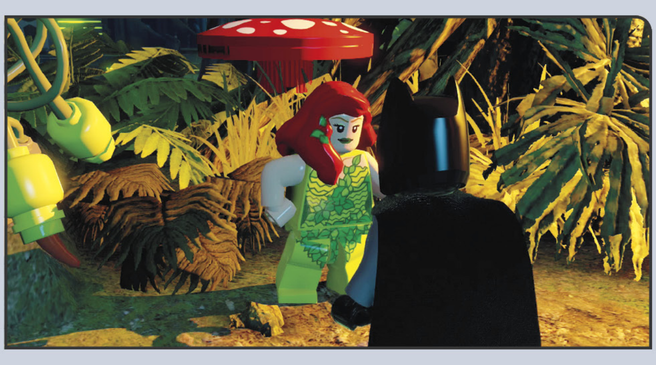
The Penguin's penguins are all found around the Hall of Doom. Use magnetic power to lower the barricade that they've raised on the bridge. Approach the penguin beyond the barricade and press the Interact button to make it follow you back to The Penguin himself.

The other two penguins are just across the bridge. Blast the silver hammer on the left to get at one of them, and use Cyborg in his Electricity Suit to drain the electric panel and get rid of the lasers near the penguin on the right. Lead them both back to The Penguin to complete the roundup and earn your reward!

HALL OF DOOM 4 QUEST

"The Garden of Love"

Location: Exterior
How to unlock:
Complete Quest 3: "I, Penguin"
Reward(s): Gold Brick, Swamp Thing



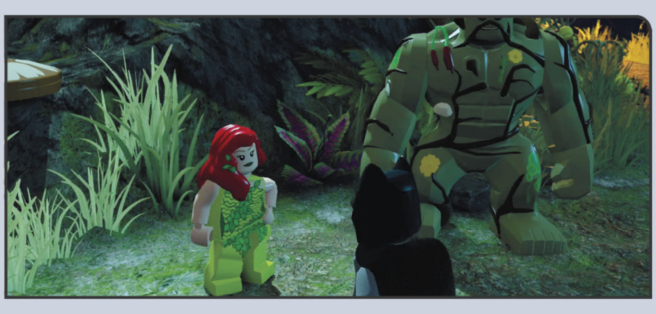
With the first three exterior quests completed, step back outside of the Hall of Doom to find Poison Ivy standing along the foreground path. She seems to have a real thing for Swamp Thing and needs your help in getting close to him. Time to play the wingman!

After chatting with Poison Ivy, use a freeze cannon, super-breath, or a water character like Aquaman to put out the LEGO fires that have flared up nearby. Keep dousing the flames as you guide Ivy to the left, clearing the way to Swamp Thing. Unite the two love birds to complete the quest.

HALL OF DOOM 5 QUEST

"Love Stinks"

Location: Exterior
How to unlock:
Complete Quest 4: "The Garden of Love"
Reward(s): Gold Brick, Poison Ivy



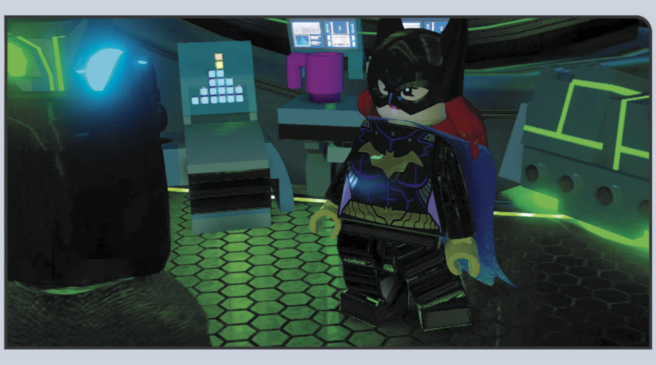
Exit the hub and reenter to start the finale of the Hall of Doom's exterior quest chain, Poison Ivy and Swamp Thing are having a bit of trouble in their budding relationship. It seems that Ivy is releasing too many pheromones, and needs you to whip up something to mask her seductive scent!

As luck would have it, a little lab has appeared nearby. First, use magnetic power to tilt the blue lever on the left. This fills the empty flask full of toxic goo. Step on the button on the left next, and wait there until two lasers pop up and change the goo from green to red. Use magnetic power again afterward to lift the big block on the right and shake the potion, turning it back to green. Bring the crazy concoction back to Poison Ivy to complete her lovely little lab experiment!

HALL OF DOOM 6 QUEST

"The Best Laid Plans of Bats and Men"

Location: Interior
How to unlock: Available from the start
Reward(s): Gold Brick



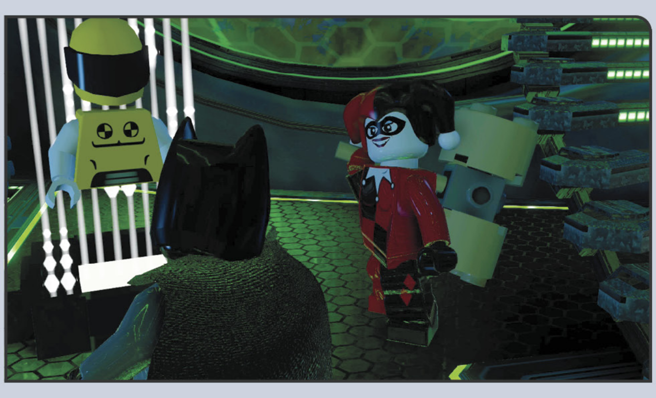
The next three quests all occur within the Hall of Doom itself. Find Batgirl inside the building first and speak with her to learn that she's searching the compound for some important blueprints. Let's see if you can lend a hand!

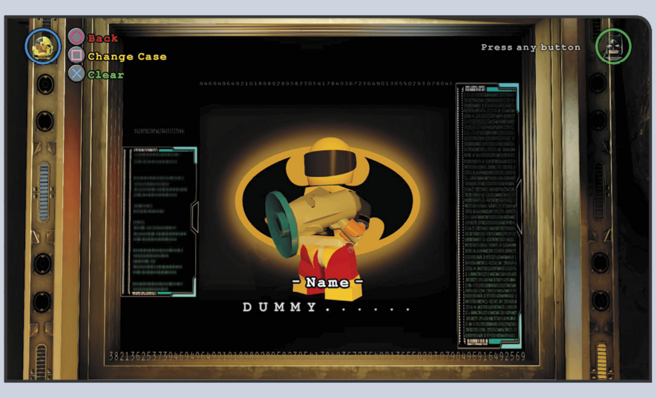
Those blueprints could be anywhere; you'd better search the place thoroughly! Smash every object that you see, especially the five long, brown file cabinets that now appear around the Hall's ground floor. These unassuming file cabinets contain the plans that you're after, but you have to smash all five to find all of the scattered blueprints!

HALL OF DOOM 7 QUEST

"Think Bike"

Location: Interior
How to unlock: Complete Quest 6:
"The Best Laid Plans of Bats and Men"
Reward(s): Gold Brick





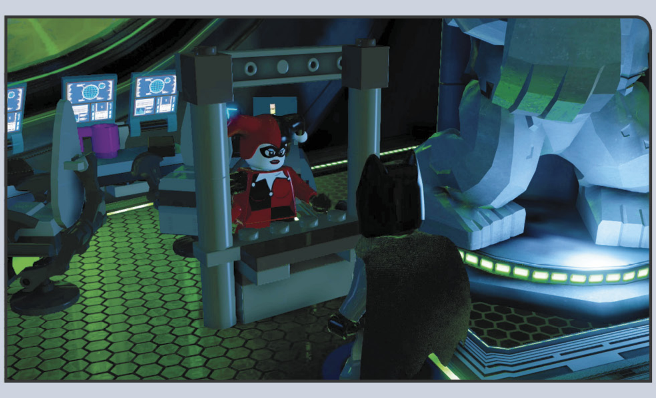
The Joker's devoted partner in crime, Harley Quinn, can be found in the Hall of Doom after you complete Quest 6, exit the hub, and reenter. She needs help from a dummy in testing a new bike that she's ordered for her boss, The Joker. And you're just the dummy for the job!

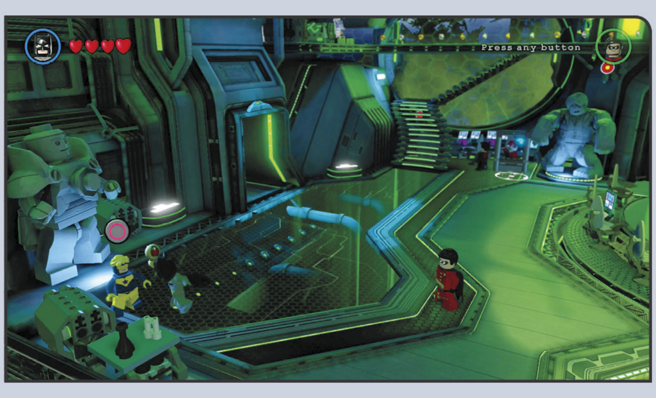
To help Harley out, all you really need to do is dress up like a crash test dummy. Travel to the Watchtower or Batcave and use the character customizer to create a custom character. Give it the Crash Test Dummy hat and body, buying the parts to unlock them if need be. Return to Harley in full dummy getup to complete her request!

HALL OF DOOM 8 QUEST

"Five Studs, Please"

Location: Interior
How to unlock:
Complete Quest 7: "Think Bike"
Reward(s): Gold Brick, Harley Quinn





Return to the Hall of Doom after completing Quest 7, and you find that Harley Quinn has set up a special stall in the lobby. Harley wants to help others solve their deep-seated issues and asks that you bring some struggling souls to her stall for some advice.

After chatting with Harley, you find troubled patients all over the Hall of Doom. Approach each one and press the Interact button to get them to follow you back to Harley for some therapeutic help. It never hurts to talk!

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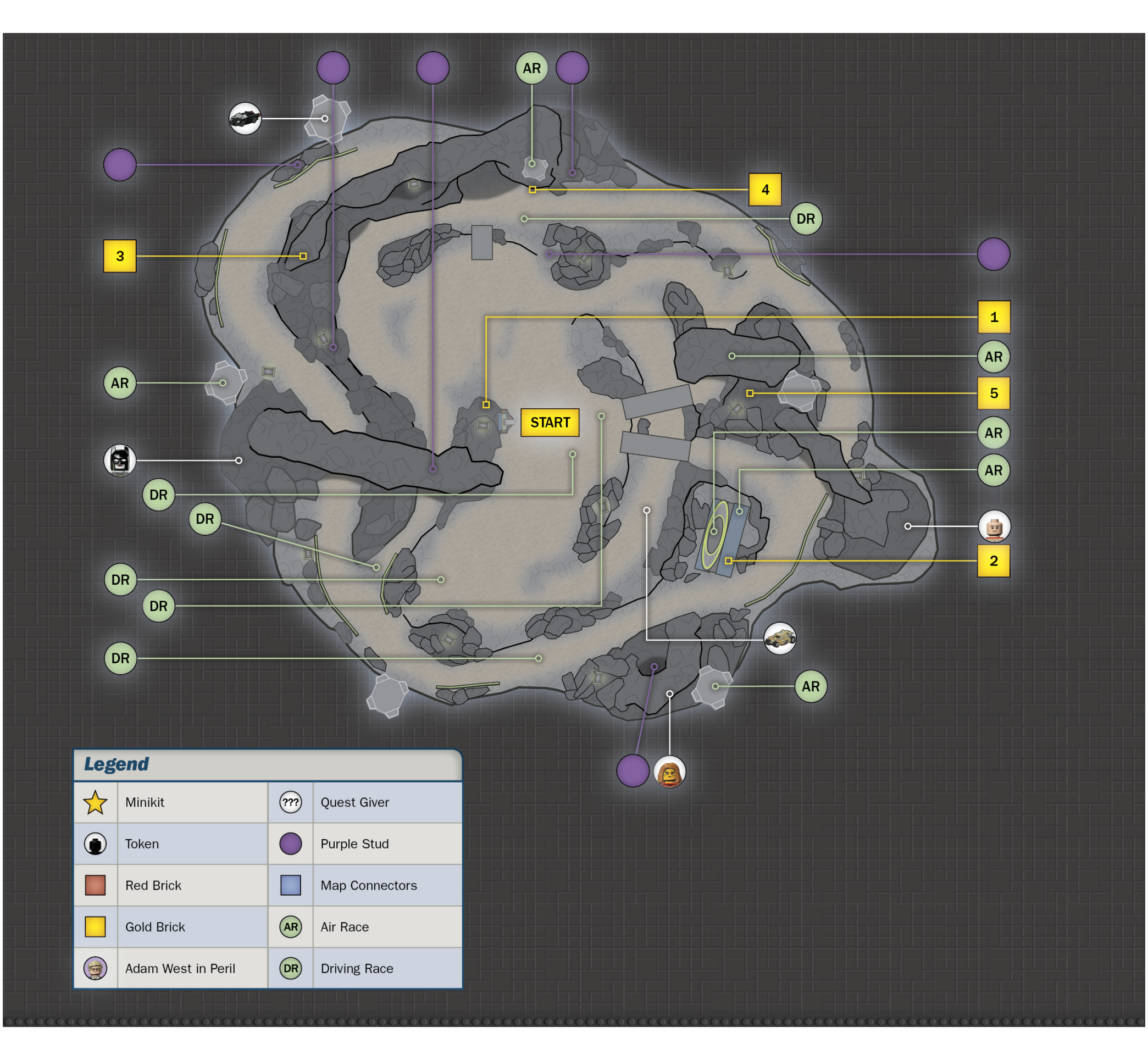
Oa

Hub Overview

HUB
5
AREA
Oa

Hub Overview

Homeworld of the Green Lanterns, Oa is a unique hub area where the many vehicles you've unlocked can be purchased, called in, and then used during high-stakes races around the planet. You can enjoy a total of 12 races and each one you beat earns you a Gold Brick! Oa is also packed with Purple Studs to track down, making it a great pit stop when you need to pack your pockets with studs.



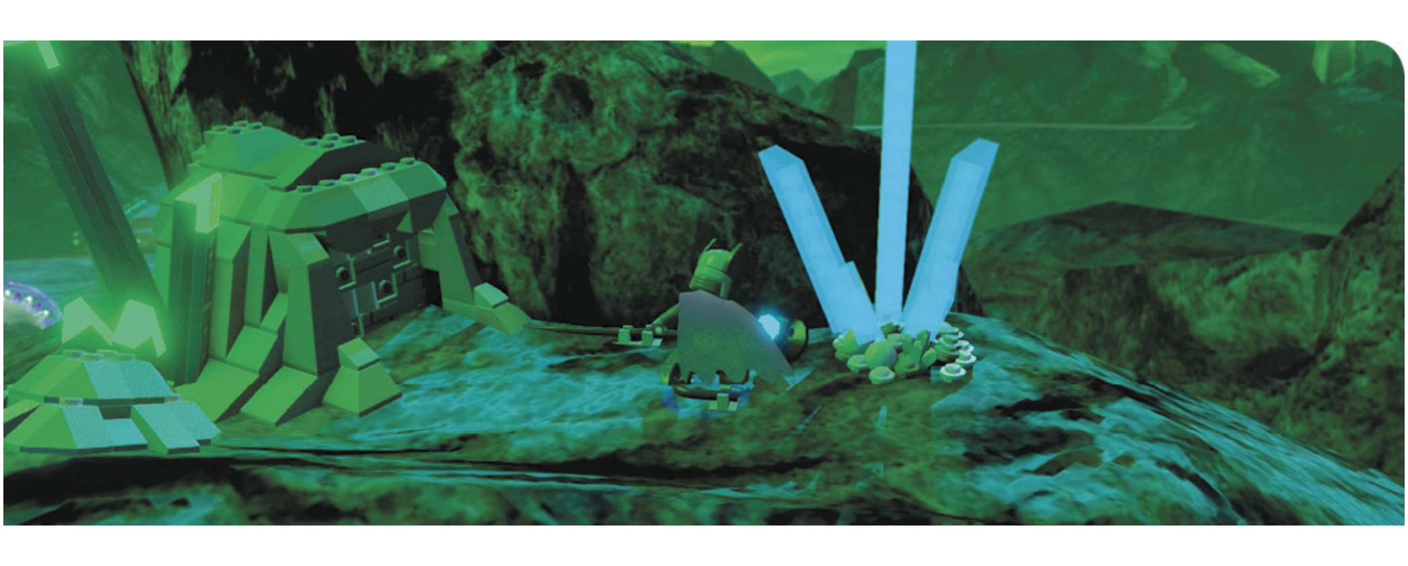
To reach Oa, you must first collect nine or more Gold Bricks. Then you can complete the "Permission to Launch" Quest that's offered by the Green Loontern in the Watchtower's Lobby. After completing "Permission to Launch," and completing one of the planets, travel to the moon base and then make your way to Oa! Explore the moon's surface to find the slideways teleporter that leads to Oa. You need 30 or more Gold Bricks to activate the teleporter and travel to Oa.

GOLD BRICKS

Gold Bricks

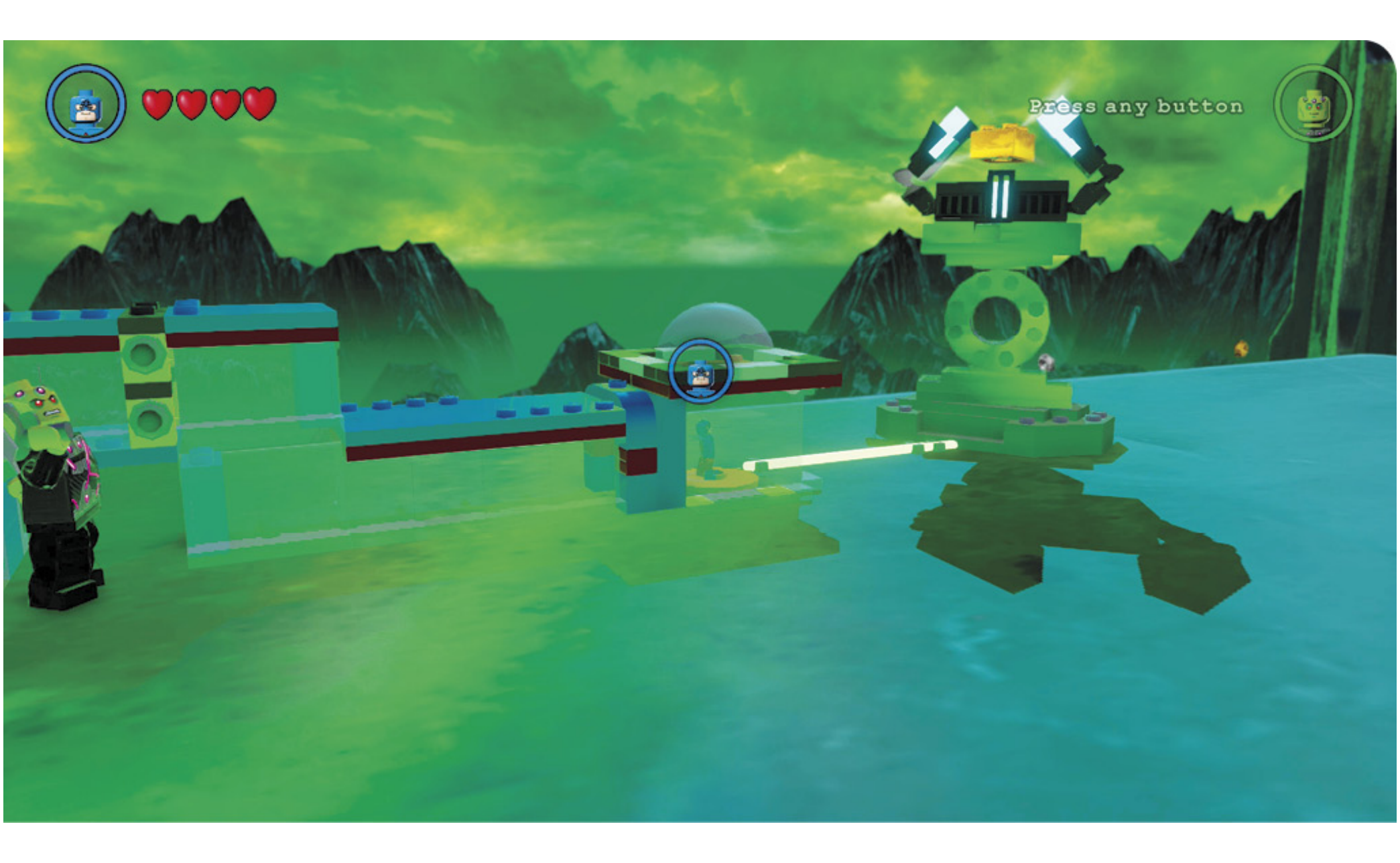
No.	Notes
1	Sonar the crystal, dig in the dirt, and then build and push the spinner.
2	Send the Atom (or a Red Brick Mini Character) through the micro-maze atop the Green Lantern.
3	Use a laser or heat vision to blast open the hatch with the gold padlock, then activate the Toy Wonder panel.
4	Smash the rock near the north pillar, build and activate the techno panel, then work your way up to the Gold Brick.
5	Disable three power sources to shut off the laser grid.

Gold Brick 1



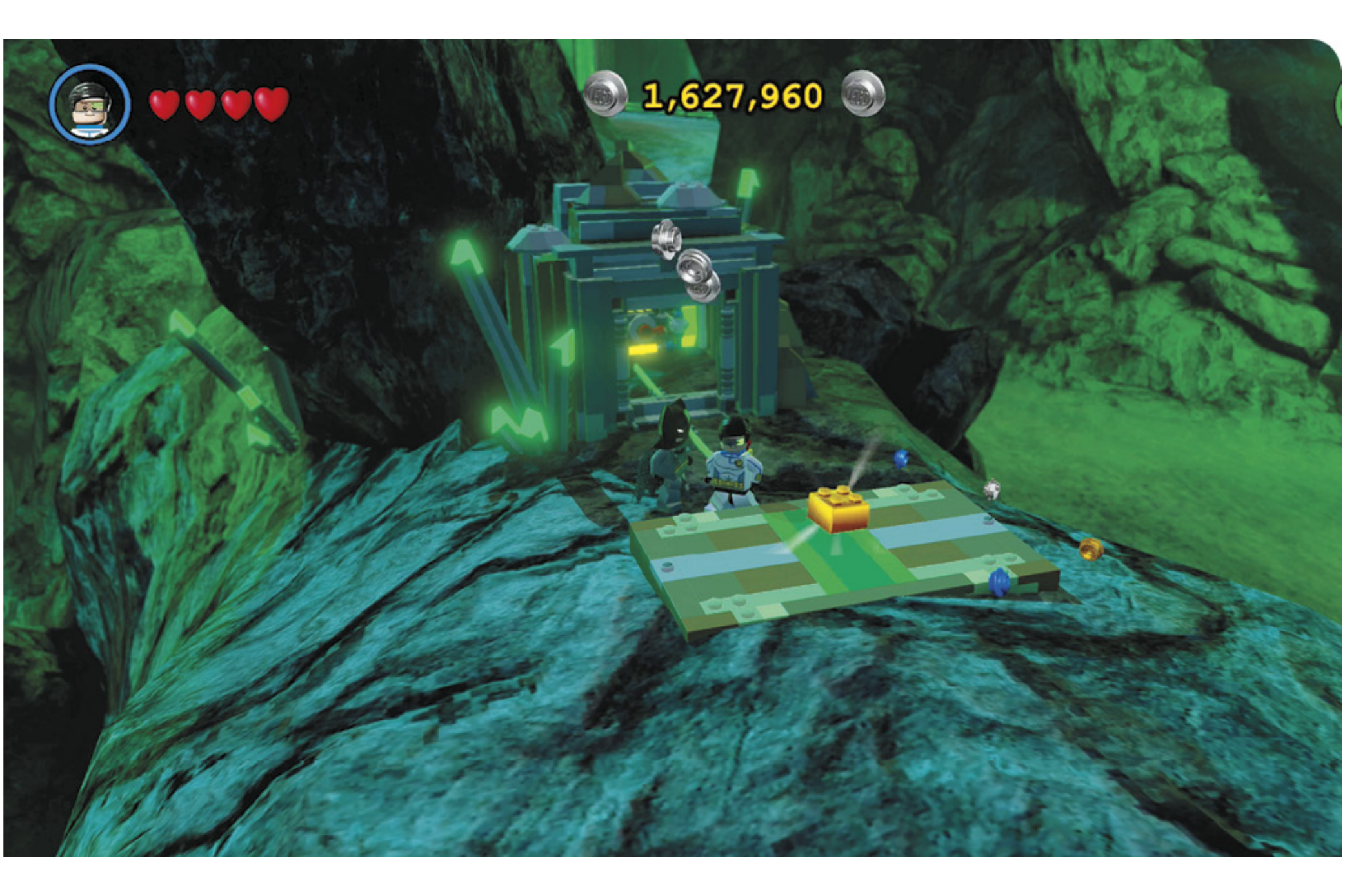
You get a Gold Brick for every race you win around Oa, but you can find a few more by searching the planet itself. Check the rocks behind Oa's entry portal to find a glass crystal formation and a small shed. Use a sonar blast to shatter the crystal, then dig in the dirt that you uncover to find some bricks. Build a spinner out of the bricks and then push on the green side of the spinner's handle to open the nearby shed. Run inside and grab yourself a Gold Brick!

Gold Brick 2



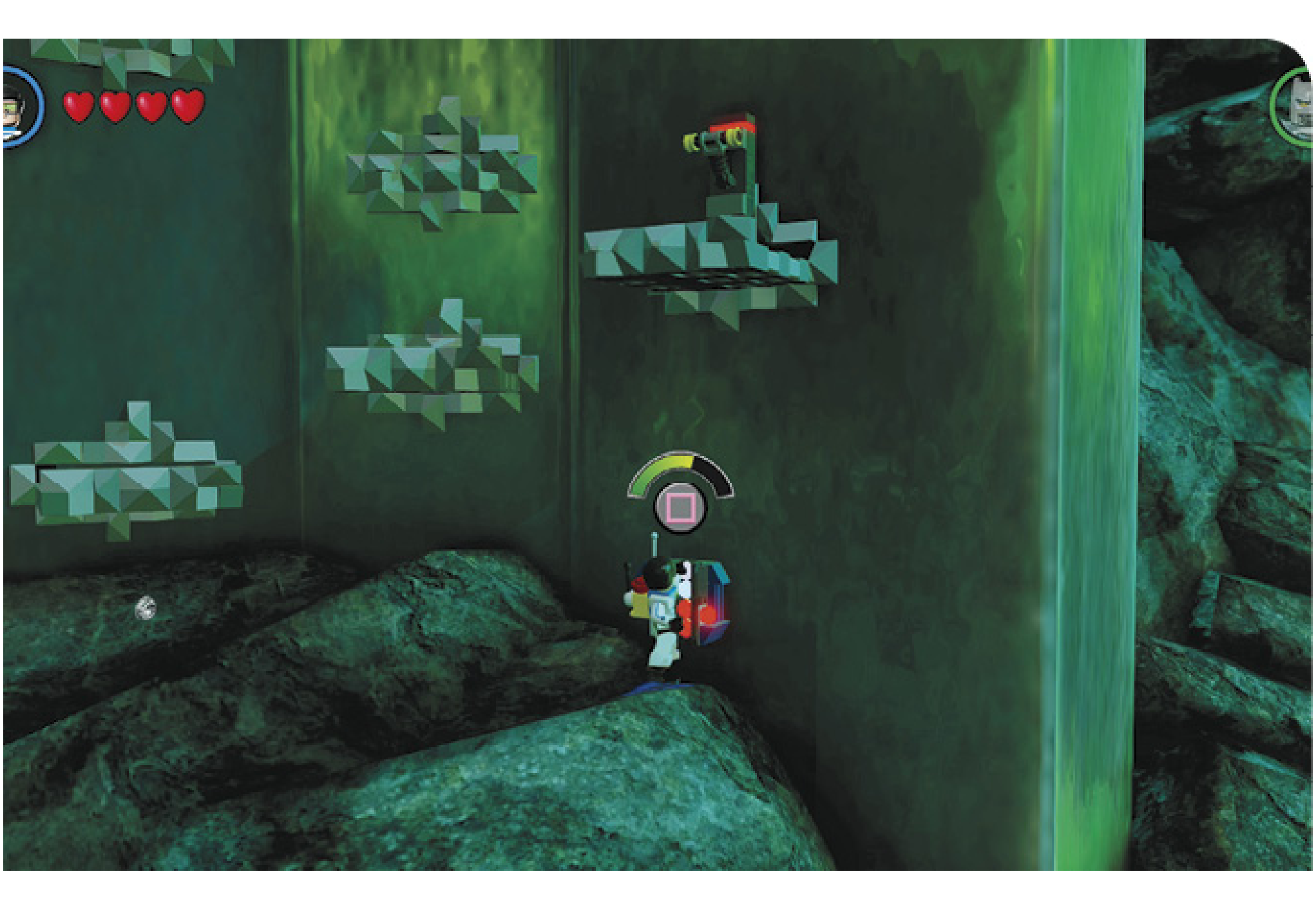
Fly up to the top of Oa's massive Green Lantern and you discover a maze for micro-sized characters. Shrink down the Atom (or use a Red Brick Mini Character) and sprint into the maze, heading from left to right on your way to a button. Step on the far right button to open a chest outside, exposing a Gold Brick that's yours for the taking!

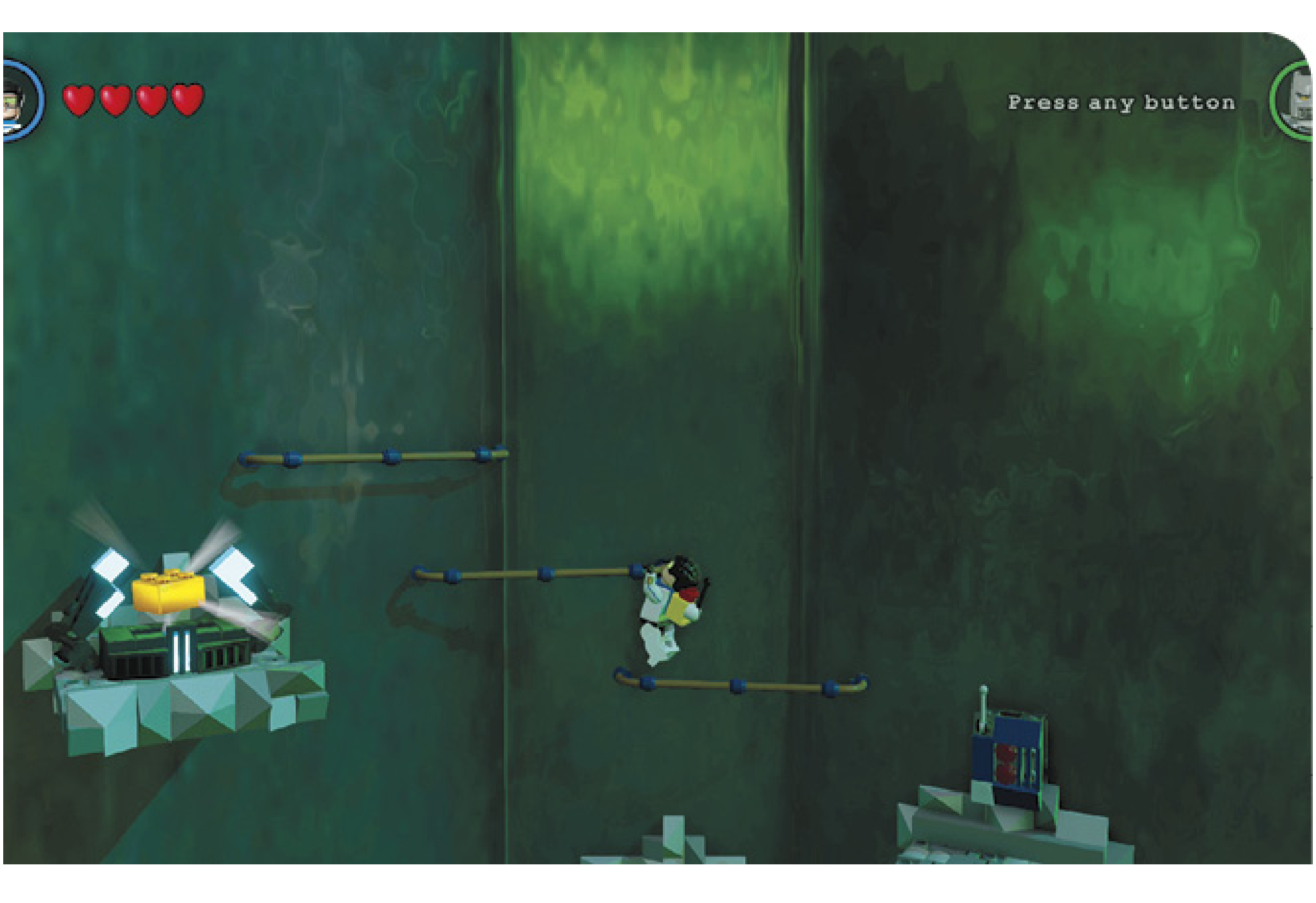
Gold Brick 3



Search the rocks up north to find a hatch that's sealed by a gold padlock. Destroy the lock with a laser or heat vision, then use Robin in his Techno Suit to hack the Toy Wonder panel that the hatch was covering. This opens the nearby crate, containing a shiny Gold Brick!

Gold Brick 4

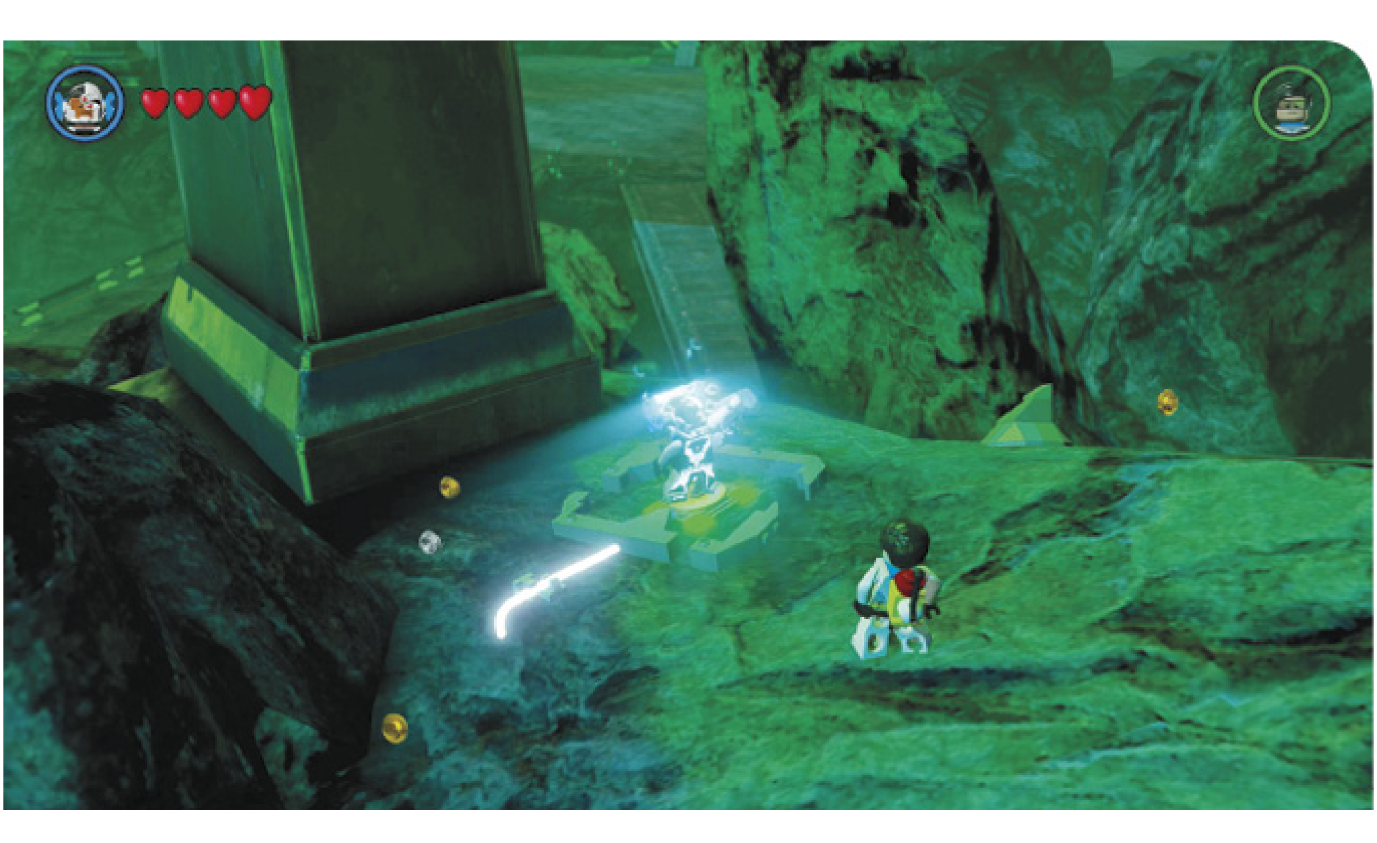


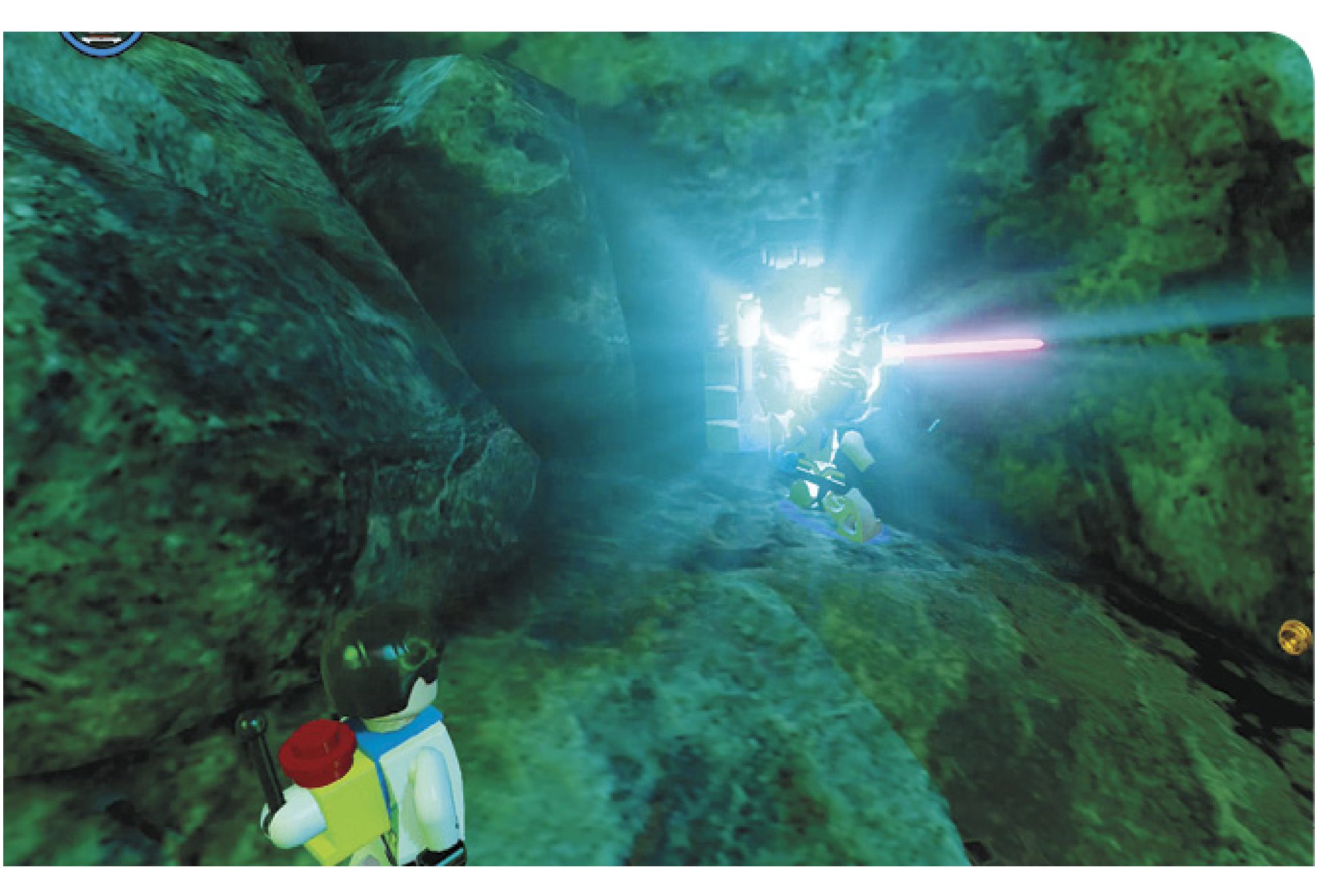


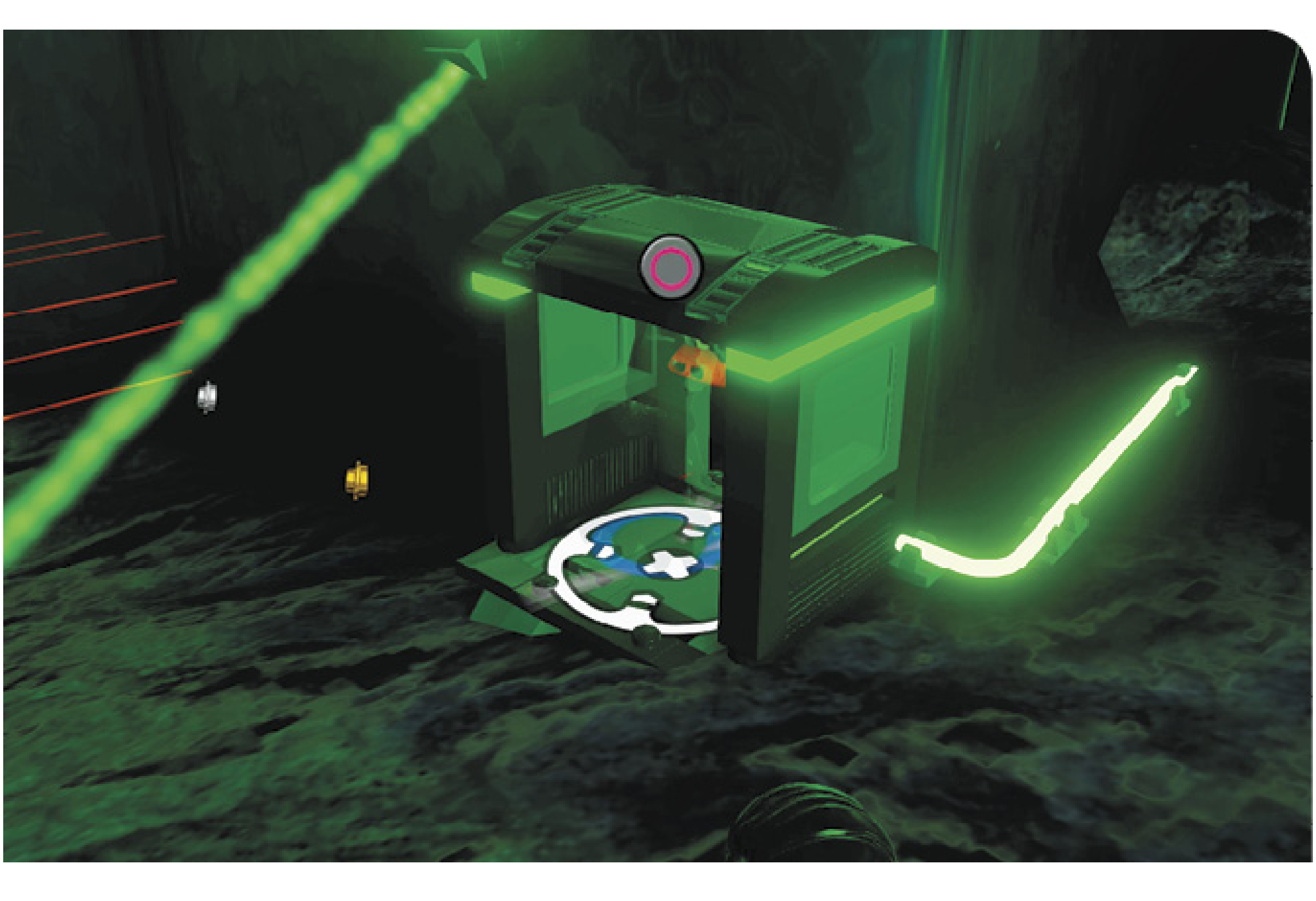
Notice a series of ledges and hand holds running up the side of the giant pillar along Oa's northern edge. Clearly, there's some adventuring to be done around here! Smash the big, glowing rock formation at the base of the pillar to discover some bricks, then build a techno panel. Hack the panel to extend a small platform out from the pillar above you.

Leap up to the platform and pull the nearby lever to make another small platform pop out on the left. Hop over and pull another lever to extend another platform, and keep going until you reach a techno panel. Hack this to open a nearby capsule, exposing a Gold Brick! Leap over and cross the hand holds to claim your prize.

Gold Brick 5







Oa's final Gold Brick is under heavy guard up near the giant Green Lantern, and requires some effort to obtain. Begin by using a giant or super-strength character to smash through the cracked patch of ground near a pillar to the north of the giant Green Lantern. This exposes a button. Step on it to shut down one of three power supplies feeding a nearby laser grid.

Next, smash the glowing rock formation against the wall near the laser grid to uncover an electric panel. Use Batman's Electricity Suit to drain the charge from this panel to cut off the second power supply.

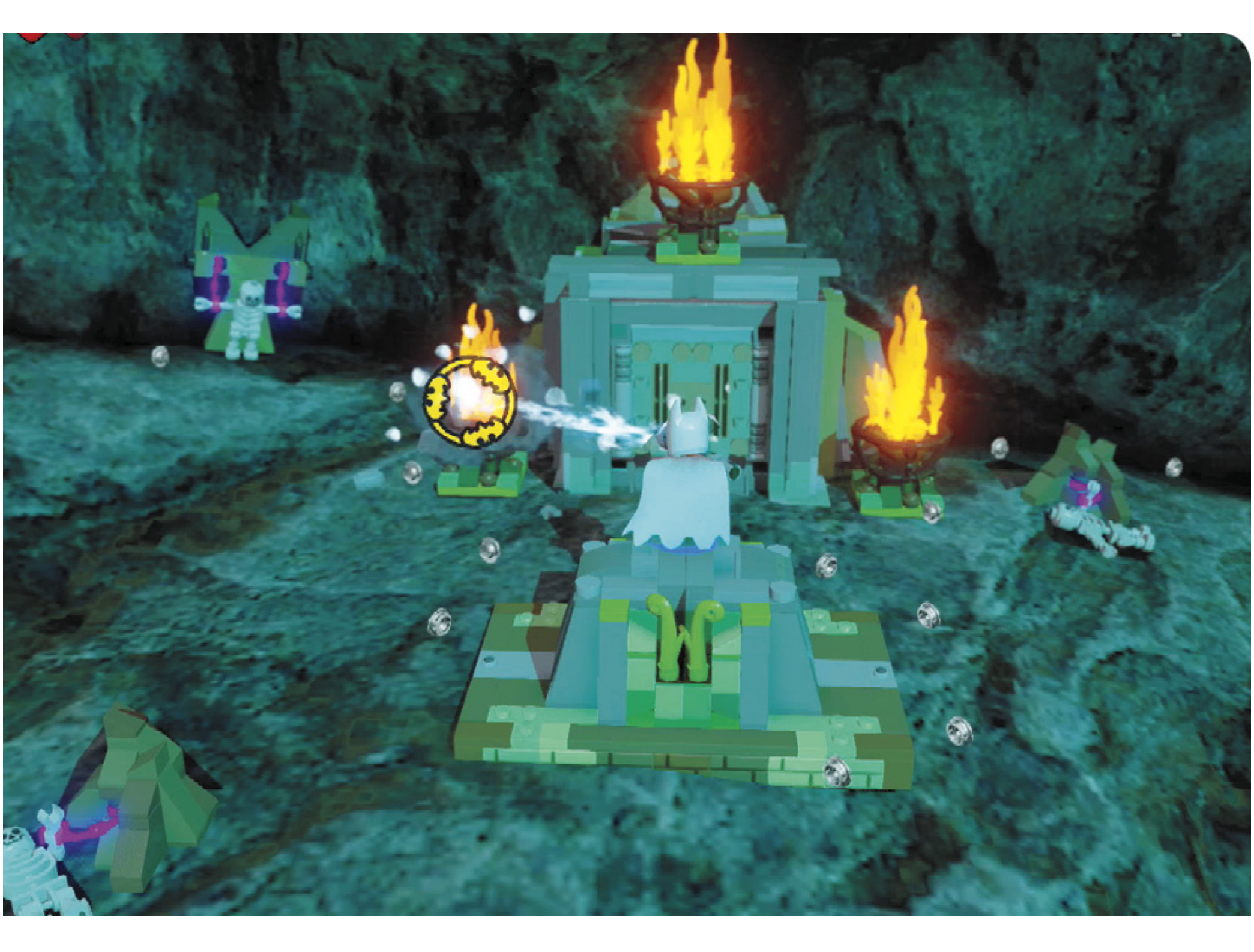
One more to go! Select Batman's Sensor Suit and hold the Interact button to enter stealth mode. Move into the booth near the laser grid, which is being monitored by a security camera. Pull the lever inside the booth to shut off the final power supply. The laser grid shuts off, and the Gold Brick is yours for the taking!

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
	Cheetah (Robin Disguise)	Douse the flames around the temple, then smash the cracked floor inside and step on the button.
	Lex Luthor (Wonder Woman Disguise)	Use super senses to follow the footprints, then dig in the dirt and activate the techno panel.
	The Joker (Batman Disguise)	Light the three fires by hitting the three targets, then enter the tiny temple and cross the goo.

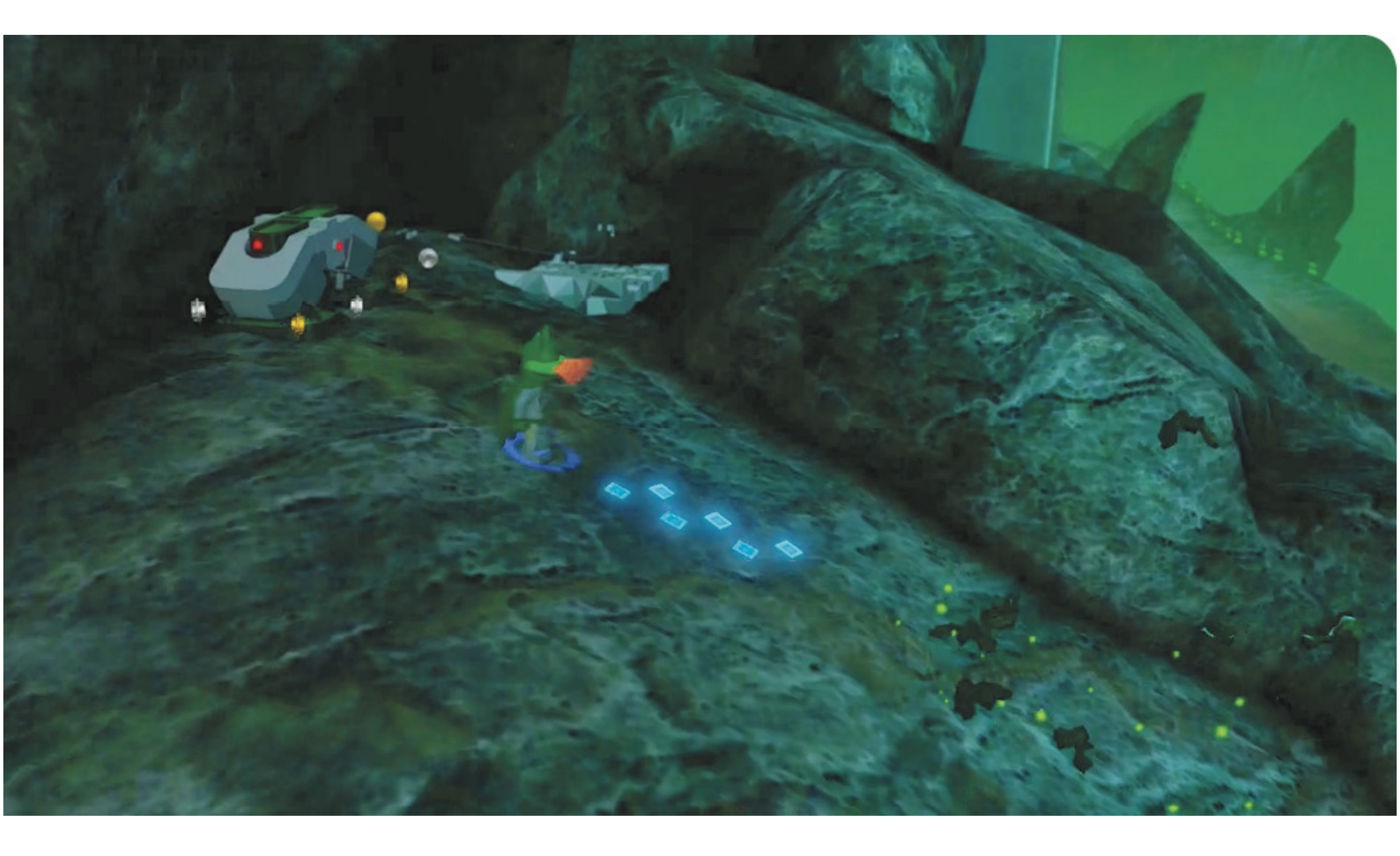
Cheetah (Robin Disguise)



Search Oa's south rocks to find a tiny temple that's surrounded by three flames. Put out the flames with a freeze cannon, super-breath, or water character such as Aquaman and the temple's door opens wide!

Enter the temple and use a super-strength character (such as Superman) to smash through the cracked floor inside. This uncovers a button. Step on it to open the crate outside the temple and reveal a Character Token!

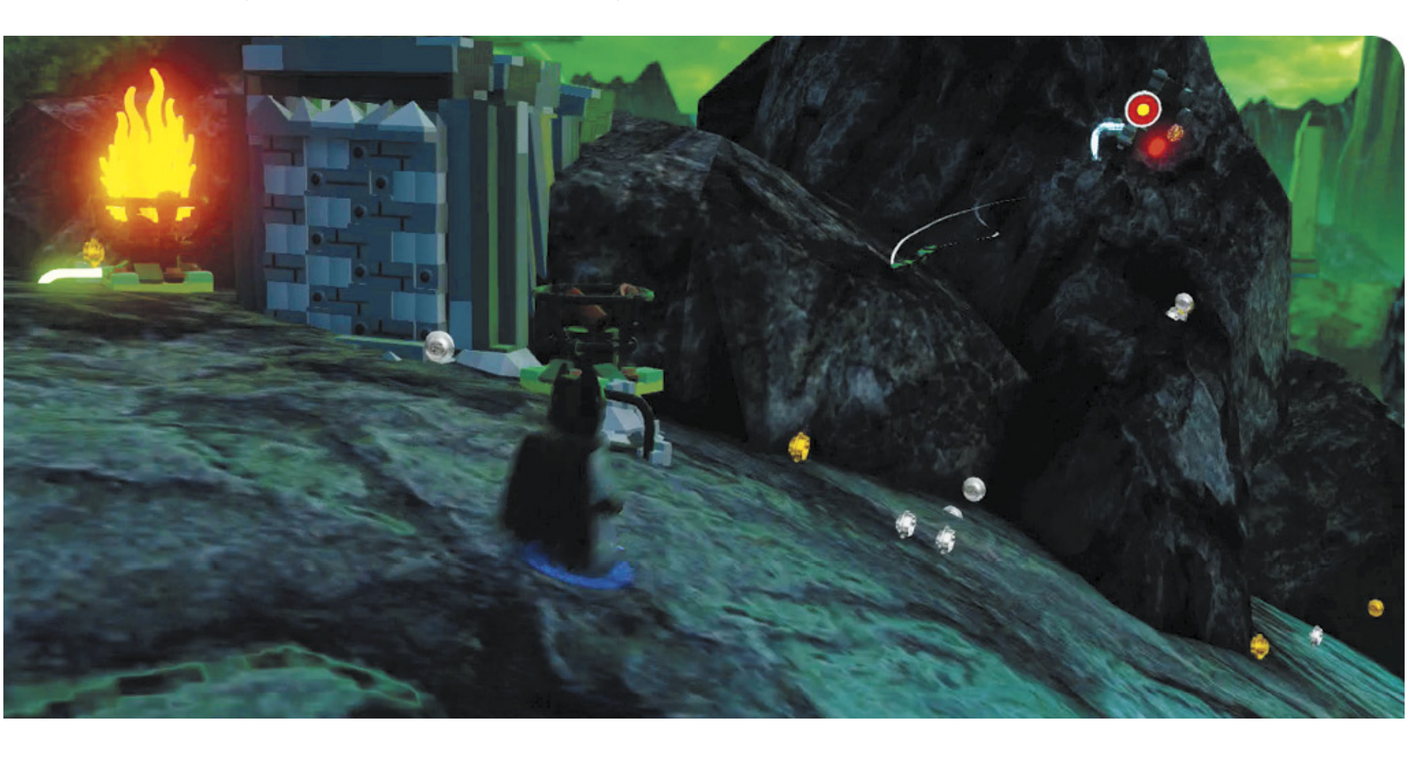
Lex Luthor (Wonder Woman Disguise)



There's something suspicious about the rocks on Oa's east edge. Fly over there, land, and then use super senses to detect a series of curious footprints close by! Follow the footprints to another nearby sense spot, and use super senses again to find more footprints. Keep following the trail all the way up to a suspicious mound of dirt!

Dig in the dirt to uncover a chest that's sealed with a big gold lock. Blast the lock with a laser or heat vision to blow the chest to bricks. Build the chest's bricks into a techno panel, then hack the panel to open the nearby capsule. Hey, there's a Character Token inside!

The Joker (Batman Disguise)



Search the rocks on Oa's west side to discover another tiny temple. Unlike the other one you discovered to the east, this one needs to have its fires lit. Light the temple's three fires by striking three nearby targets with Batarangs or other ranged attacks. Hold the Attack button and aim at each target, then release the Attack button to throw a Batarang and strike each target in turn.

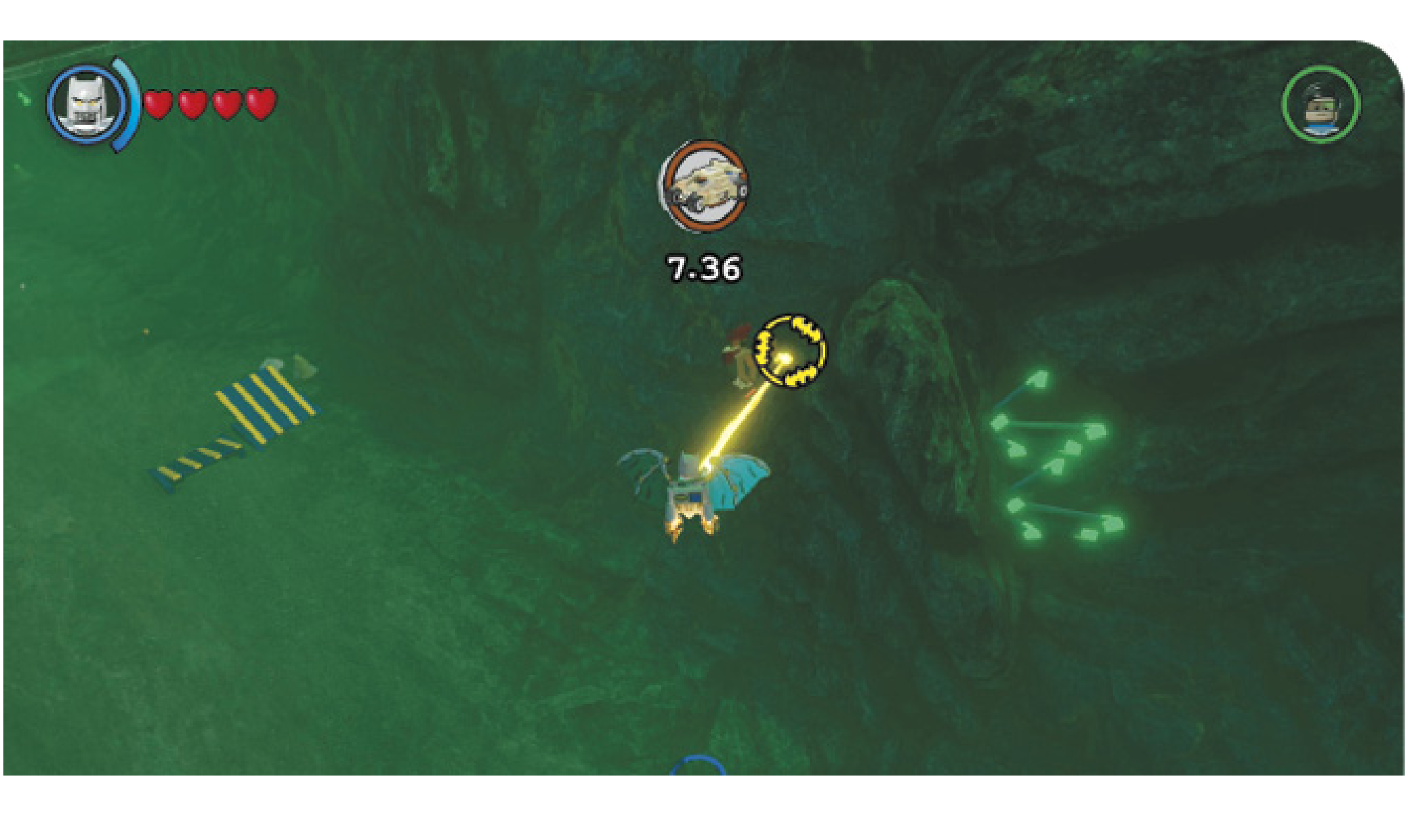
After hitting all three targets, the temple's door opens. Use a Hazard Suit or a goo-resistant character (such as Superman) to cross the toxic goo inside the temple and reach its ancient treasure: a Character Token!

VEHICLE TOKENS

Vehicle Tokens

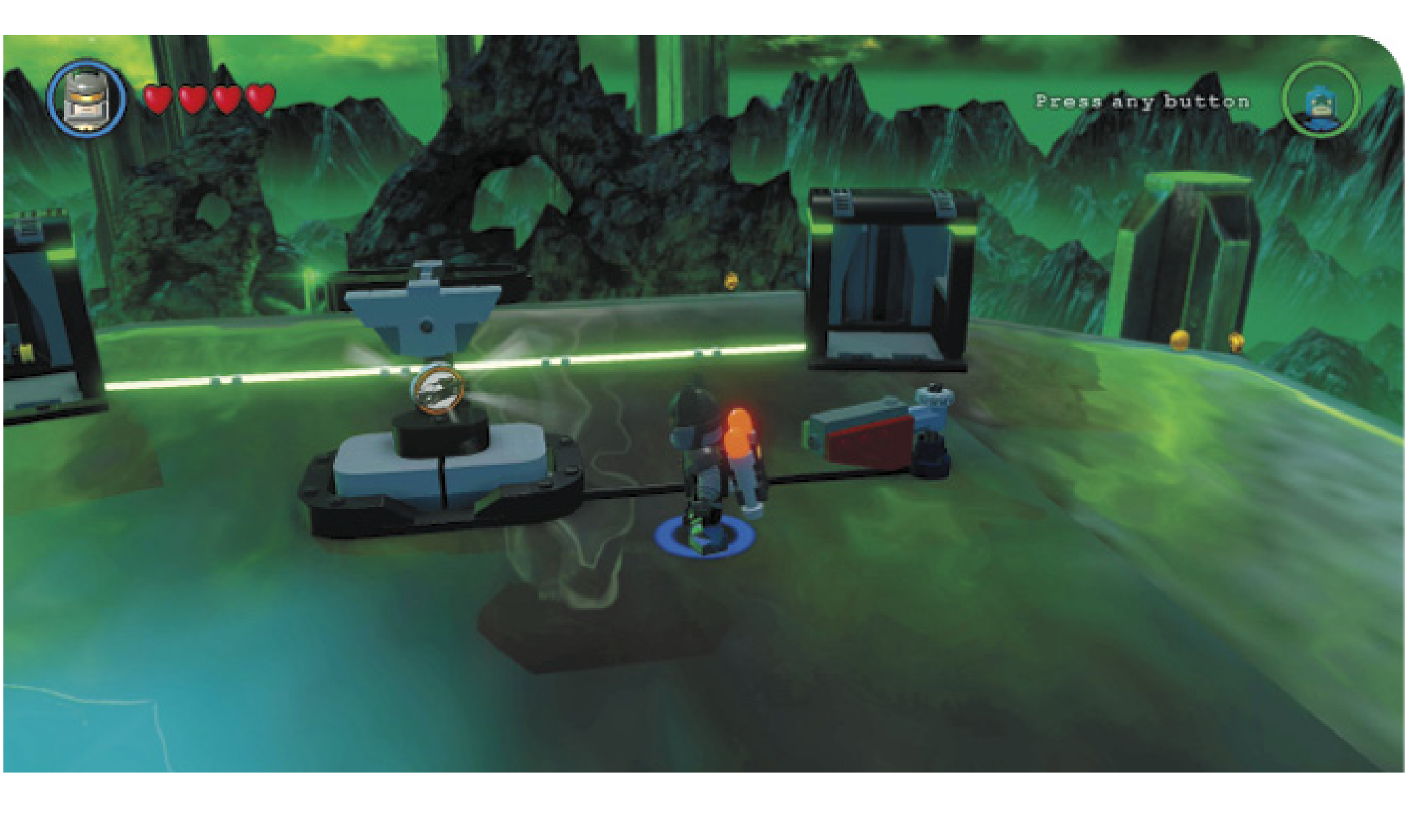
Icon	Vehicle	Notes
	Bane's Tumbler	Quickly destroy five chickens beneath Oa's twin bridges.
	Bruce Wayne's Compact Sports Car	Use super senses and explosive attacks to solve the mystery atop the giant south pillar.

Bane's Tumbler



Take a look beneath Oa's twin bridges, and you spot a whole flock of chickens! Blast each bird to bricks as fast as you can, destroying all five before time runs out. If you're fast enough for this fowl challenge, a new Vehicle Token is yours!

Bruce Wayne's Compact Sports Car



Fly up to the top of the tall pillar to the north of Oa's entry gate and use super senses to detect a hidden button. Step on the button to open a nearby door and expose a lever. Pull the lever to open another nearby door, revealing a silver crate.

Blast the silver crate to bricks with an explosive attack, then build the bricks into a spinner. Push the green side of the spinner's handle to open the nearby crate, which contains a Vehicle Token!

There are no quests to be found around Oa. Look elsewhere for work, hero!

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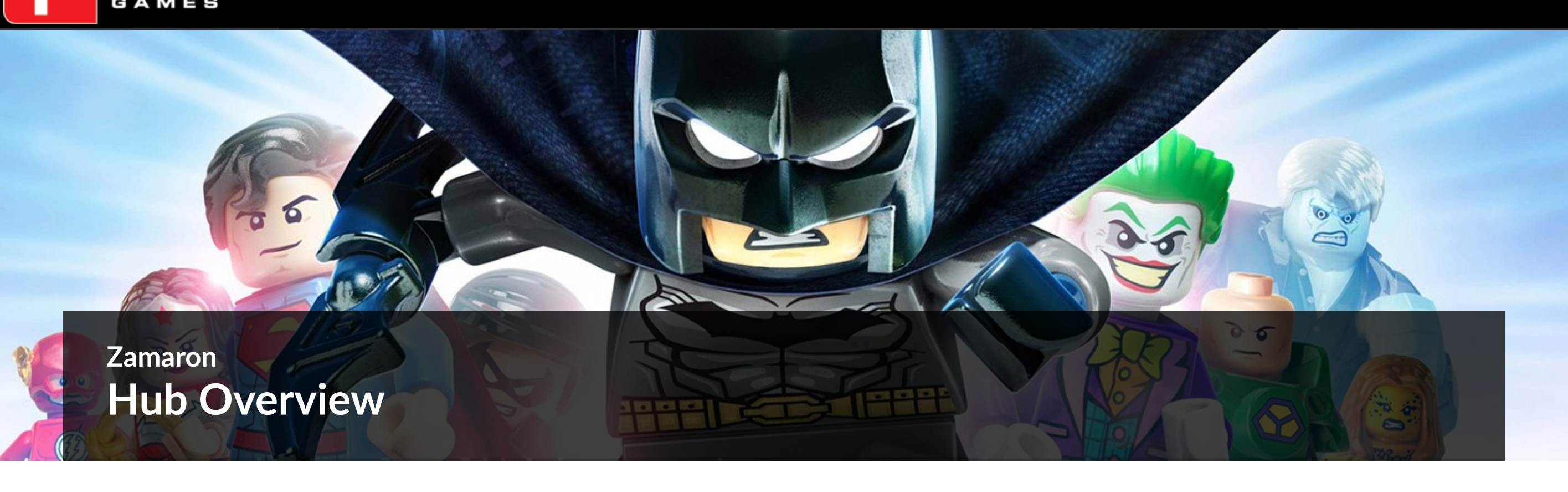


Zamaron

Hub Overview

HUB
6
AREA
Zamaron

Hub Overview

Zamaron is a beautiful pink planetoid that's famous for its bounty of breathtaking crystals. The people here are joyful and quick to share their feelings of peace and love with visitors. The heroic Lantern, Star Sapphire, hails from this gorgeous world.

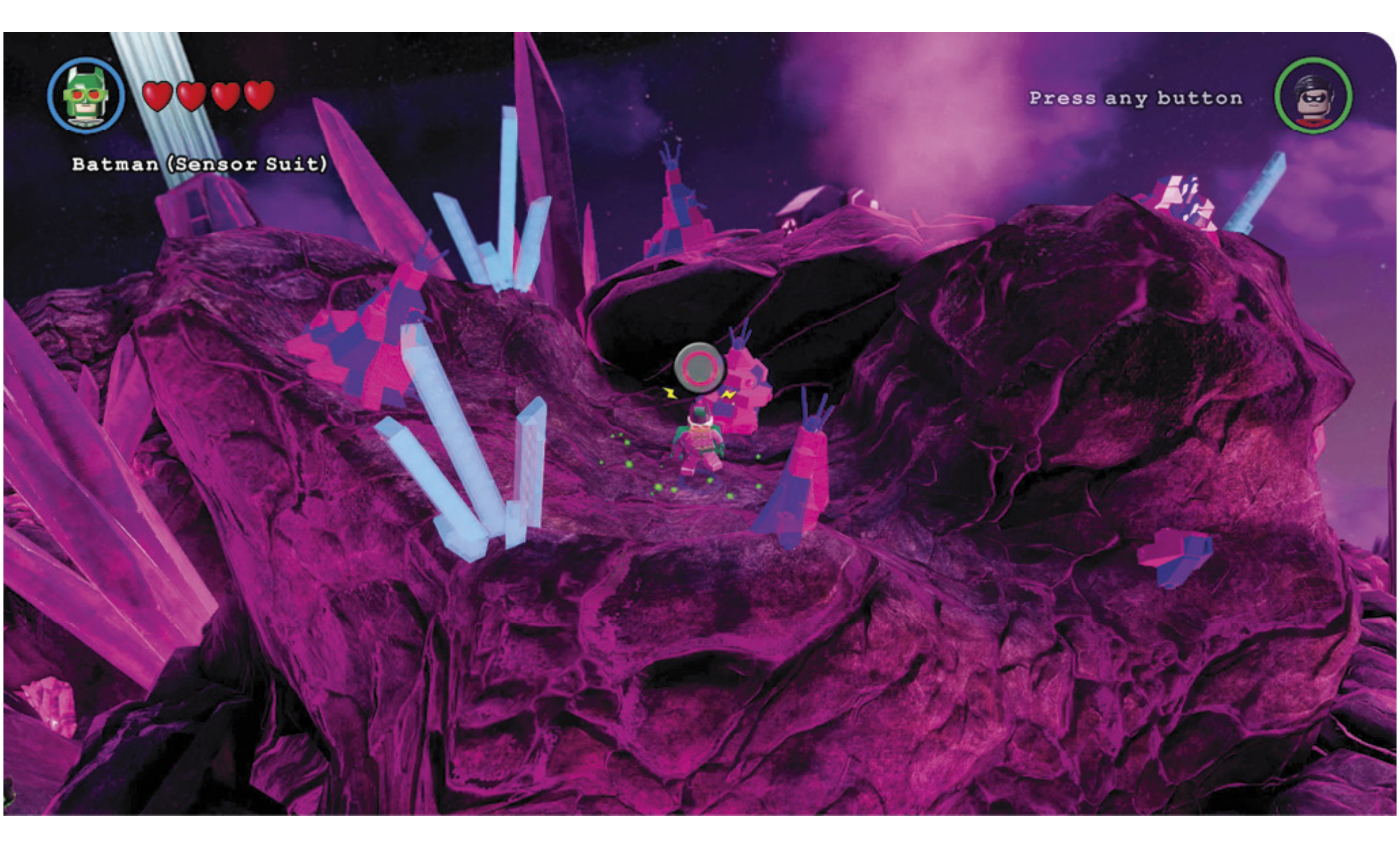
To reach Zamaron, complete the "Permission to Launch" Quest offered by the Green Loontern in the Watchtower's Lobby, have nine Gold Bricks, and have completed one of the planet levels to enter the moon base. You need 10 Gold Bricks and to have completed Level 9: "Power of Love" to activate the moon base teleporter that leads to Zamaron.

GOLD BRICKS

Gold Bricks

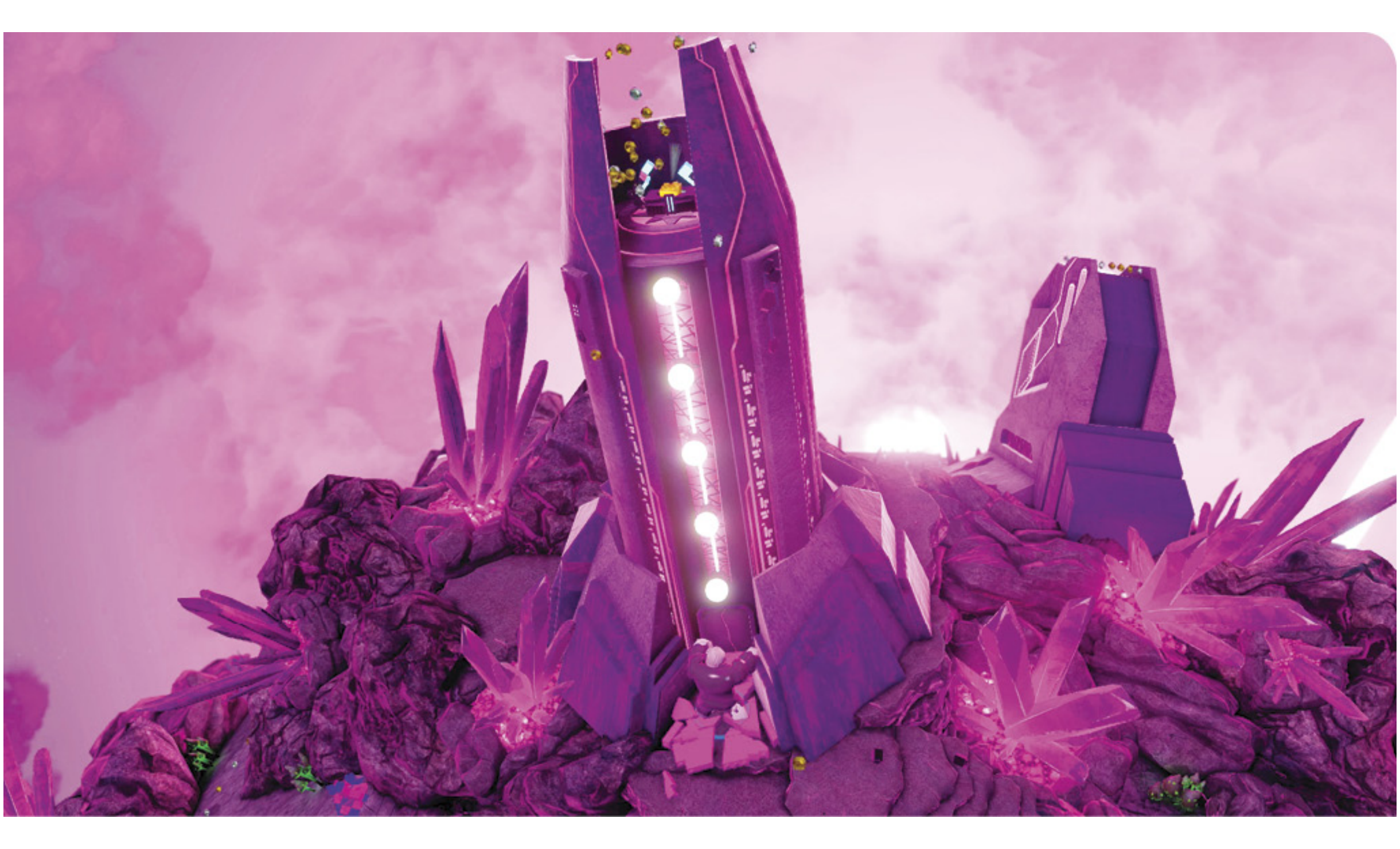
No.	Notes
1	Use super senses to detect a silver crate, and then destroy it.
2	Smash the cracked ground near the tower.
3	Destroy the big Star Sapphire statue's gold ring.
4	Quickly hit the nine blue Batman flags near the Lantern.

Gold Brick 1



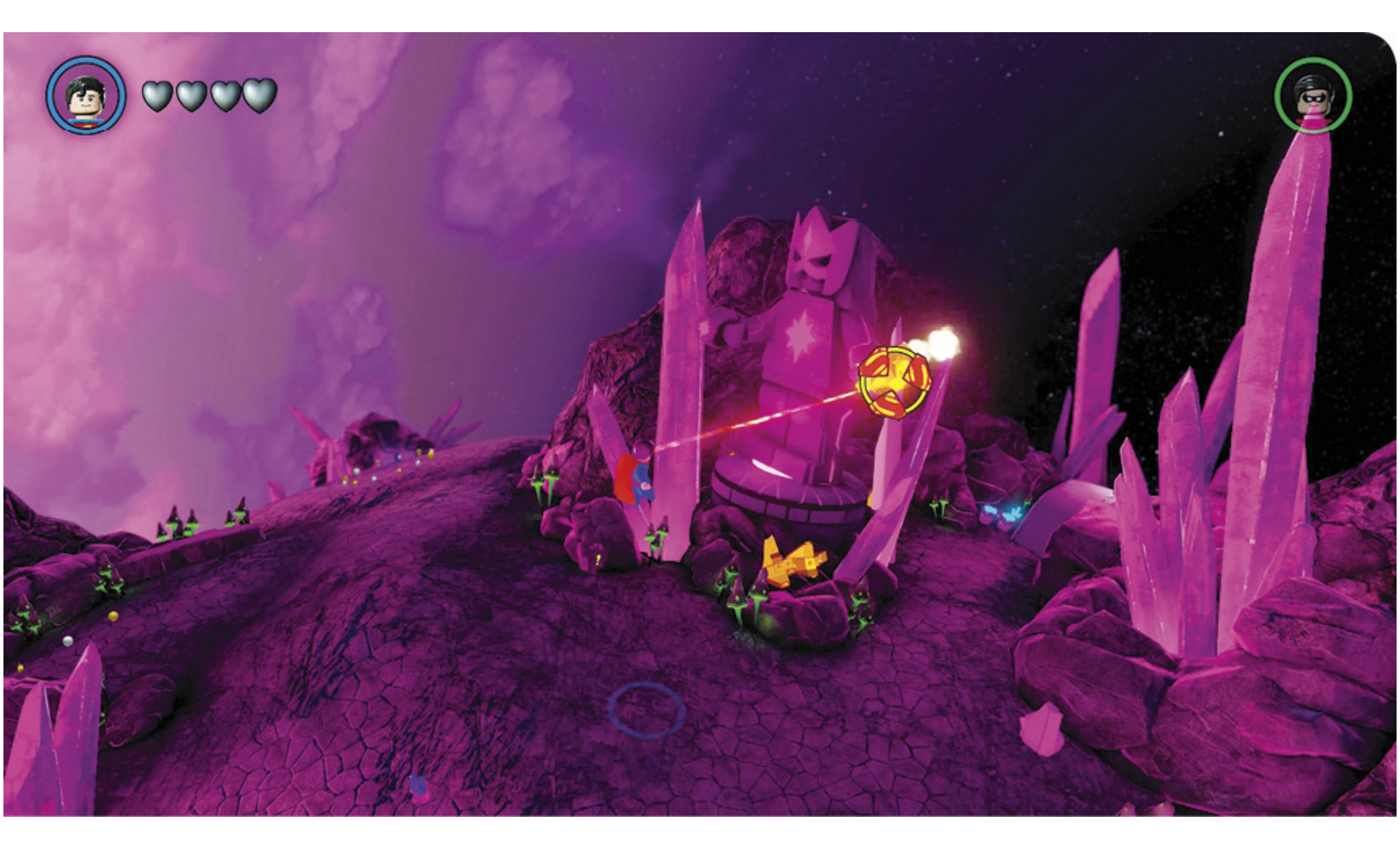
Fly directly away from the Lantern, and you come across a suspicious rock formation. Land on the rock and use super senses to detect a hidden silver crate! Blast the crate open with a Power or Demolition Suit to discover one of Zamaron's lovely Gold Bricks.

Gold Brick 2



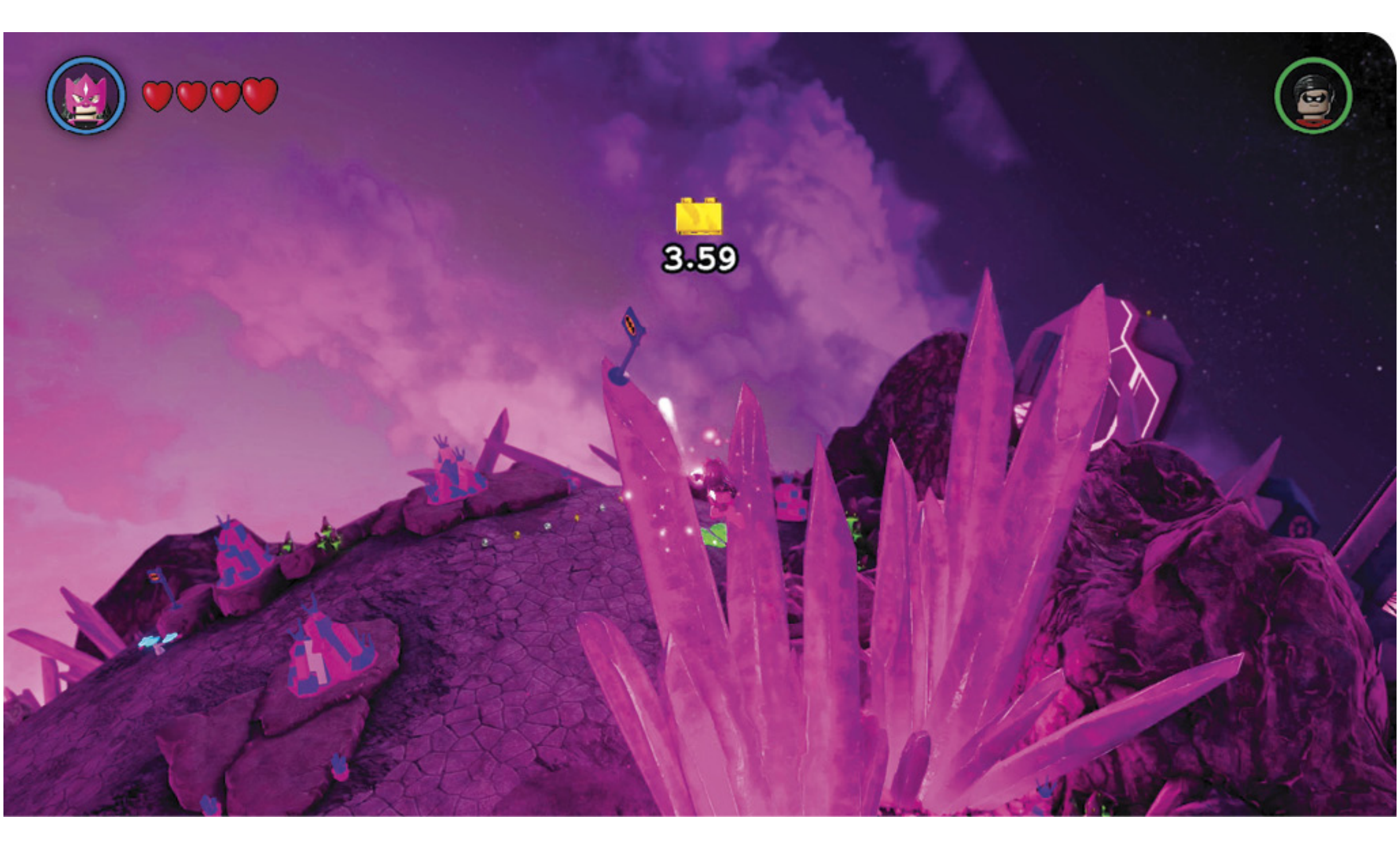
Check out the tall buildings near Gold Brick 1; there's a patch of cracked ground next to one of them. Smash through the cracked ground with a giant or super-strength character and you light up the tower. The chest on top opens, revealing a Gold Brick! Fly up and collect your prize.

Gold Brick 3



Fly low around Zamaron and look for a big statue of the lovely Star Sapphire. Use a laser or heat vision to melt the statue's gold ring to discover a hidden Gold Brick! Defacing artwork sure is a shame, but this prize is worth any price.

Gold Brick 4



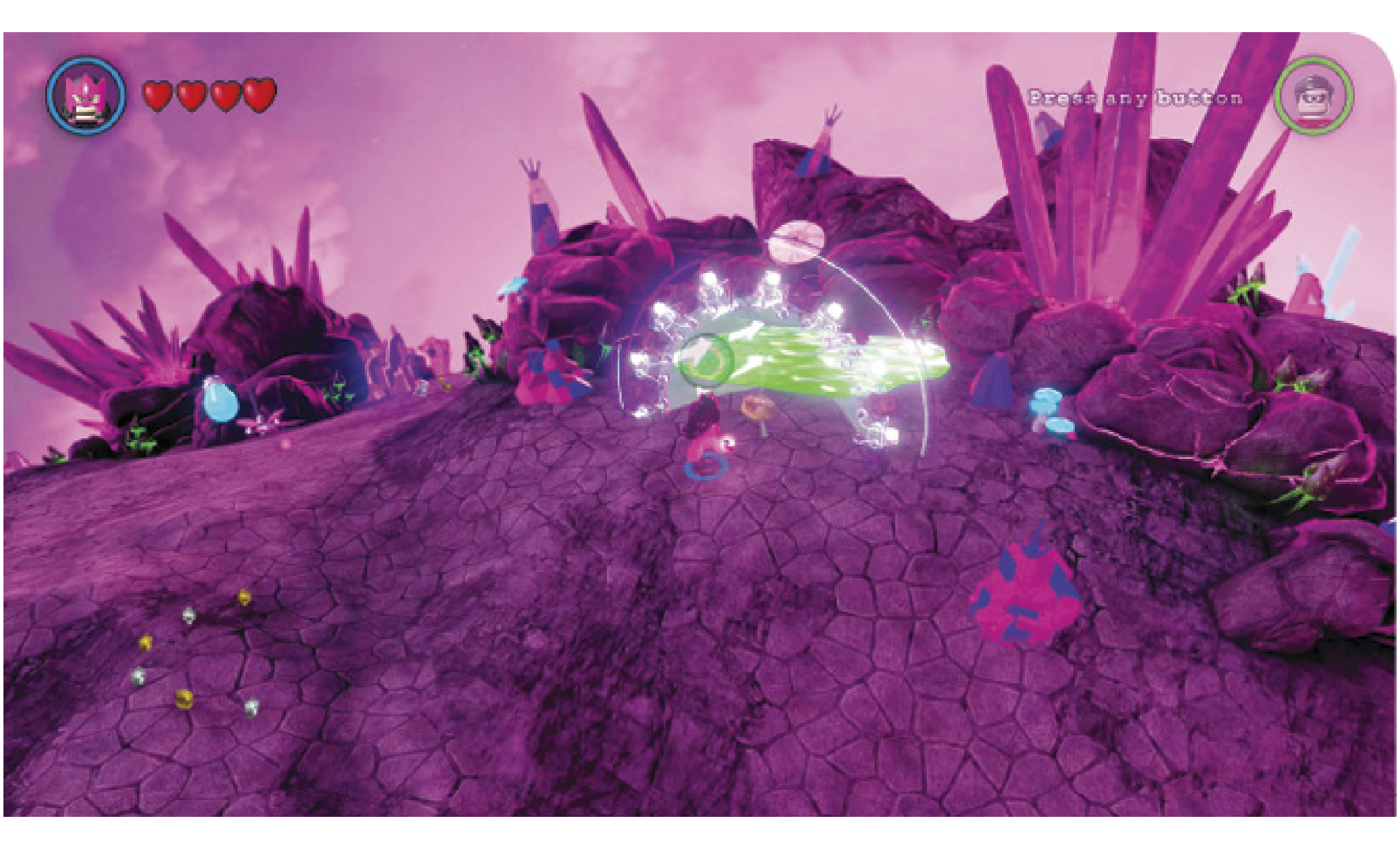
Nine blue Batman flags stand around the rocky clearing near the Lantern. Blast all nine within the allotted time, and a Gold Brick is your reward!

RACES

Races

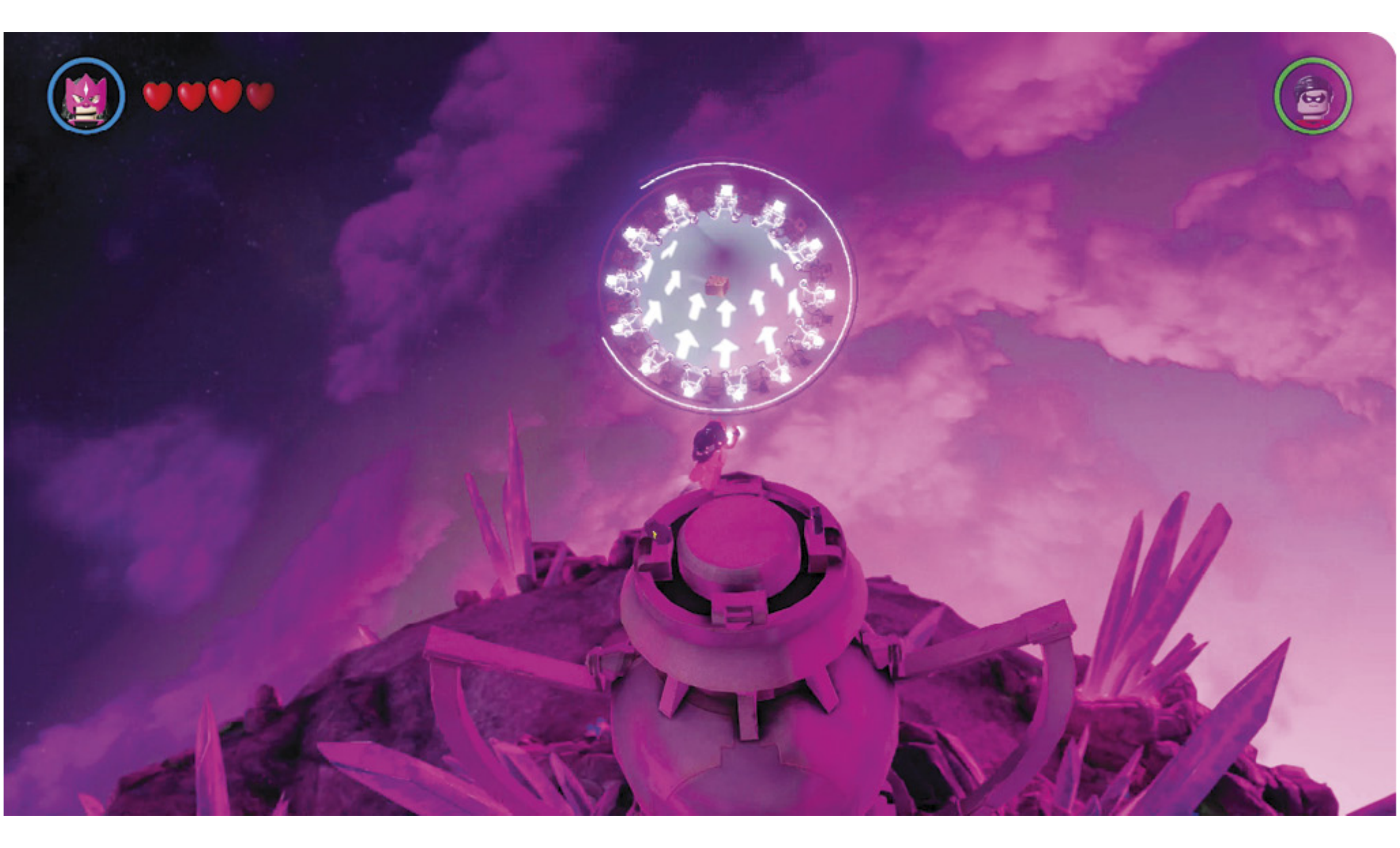
No.	Notes
1	On the ground near a big glop of toxic goo.
2	In the air above the Lantern.
3	In the air above a tower in the village.

Race 1



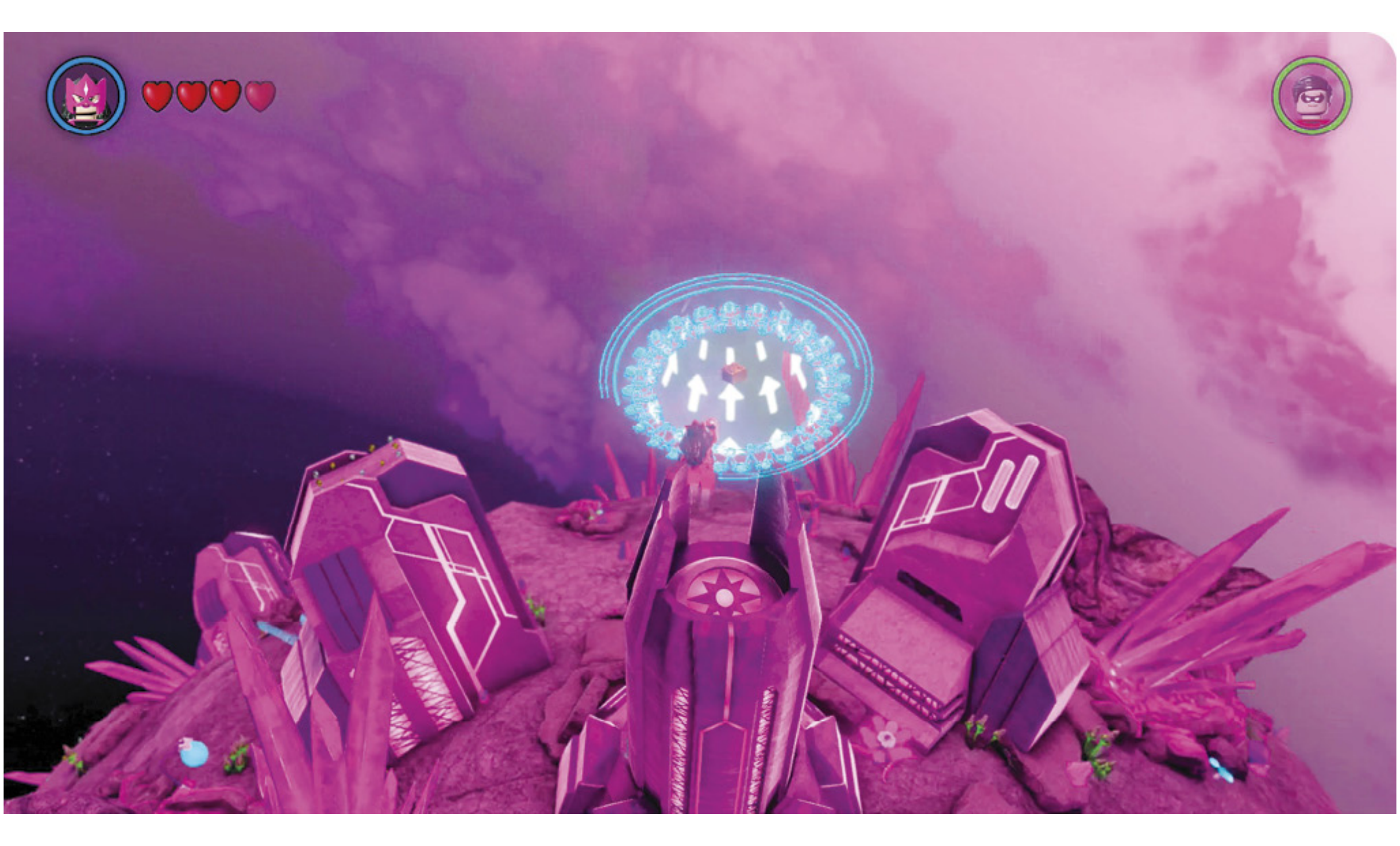
This race begins on the ground, right in front of a big glop of goo. Using a goo resistant character for this race is a good idea. Though dexterous characters can complete the course on foot, it never hurts to fly once in a while and make the tough parts a little easier! Complete the race by moving through all of the rings within the allotted time, and you win a Gold Brick.

Race 2



Fly up to the top of the Lantern to find the start of this race, which takes you all over Zamaron's dreamy skies. Finish within the time limit to receive another Gold Brick!

Race 3



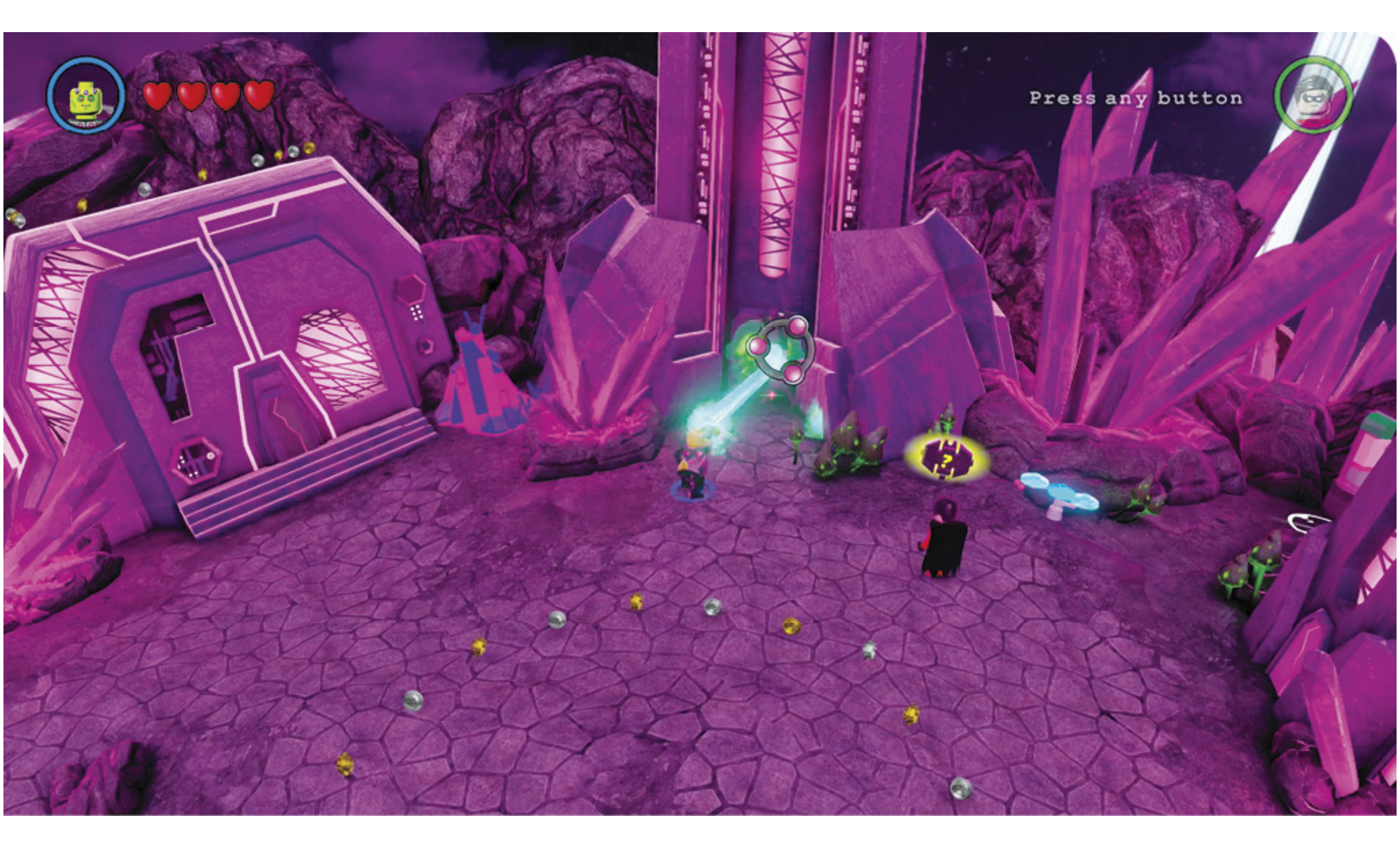
Zamaron's third race also takes place in the clouds. Find its starting point in the air above the tall tower in the village, then speed through the rings to secure your Gold Brick reward!

VEHICLE TOKENS

Vehicle Tokens

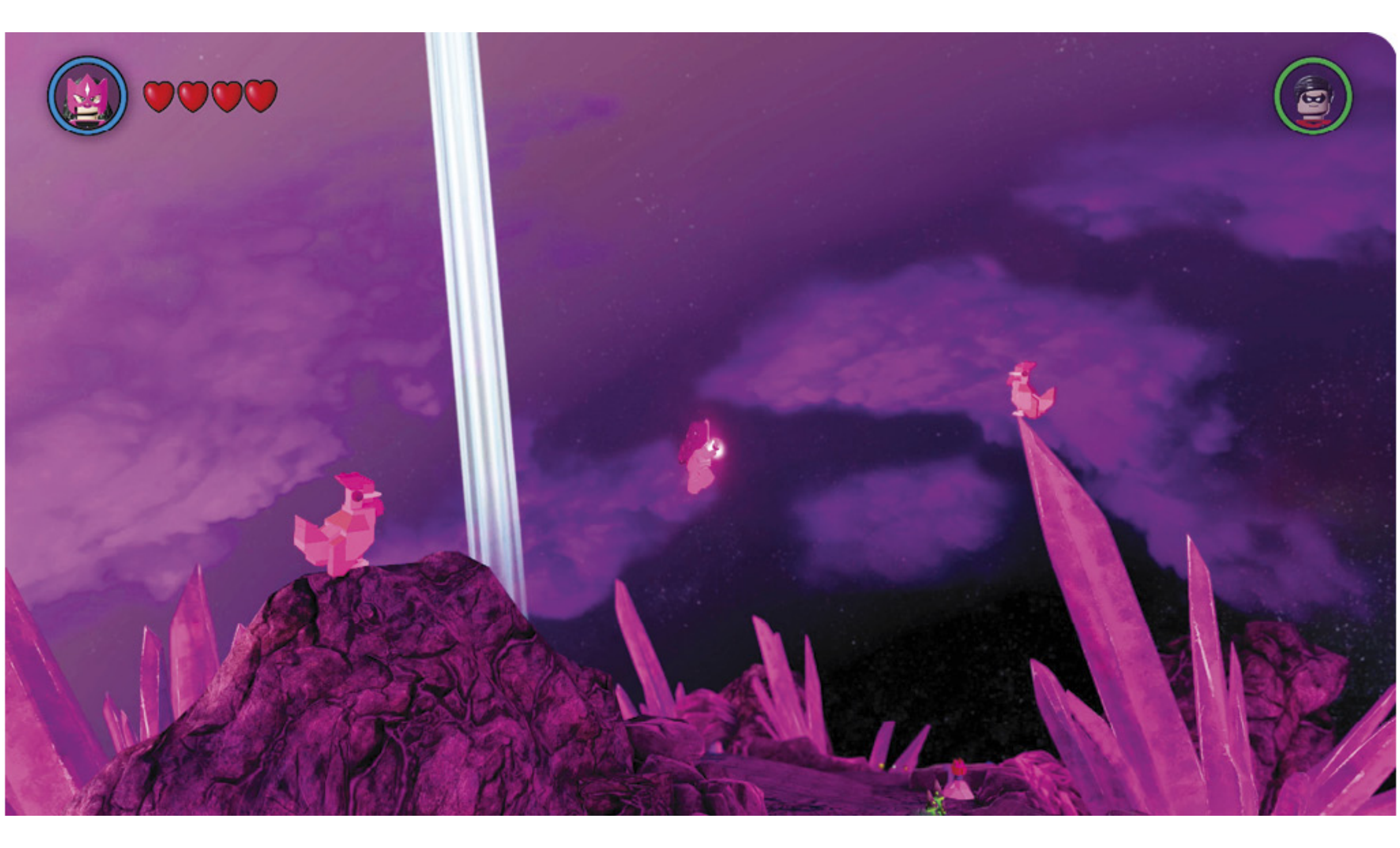
Icon	Vehicle	Notes
	Green Lantern Jet	Shrink the black statue at the base of the tower building and then send Martian Manhunter through the portal.
	Bat-rocket (Robin-Pod)	Destroy the eight chickens that are perched around Zamaron.
	The Joker Helicopter	Smash a blue bulb plant in a trench to discover a dirt mound, then dig to uncover the Token.

Green Lantern Jet



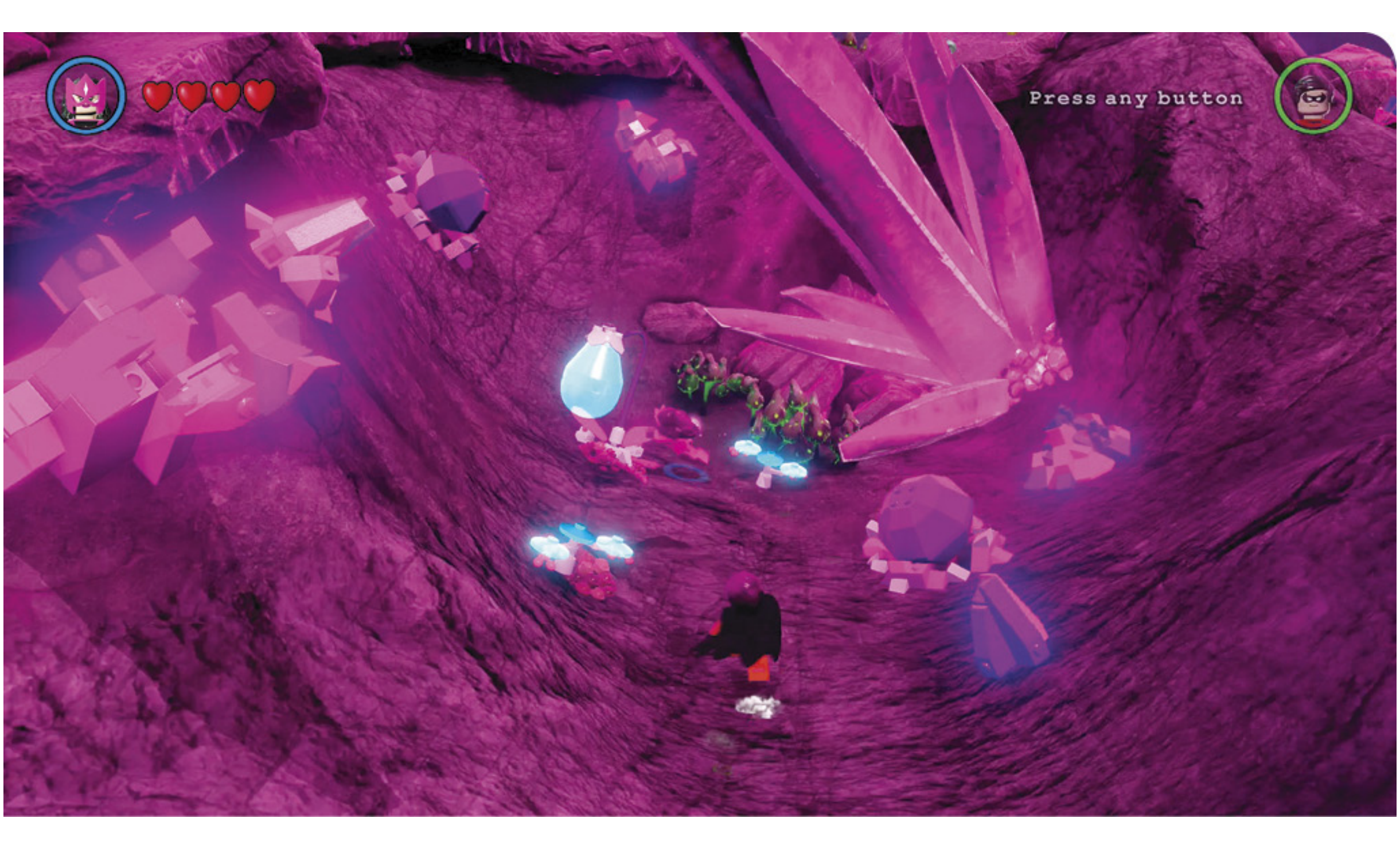
Check out the buildings near the Lantern, and notice a portal at the base of a tower. The portal is blocked by a black statue. Use Brainiac's shrink ray to shrink the statue, then send Martian Manhunter through the portal. He emerges on top of the building, right next to a Vehicle Token!

Bat-Rocket (Robin-Pod)



Eight chickens have found cozy places to perch around Zamaron. Fly all around the planet and look for these chickens, then use a laser or ranged attack to blast them to bricks! You find them perched atop buildings and large rock formations. Destroy all eight chickens as you explore Zamaron to score a Vehicle Token!

The Joker Helicopter



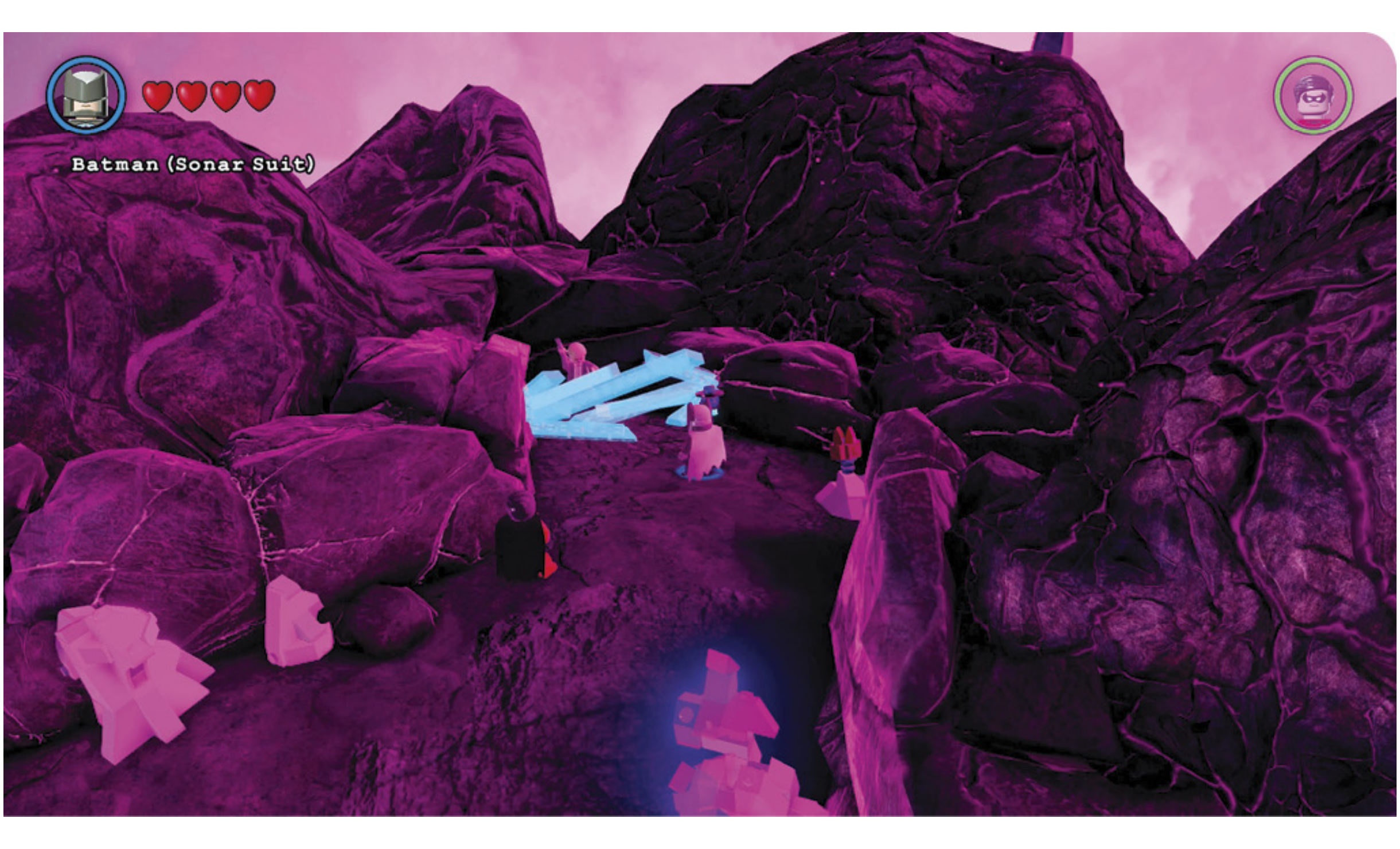
Look for a big, bulbous, blue plant in a trench and smash it to discover a mound of dirt. Dig in the dirt with a Lantern character to discover a Vehicle Token!

PERILS

Adam West in Peril!

Notes
Use sonar to shatter the glass crystals.

Adam West in Peril!



Fly around the Lantern, listening for Adam's cries for help. You find him helplessly trapped behind a bunch of fallen crystals. Land and give the crystals a dose of sonar to shatter them, freeing Adam from captivity!

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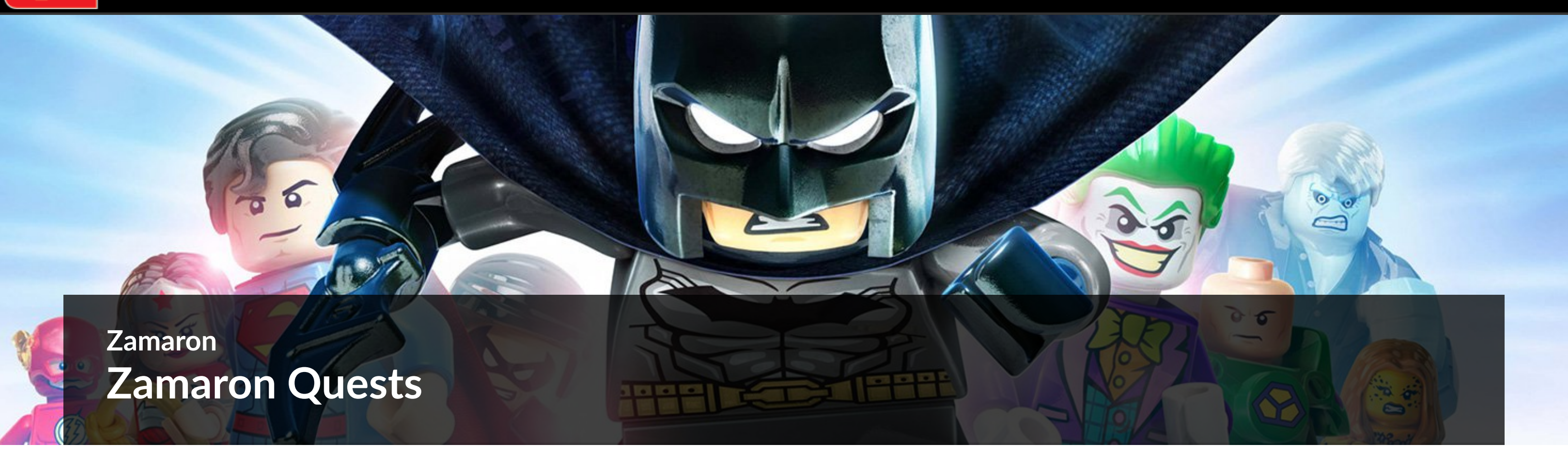


Zamaron

Zamaron Quests

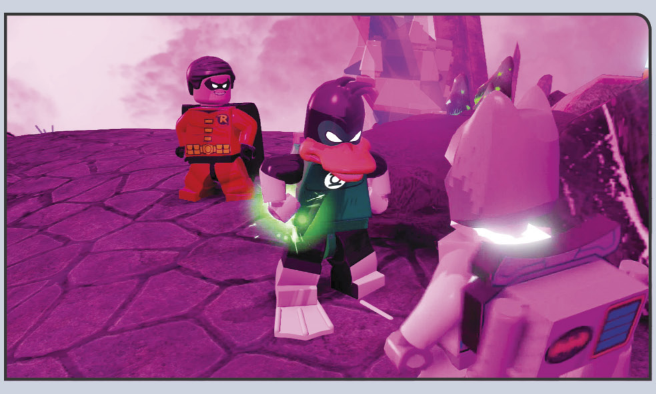
As you explore Zamaron, various heroes, villains, and other characters call out to you for help. These folks all have special quests to give you, but you may have to do something special in the hubs before they appear.

ZAMARON 1 QUEST

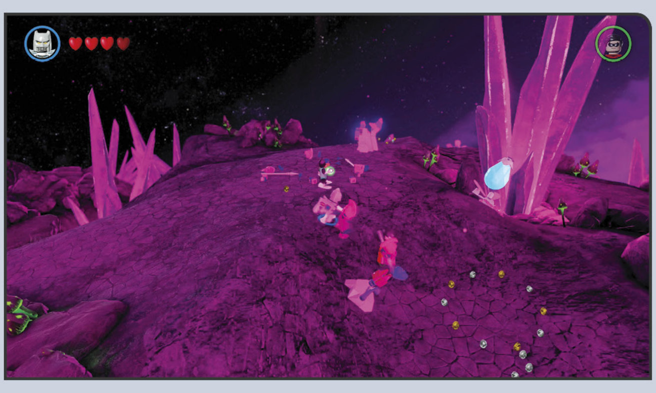
“Welcome to Zamaron!”

How to unlock: Available from the start

Reward(s): Gold Brick



When you arrive on Zamaron, you see the Green Loontern. Speak with him to start off on your journey around Zamaron!



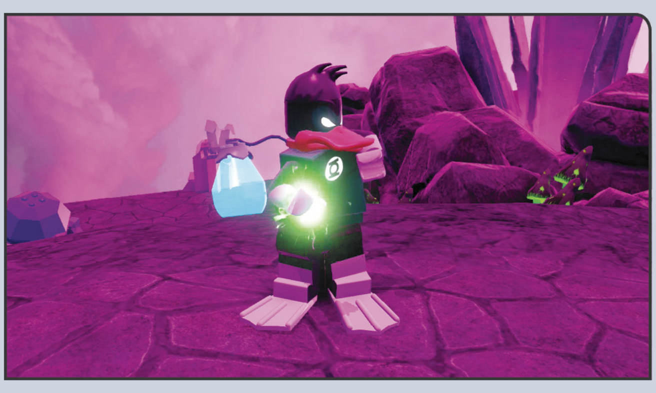
The trek is peaceful enough—until a pack of goons decides to ruin your day! Wipe out all of the troublemakers, then continue to follow Green Loontern on the tour. Beat up more bad guys when they arrive, and keep going until you complete this wild welcoming!

ZAMARON 2 QUEST

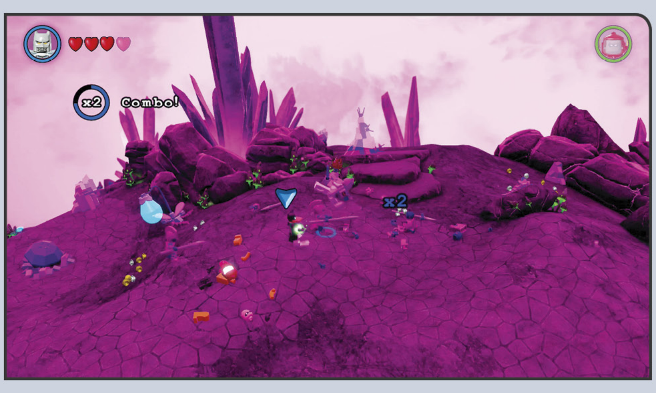
“Lovers and Fighters”

How to unlock:
Complete Quest 1: “Welcome to Zamaron!”

Reward(s): Gold Brick



After you complete Green Loontern’s welcoming tour, you find him waiting for you in another area on the planet. You’ve found him just in time, for the Loontern is about to be attacked by a mob of angry Zamaron Warriors!



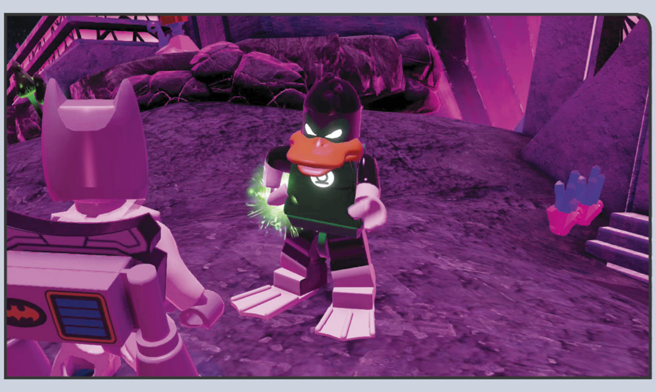
You’ve got to protect Green Loontern! Beat up all of the Zamaron Warriors that suddenly swarm in. Keep battling until you beat them all and ensure the Loontern’s safety!

ZAMARON 3 QUEST

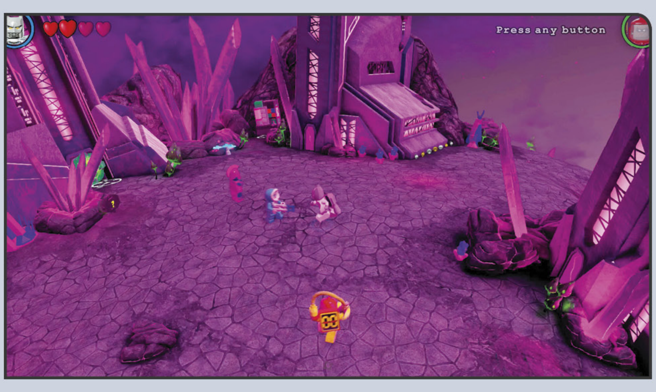
“Smitten Sapphires”

How to unlock:
Complete Quest 2: “Lovers and Fighters”

Reward(s): Gold Brick



Finish Quest 2, then fly around the planet until you see Green Loontern standing in the village. Speak with him to start a new quest. This one requires you to rescue a bunch of lovestruck Zamaron Warriors from their dangerous relationships with criminals!



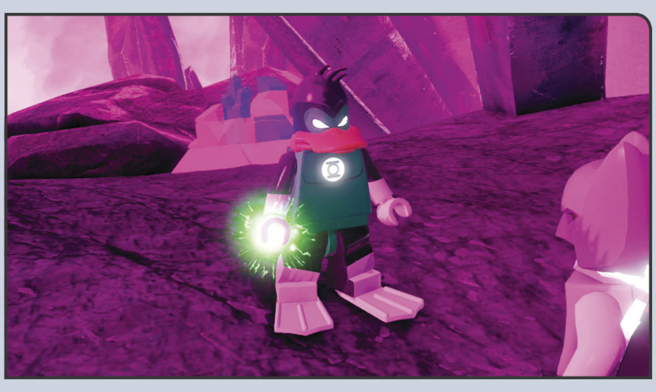
After speaking with Green Loontern, fly around the planet, keeping low and going slow. Search the vicinity for Zamaron Warriors that are being courted by villains, such as the nefarious Captain Cold. Defeat the villains, then approach the Zamaron Warriors and press the Interact button to make them follow you. Lead all three Zamaron Warriors back to the Loontern to complete his heartfelt request!

ZAMARON 4 QUEST

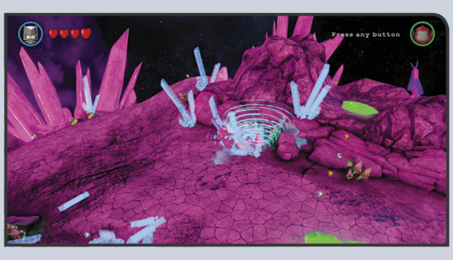
“Lovestruck Loontern”

How to unlock:
Complete Quest 3: “Smitten Sapphires”

Reward(s): Gold Brick



The next time you bump into the Green Loontern, you find him in dire straights. He’s in love! And he wants nothing more than for you to find him a special crystal to give to his special someone. The only catch is that it can’t be pink!



Zamaron is filled with crystals, but ones that aren’t pink are hard to come by. Begin your search by flying around the vicinity and looking for a suspicious spot where super senses can be used. Land and use super senses at that spot to detect a big arrow made of studs. It must be a clue!

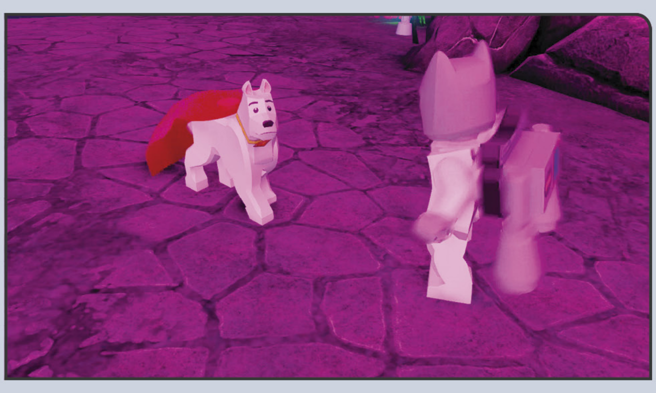
Go in the direction that the stud arrow points to discover a big patch of glass crystals. Shatter these with sonar blasts until you discover the special crystal that you seek! Hurry and return the crystal to the lovestruck Loontern. He’s sure to reward your efforts.

ZAMARON 5 QUEST

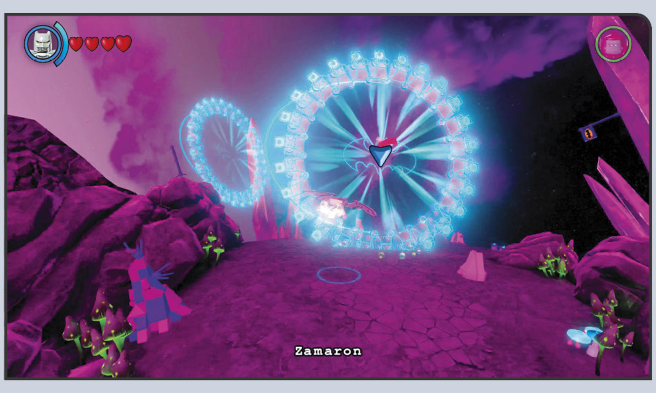
“Hound at the Speed of Sound”

How to unlock:
Complete Quest 4: “Lovestruck Loontern”

Reward(s): Gold Brick, Krypto the Super-Dog



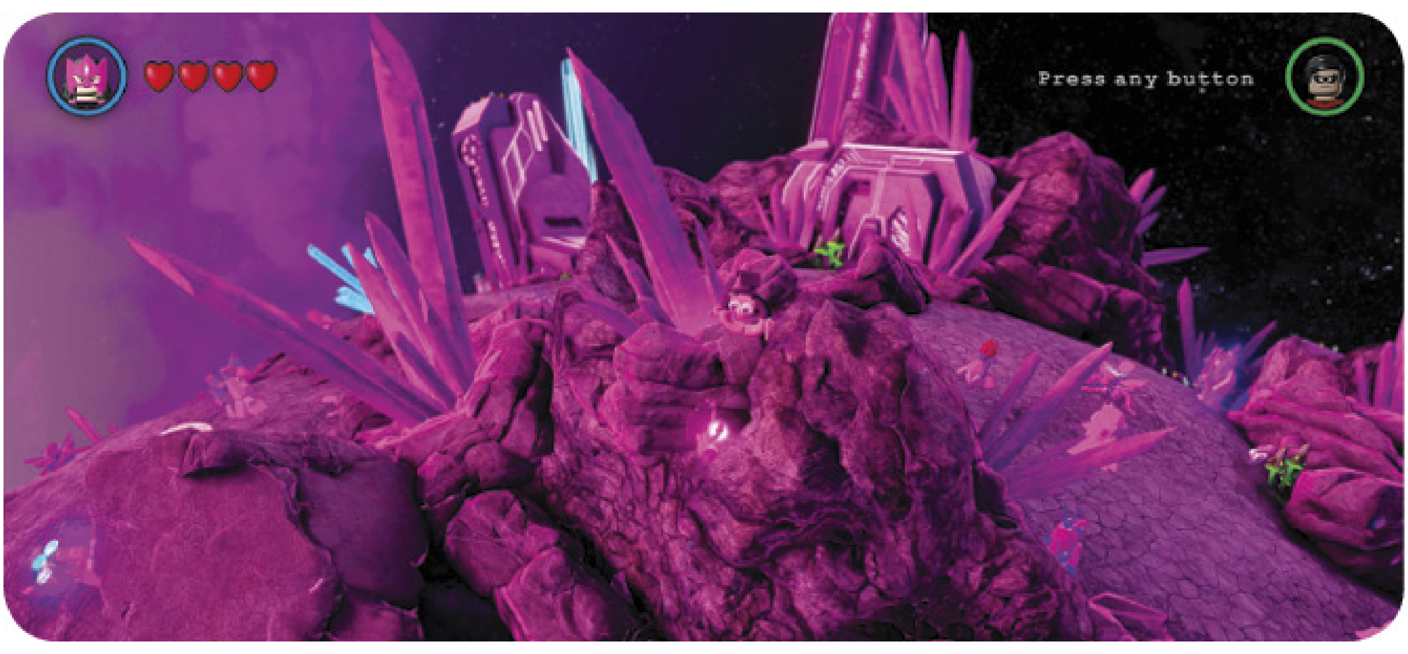
After you complete all four of the Green Loontern’s quests around Zamaron, search the planet one final time to discover a new breed of hero in need: Krypto the Super-Dog!



Krypto’s in need of a good fly—that’s what flying dogs call a “walk!” Join him up in the air and begin your race through Zamaron’s carefree skies. Krypto wants to go super fast and you’ve got to fly even faster if you want to beat him to the finish!

> DONUT DETECTIVE!

Fly low around Zamaron and look for a big Star Sapphire statue that stands among giant pink crystals. Face this statue, then fly to the left to locate a curious-looking donut person. This guy’s hiding on each planetoid; smash him here on Zamaron to earn an Achievement/Trophy!



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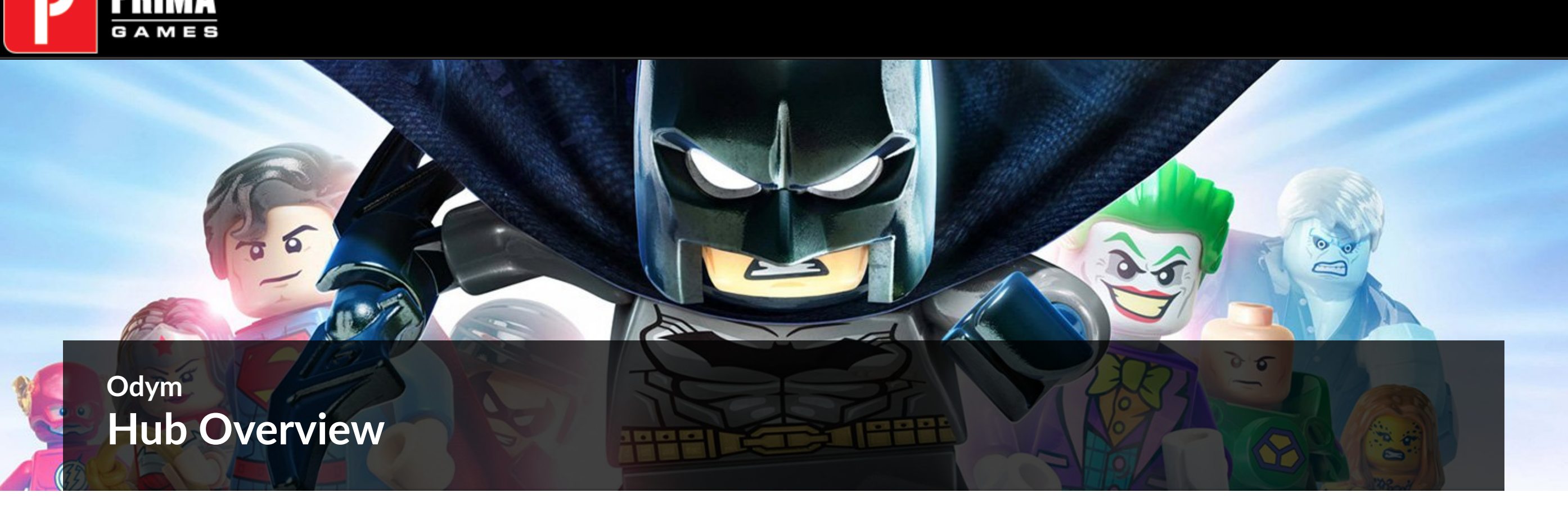


HUB
7
AREA
Odym

Hub Overview

The tropical world of Odym is a lush and vibrant place where life has found room to flourish. The humble and hopeful Blue Lantern, Saint Walker, hails from this stunning jungle world.

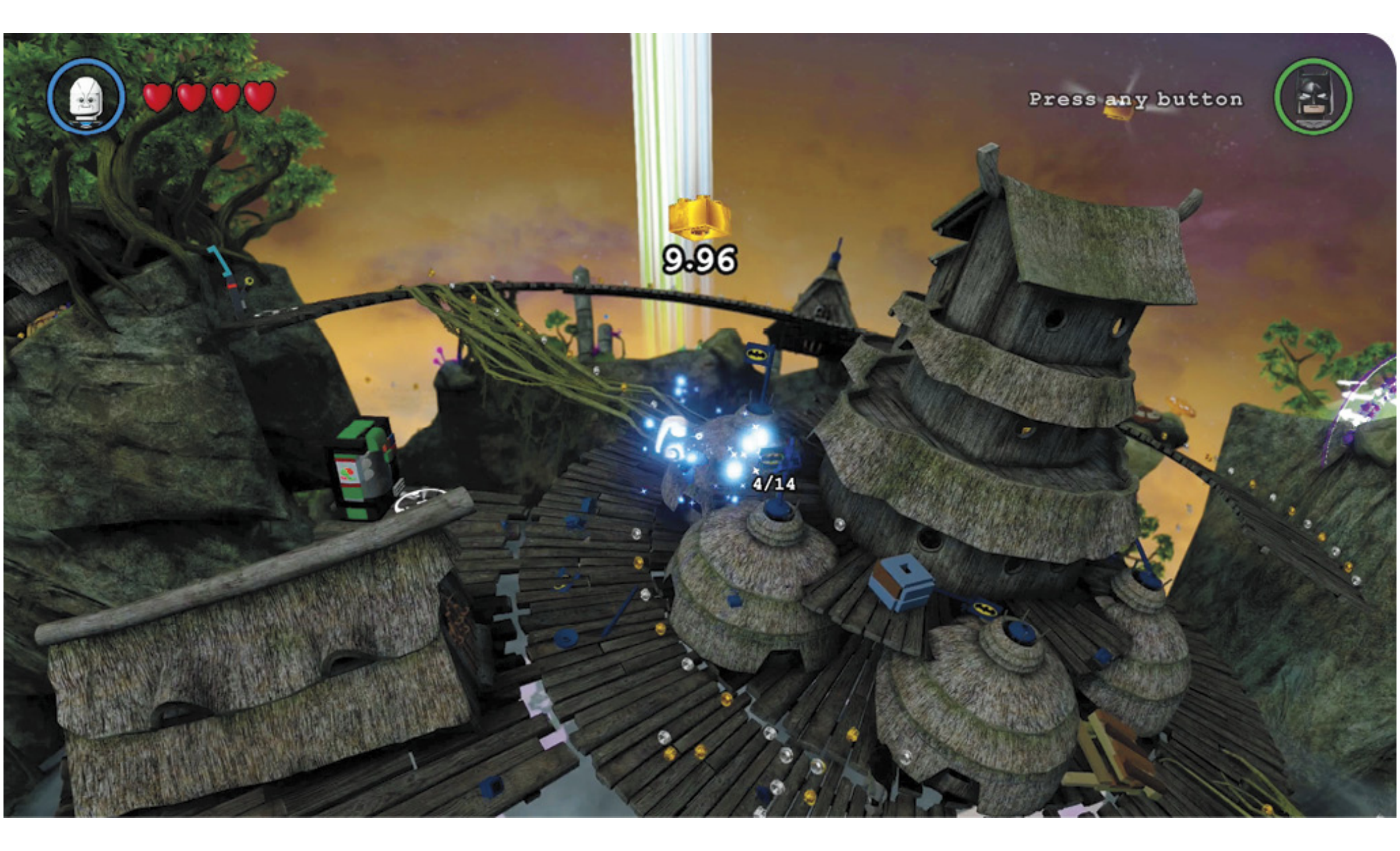
To reach Odym, complete the "Permission to Launch" Quest offered by the Green Loontern in the Watchtower's Lobby, have nine Gold Bricks, and have completed one of the planet levels to enter the moon base. You need 10 Gold Bricks and to have completed Level 10: "A Blue Hope" to activate the moon base teleporter that leads to Odym.

GOLD BRICKS

Gold Bricks

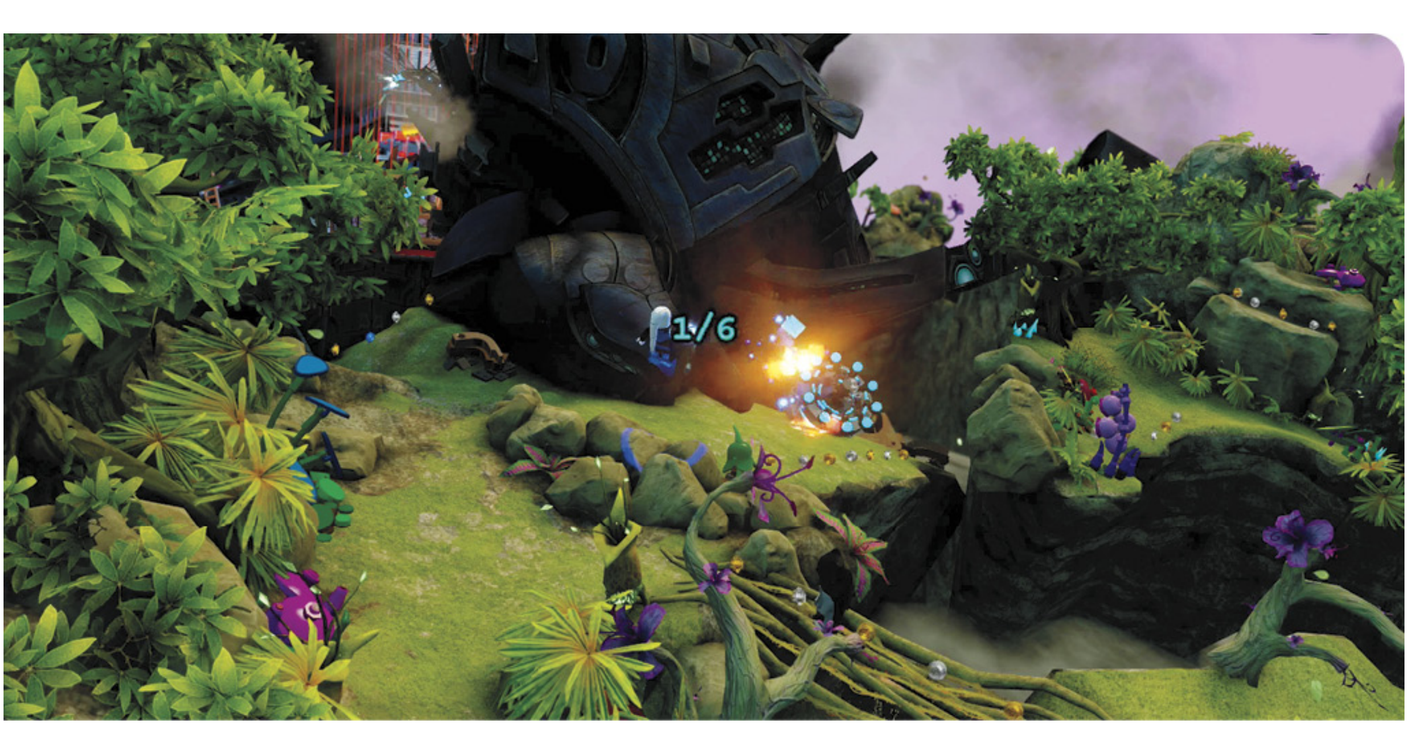
No.	Notes
1	Quickly destroy 14 blue Batman flags around the main village.
2	Destroy the Reach mothership's six engines (some are inside the ship).
3	Blast the silver rocks, step on the button, and then blast the silver chest.
4	Dig in the dirt mound on the tiny island near the Blue Lantern.

Gold Brick 1



Seek and destroy 14 blue Batman flags around Odym's main village as fast as you can to earn a Gold Brick! That's a whole lot of flags, but don't worry! They're all right around the main village, in very close proximity to each other. Look for them on top of the buildings, especially around the central temple. Hit all 14 flags to make a Gold Brick materialize!

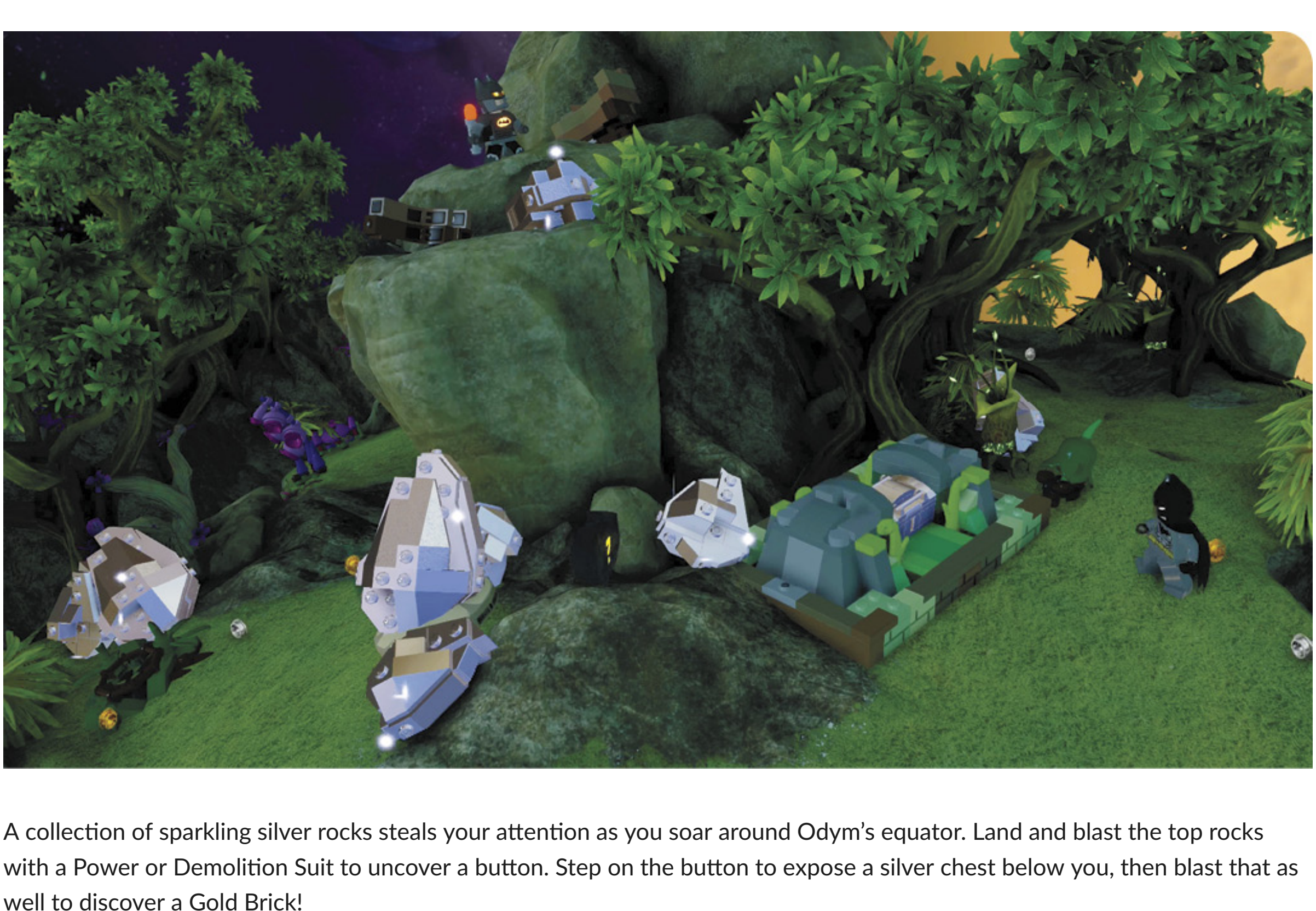
Gold Brick 2



Locate the Reach's downed mothership and shoot its six blue, glowing engines to destroy them. This ensures that the Reach can't escape and exposes a Gold Brick, all at once! Some of the engines are found inside the ship, so you have to find a way inside.

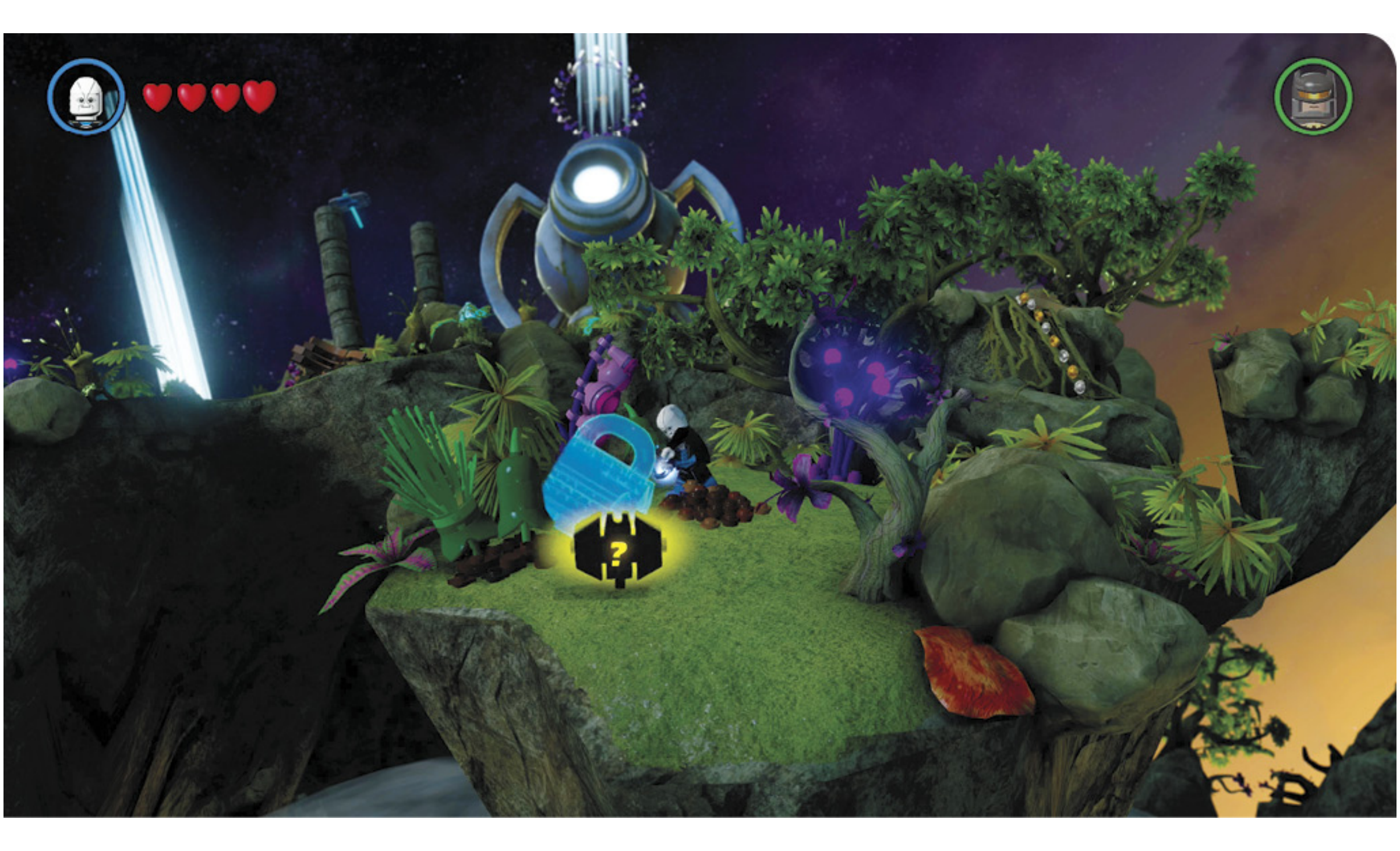
After you blast all six engines, the ship's laser defense grid deactivates. Fly inside and grab the Gold Brick that's on display!

Gold Brick 3



A collection of sparkling silver rocks steals your attention as you soar around Odym's equator. Land and blast the top rocks with a Power or Demolition Suit to uncover a button. Step on the button to expose a silver chest below you, then blast that as well to discover a Gold Brick!

Gold Brick 4



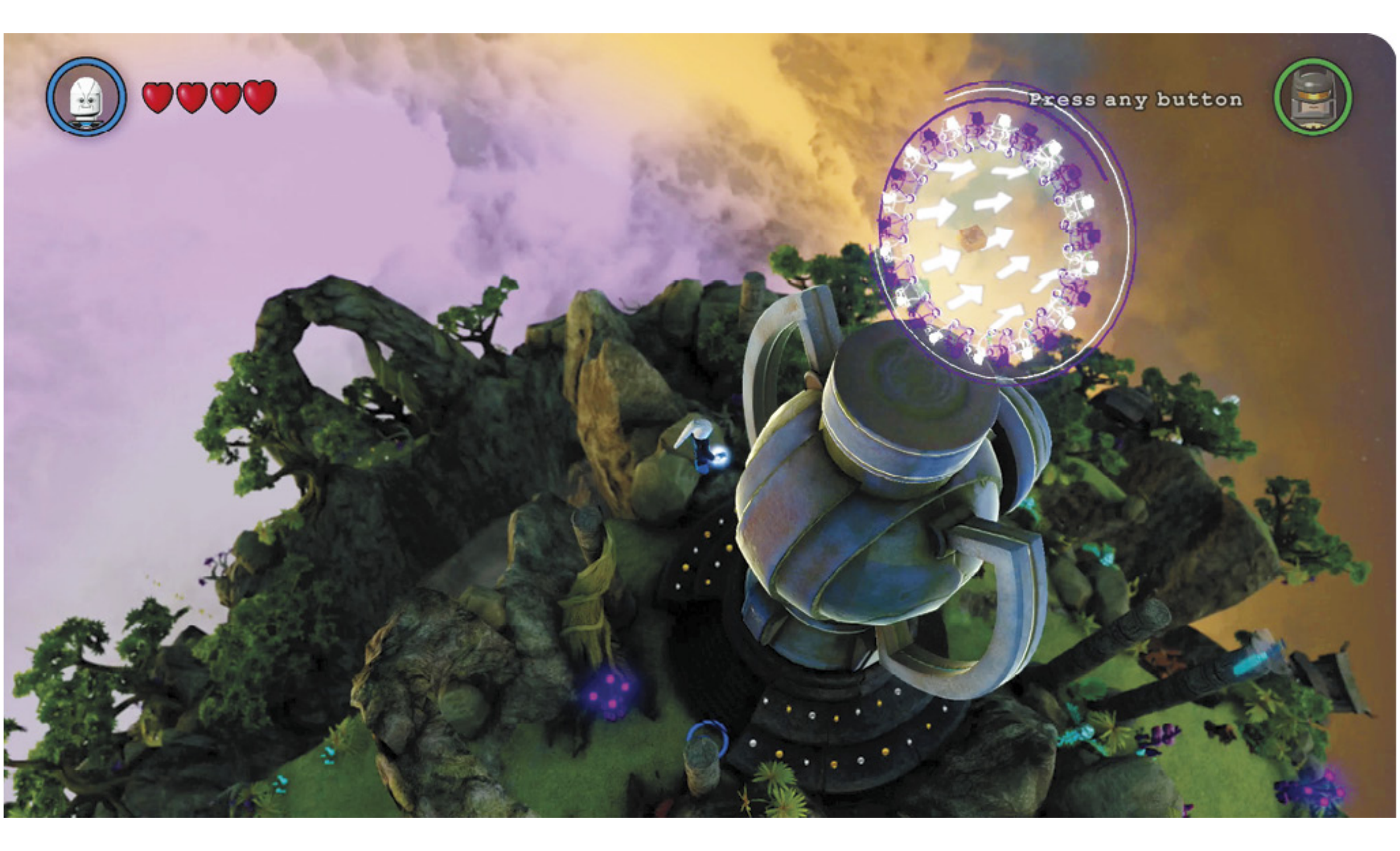
Smash the vegetation on the tiny isle near the big Blue Lantern to discover a suspicious mound of dirt. Dig there until you uncover Odym's last hidden Gold Brick!

RACES

Races

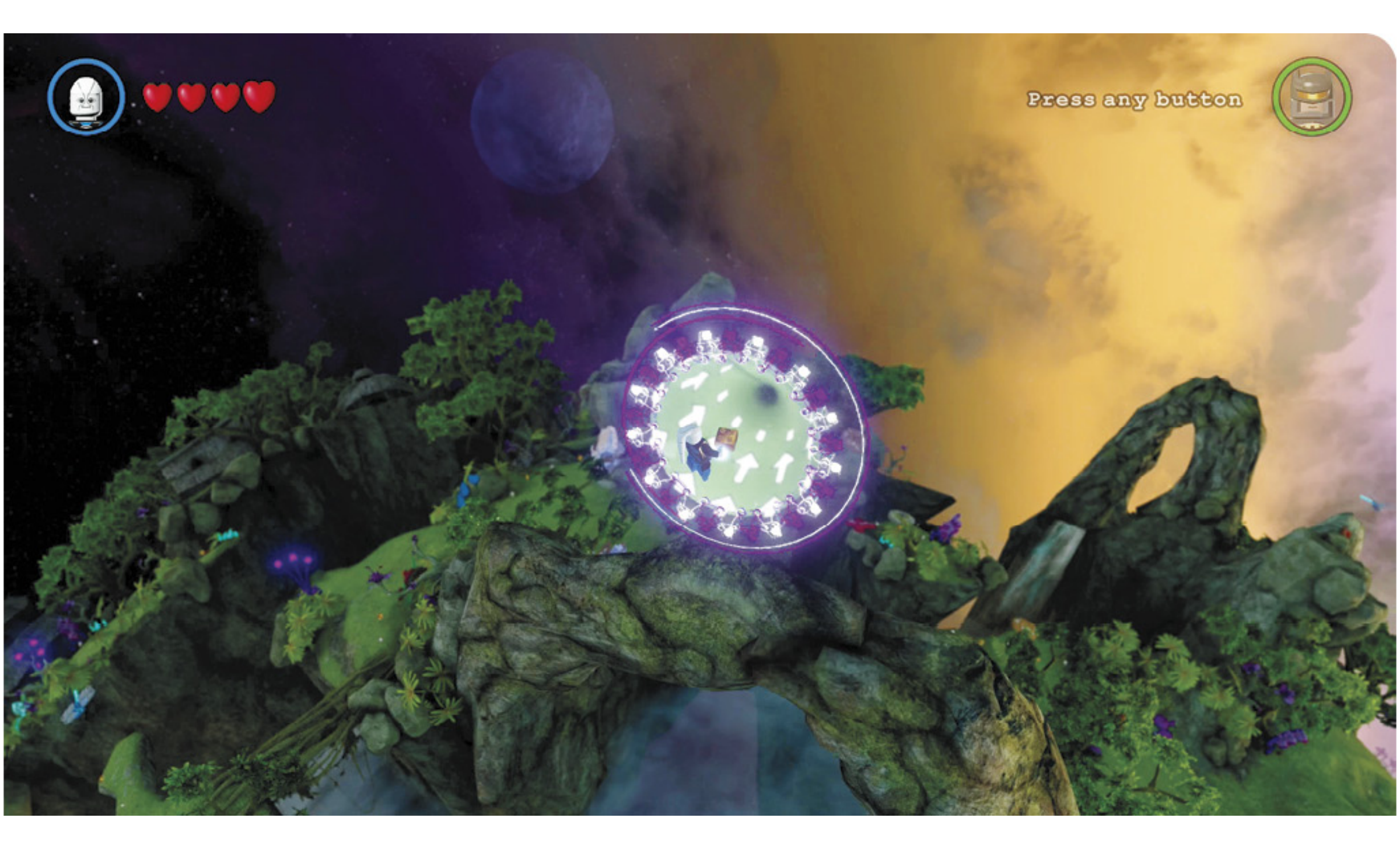
No.	Notes
1	In the air in front of the Blue Lantern.
2	Above an arch-shaped rock formation near the equator.
3	On the ground near the village.

Race 1



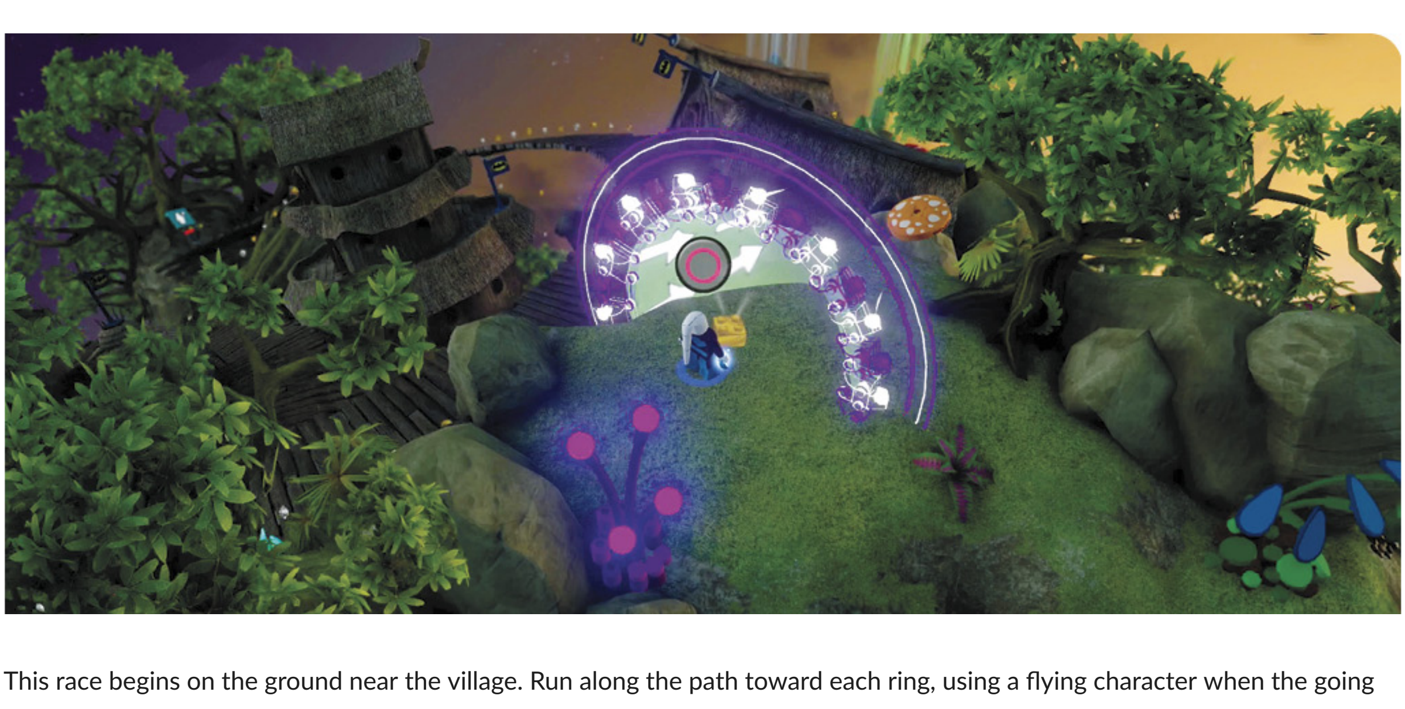
You may have found all of Odym's hidden Gold Bricks, but you can earn three more by completing each of Odym's three races. The first is easy to spot; look for it in the clouds in front of the big Blue Lantern.

Race 2



This race also takes place in Odym's friendly skies. Find it above a rock arch near the equator, and fly through those rings as fast as you can!

Race 3



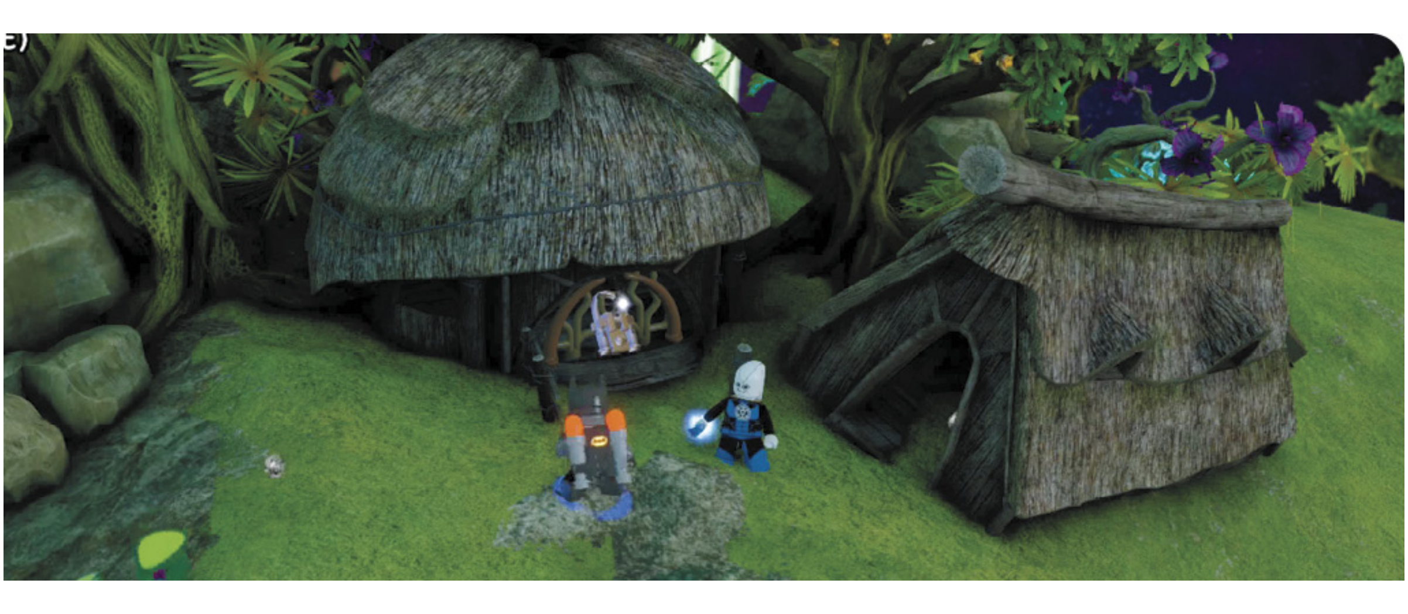
This race begins on the ground near the village. Run along the path toward each ring, using a flying character when the going gets rough to help you through the tough spots.

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
●	Swamp Thing (New 52)	Smash the crates near a hut, then blast the hut's silver lock and search inside.

Swamp Thing (New 52)



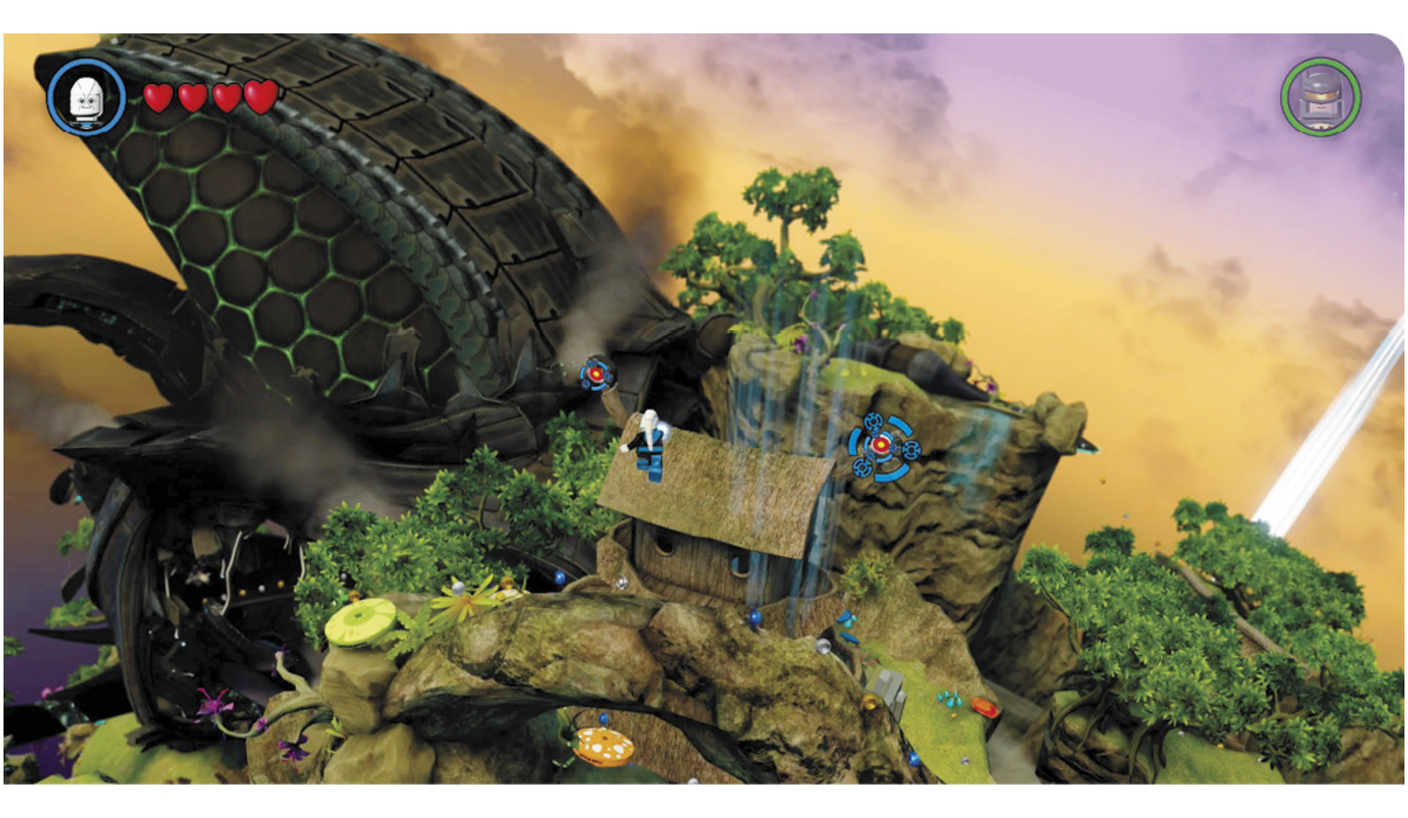
Fly around Odym and find a couple of huts all on their own, separate from the main village. Land there and smash the crates that are stacked near one of the huts. You uncover a big, silver lock. Blast it with a missile from the Power or Demolition Suit, and then enter the hut and collect the Character Token that's kept within!

VEHICLE TOKENS

Vehicle Tokens

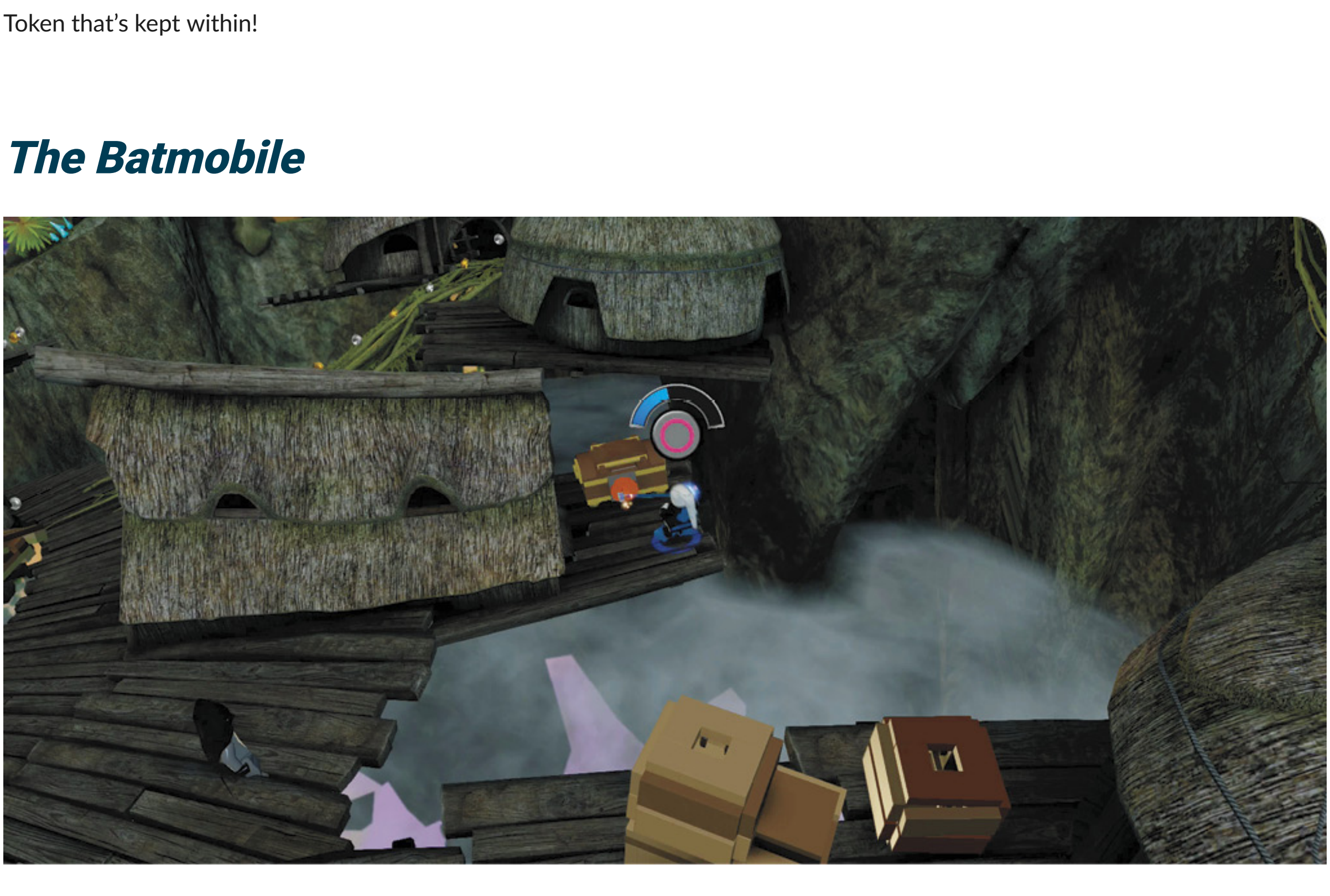
Icon	Vehicle	Notes
●	Catwoman's Motorcycle	Hit both targets on the roof of the temple near the downed Reach mothership.
●	The Batmobile	Smash the crates behind one of the huts in the village, then grapple the chest.
●	The Bat	Destroy ten gold statues around Odym.

Catwoman's Motorcycle



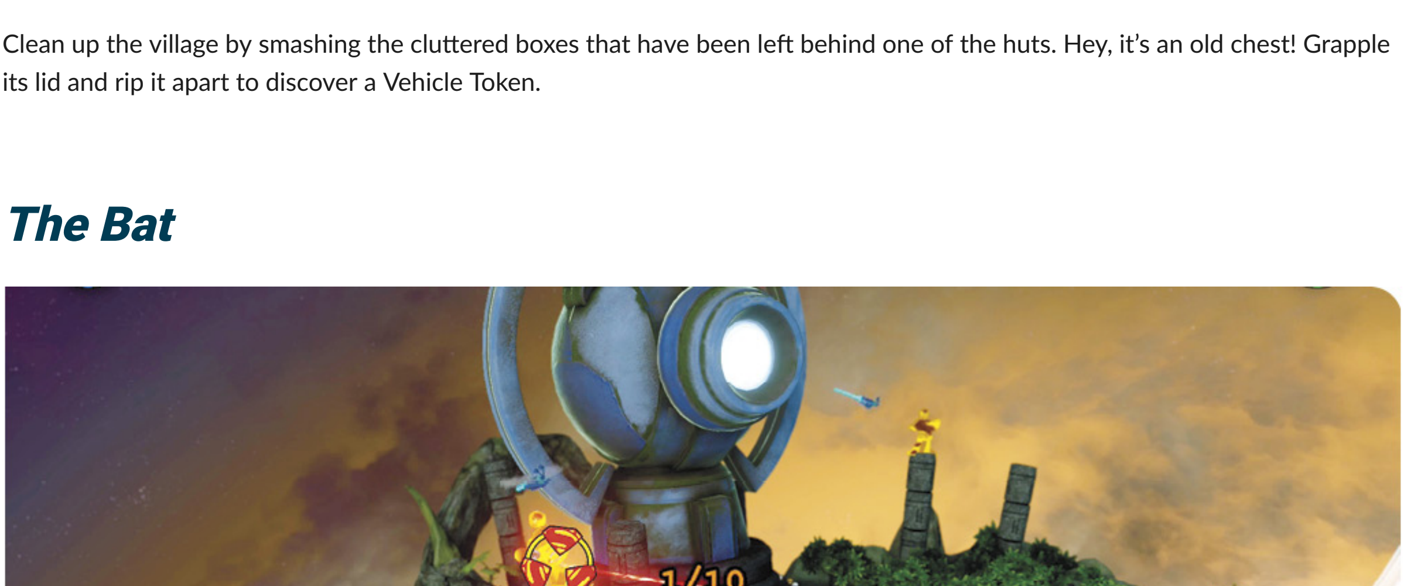
A small temple stands near the downed Reach mothership. Fly to this temple and use ranged blasts, lasers, or heat vision to hit the two targets on either side of its roof. Hit both targets to open the temple's door, then step inside to claim the Character Token that's kept within!

The Batmobile



Clean up the village by smashing the cluttered boxes that have been left behind one of the huts. Hey, it's an old chest! Grapple its lid and rip it apart to discover a Vehicle Token.

The Bat



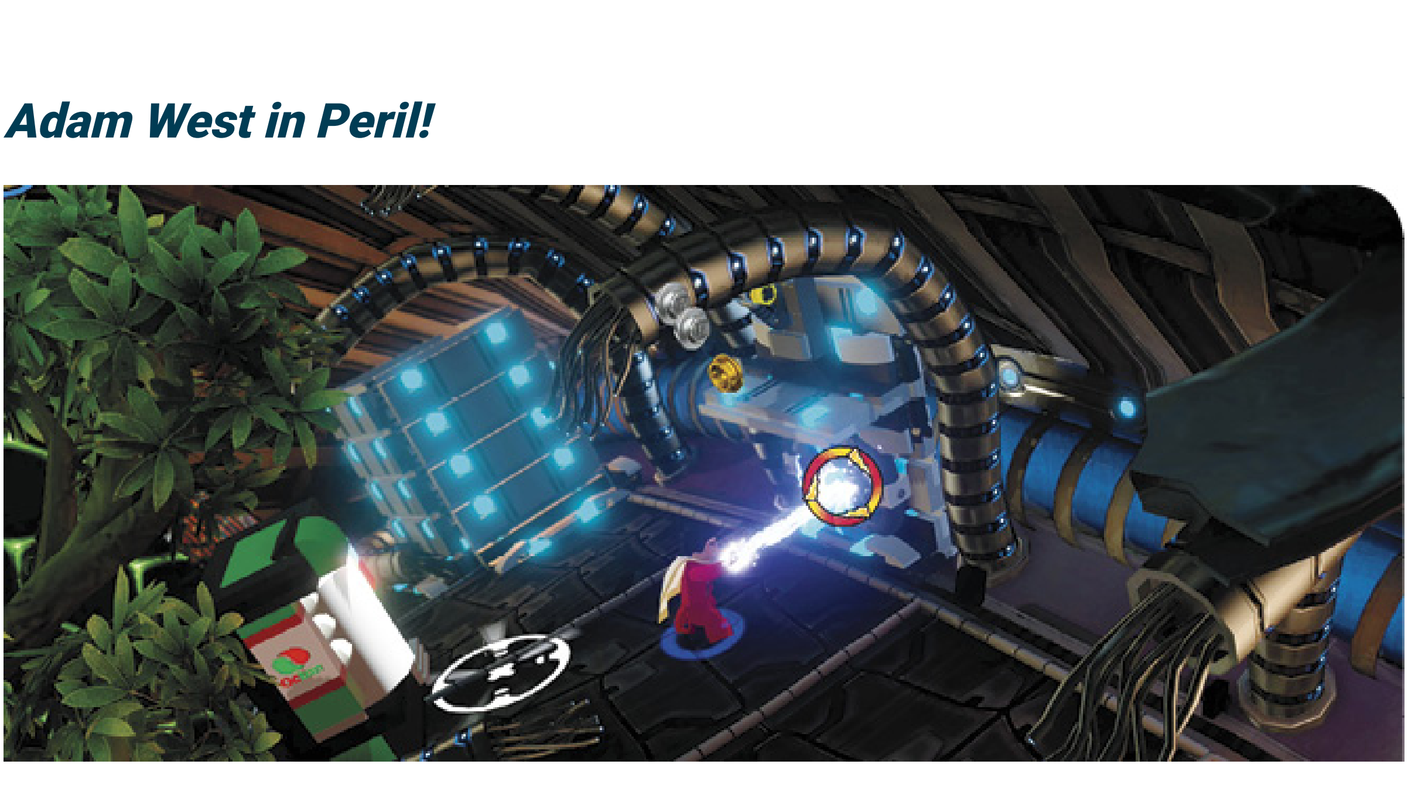
Unleash a laser or heat vision on each of the ten gold statues found around Odym. Most are easy to spot just by flying around, as they're on prominent display around the planet. A few are a bit trickier, like the ones on the ground around the village. Blast all ten statues to score a Vehicle Token!

PERILS

Adam West in Peril!

Notes
Use Shazam! or Black Adam to charge the electric panel inside the downed Reach mothership, then pull the lever.

Adam West in Peril!



Super hero alert—Adam West is in danger of being abducted by the Reach! Find your way into the downed Reach mothership and locate an electric panel near a Space Suit fueling station inside the ship. Use Shazam! or Black Adam to power the electric panel, then fly up and pull the lever above to spring Adam West from his holding cell!

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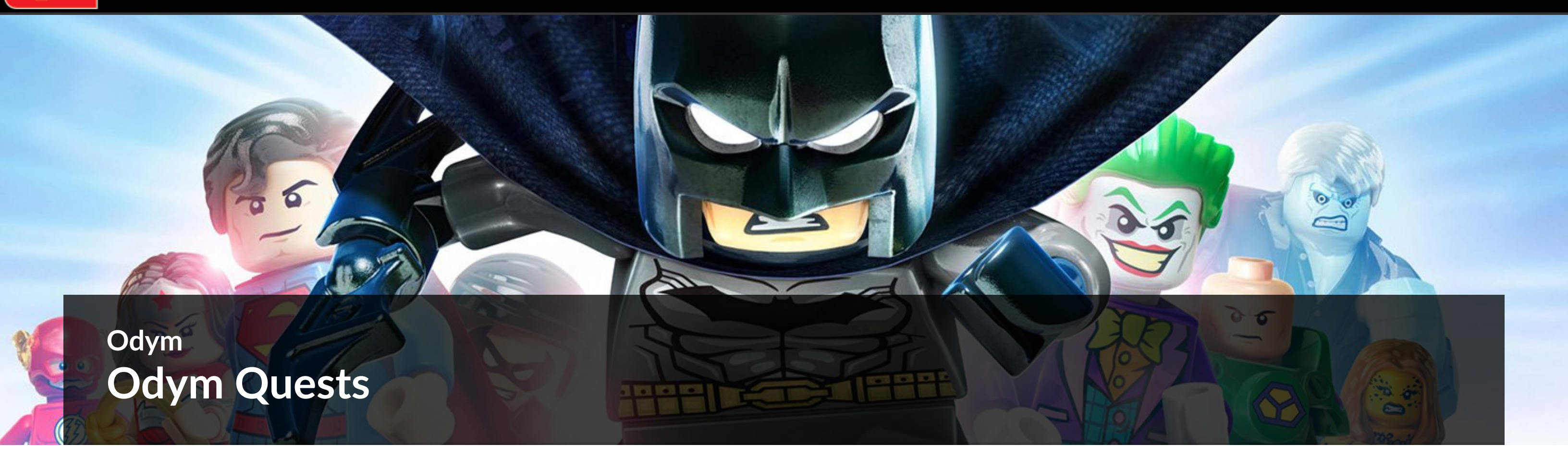


Odym

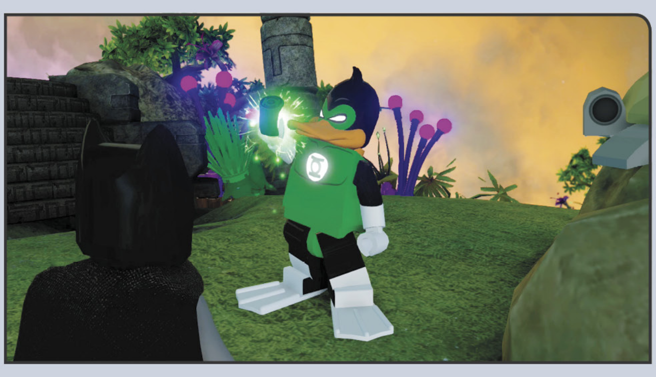
Odym Quests

As you explore Odym, various heroes, villains, and other characters call out to you for help. These folks all have special quests to give you, but you may have to do something special in the hubs before they appear.

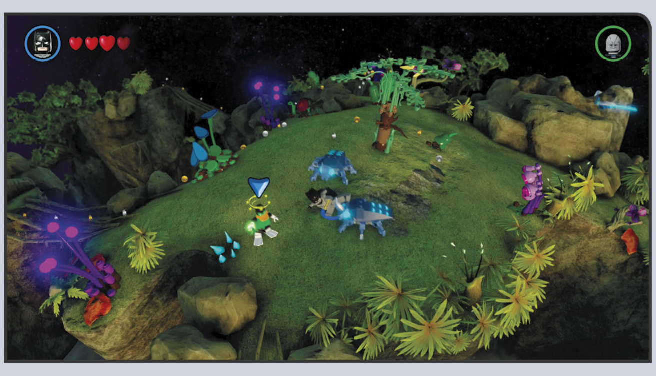
ODYM 1 QUEST

“Welcome to Odym!”

How to unlock: Available from the start
Reward(s): Gold Brick



The moment you arrive on Odym, the Green Loontern is there to meet you. Just speak with the Loontern to start off on your journey around Odym!

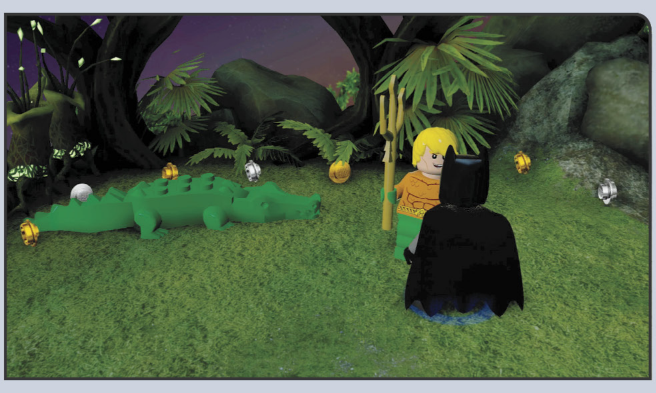


The trek is peaceful enough, until a pack of Reach roaches decides to ruin your day! Wipe out all of those big bad bugs, and then continue to follow the Green Loontern on his tour. Beat up more bad guys when they arrive, and keep going until you complete this wild welcoming!

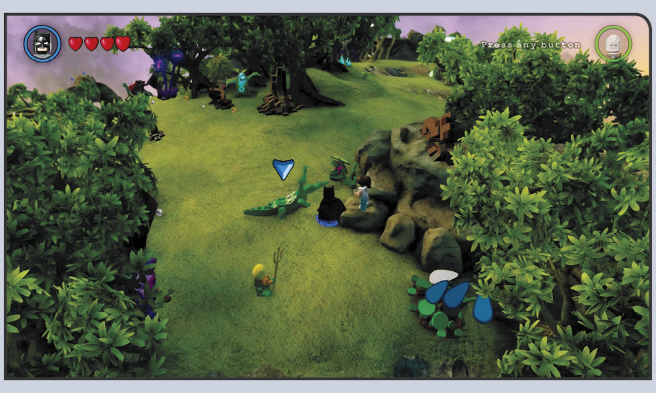
ODYM 2 QUEST

“Croc My Heart”

How to unlock:
Complete Quest 1: “Welcome to Odym!”
Reward(s): Gold Brick, Aquaman



After you complete Green Loontern’s not-so-friendly tour, you find Aquaman standing around the surface of Odym. He responded to an alert about Killer Croc, but as it turns out, it’s just a regular crocodile that’s troubling the neighbors. It’s still a dangerous animal, and Aquaman asks for your help in guiding it back to a safer place.

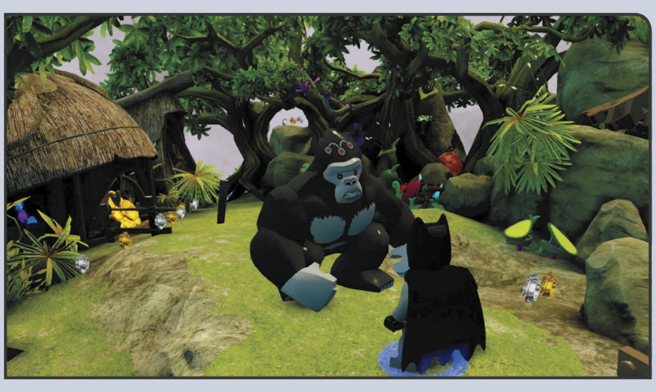


Accept Aquaman’s quest and then escort the crocodile around Odym. The croc is quite nasty, so be ready to smack it whenever it starts to snarl at innocent civilians! Keep herding the croc along until you finally find your way to its family.

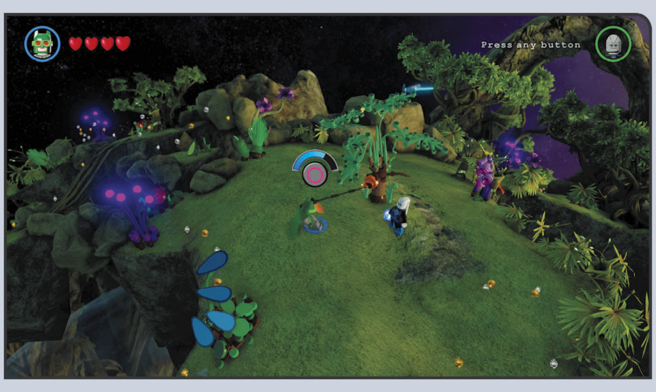
ODYM 3 QUEST

“Ohh, Banana!”

How to unlock:
Complete Quest 2: “Croc My Heart”
Reward(s): Gold Brick



Doing your good deed for Aquaman unlocks this next Odym quest. Find the intelligent ape, Gorilla Grodd, standing in a small tribal village. He’s nearly ready to test his latest weapon, the Banana Cannon. He just needs you to bring him a nice, ripe banana!

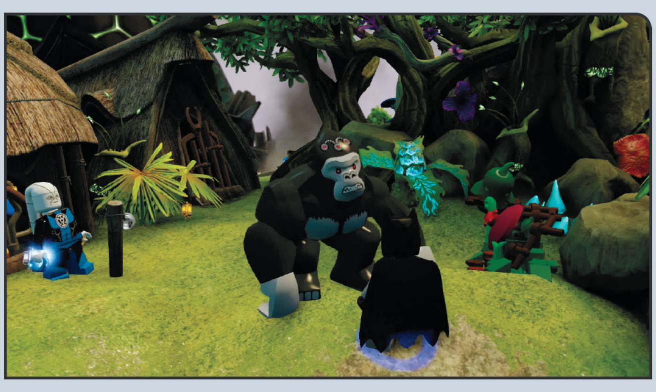


Fly around and search the area until you locate a suspicious spot near an unusual LEGO tree. Land and use super senses to detect an even more suspicious mound of dirt! Dig in the dirt to uncover some bricks, then build them to add an orange hook to the nearby tree. Grapple and tug on the tree to shake loose the banana that you’re after! Return it to Gorilla Grodd.

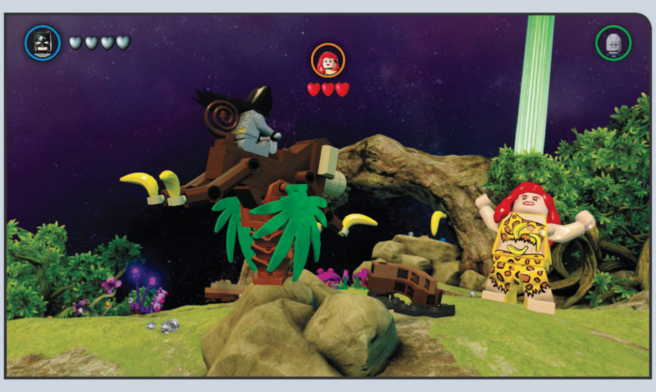
ODYM 4 QUEST

“My Super-Sized Ex-Girlfriend”

How to unlock:
Complete Quest 3: “Ohh, Banana!”
Reward(s): Gold Brick, Gorilla Grodd



Helping to build the Banana Cannon has brought you close to Gorilla Grodd. Unfortunately, that means you’re soon caught up in his troubled love affair with Giganta! Exit the Hub and reenter to begin this quest.

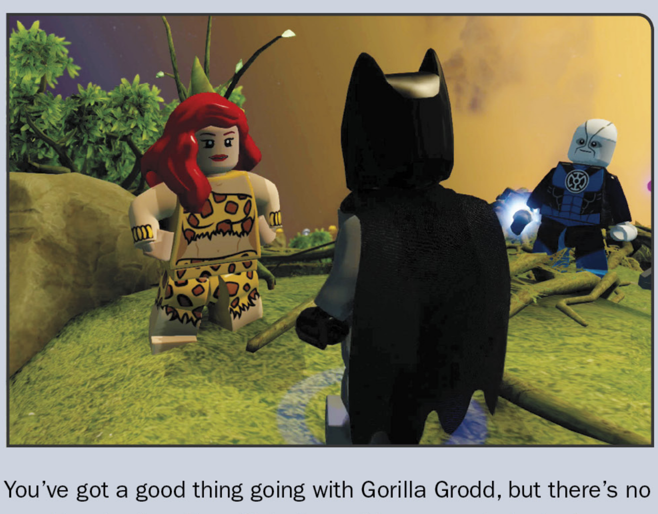


The towering lady soon arrives in a tantrum. Hurry and man the Banana Canon, before it’s too late! Blast Giganta with a blistering banana barrage to save poor Grodd from being squashed like a bug!

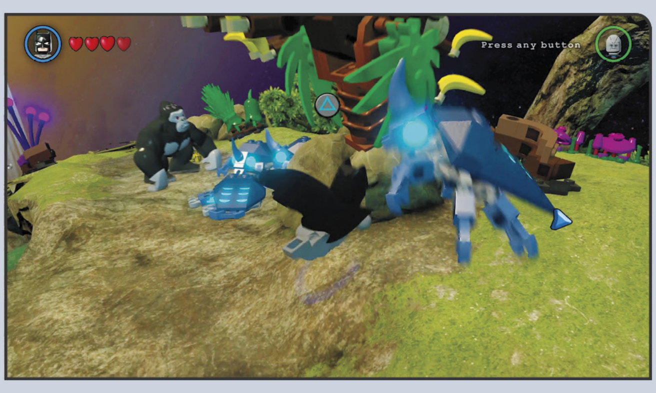
ODYM 5 QUEST

“Getting Over Groddy-Poos”

How to unlock: Complete Quest 4:
“My Super-Sized Ex-Girlfriend”
Reward(s): Gold Brick, Giganta



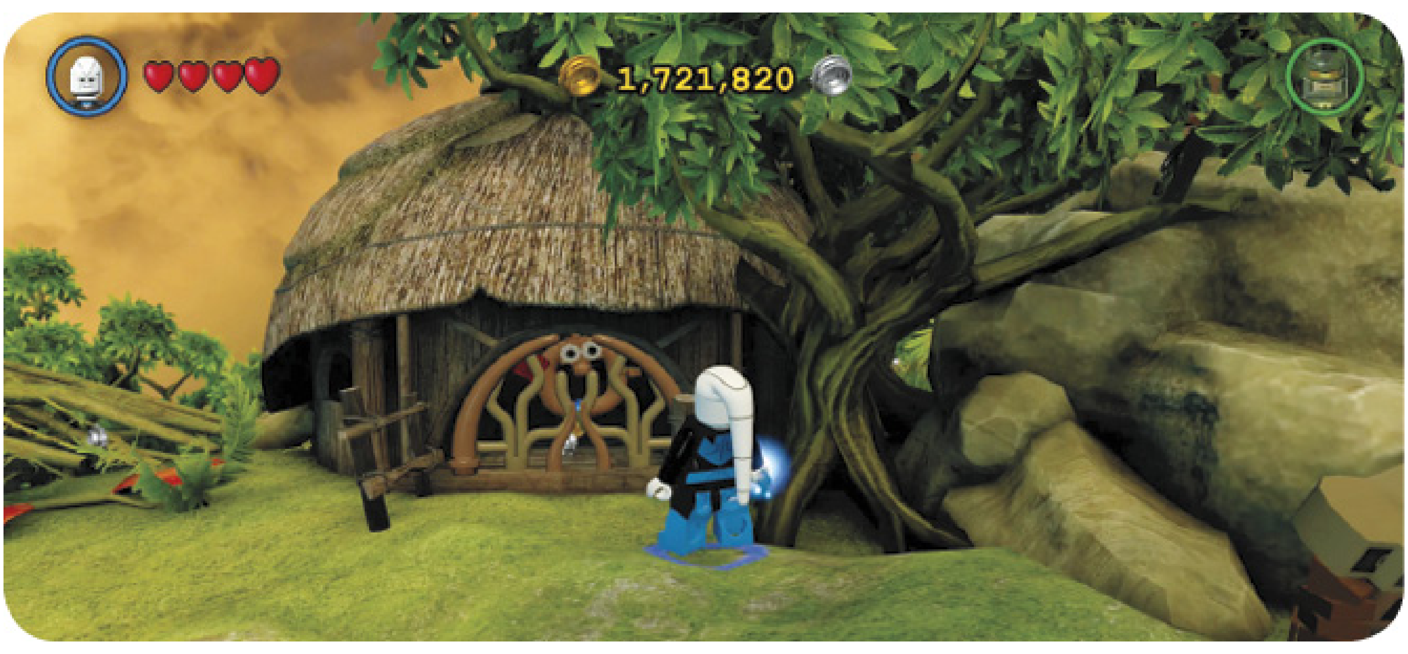
You’ve got a good thing going with Gorilla Grodd, but there’s no need to play favorites. Giganta could use your help, too!



Follow Giganta back to her ex-apefriend and help her vent her rage by beating down a bunch of Reach roaches that suddenly appear! Keep battling the big bugs until Giganta starts to feel good about herself again. Fair play, hero!

> DONUT DETECTIVE!

Looking for Odym’s hidden donut dude? Look no further! You find him holed up in a hut near the edge of a ledge, not far from the downed Reach mothership. Smash the old vines that have covered the hut’s door, then enter the hut and smash that wacky donut dude, too!



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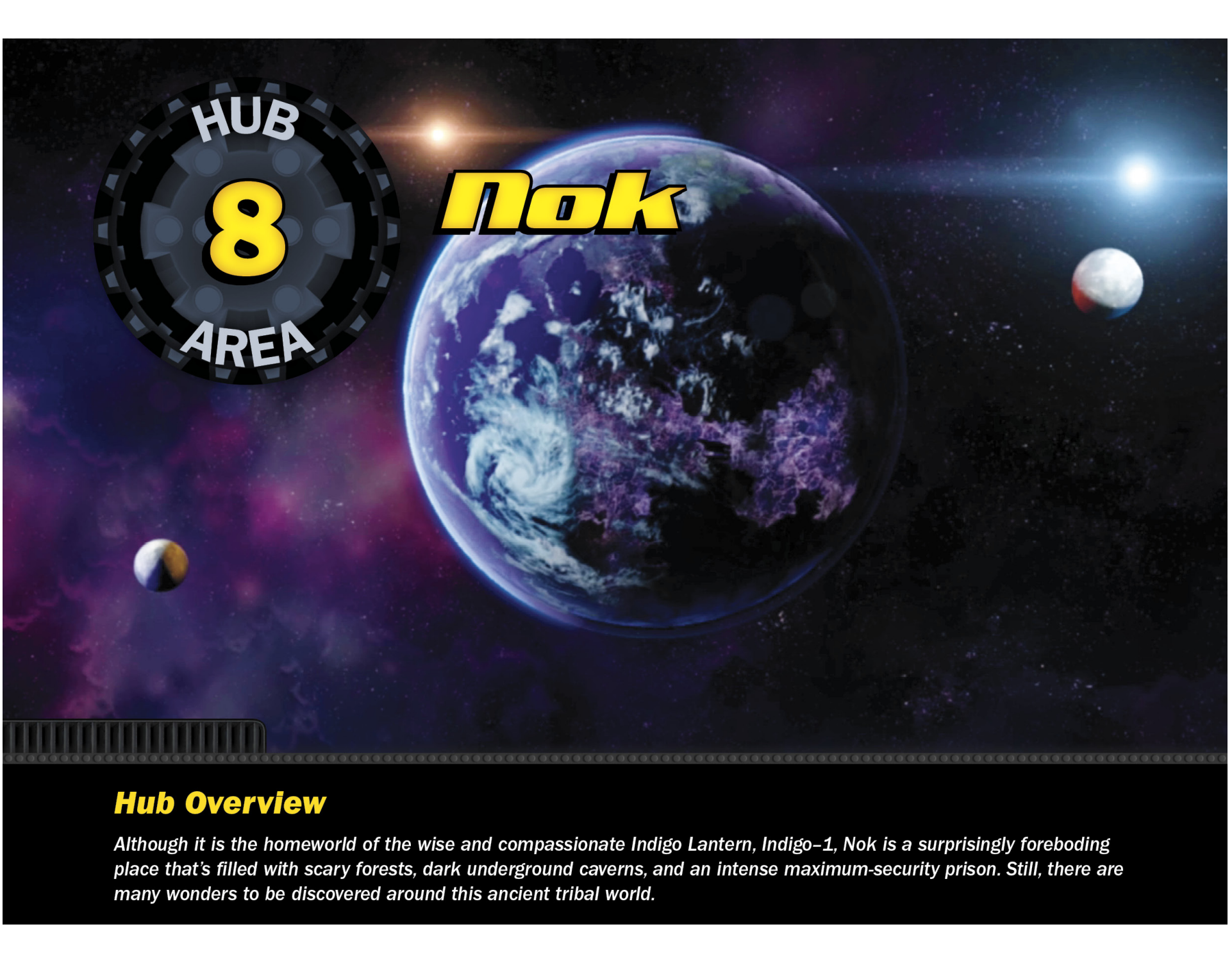
Nok

Hub Overview



Hub Overview

Although it is the homeworld of the wise and compassionate Indigo Lantern, Indigo-1, Nok is a surprisingly foreboding place that's filled with scary forests, dark underground caverns, and an intense maximum-security prison. Still, there are many wonders to be discovered around this ancient tribal world.

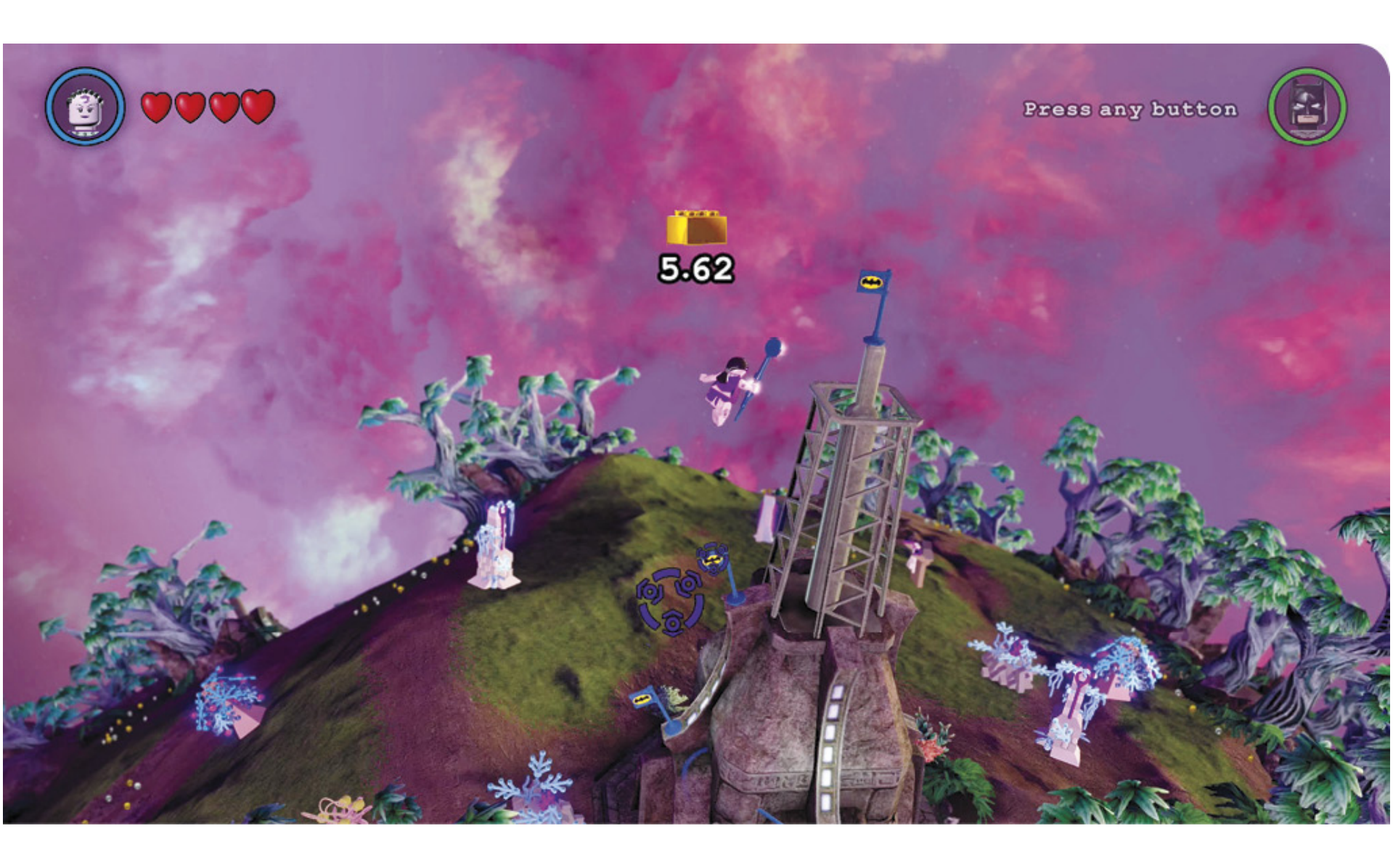
To reach Nok, complete the "Permission to Launch" Quest offered by the Green Loontern in the Watchtower's Lobby, have nine Gold Bricks, and have completed one of the planet levels to enter the moon base. You need 10 Gold Bricks and to have completed Level 11: "Jailhouse Nok" to activate the moon base teleporter that leads to Nok.

GOLD BRICKS

Gold Bricks

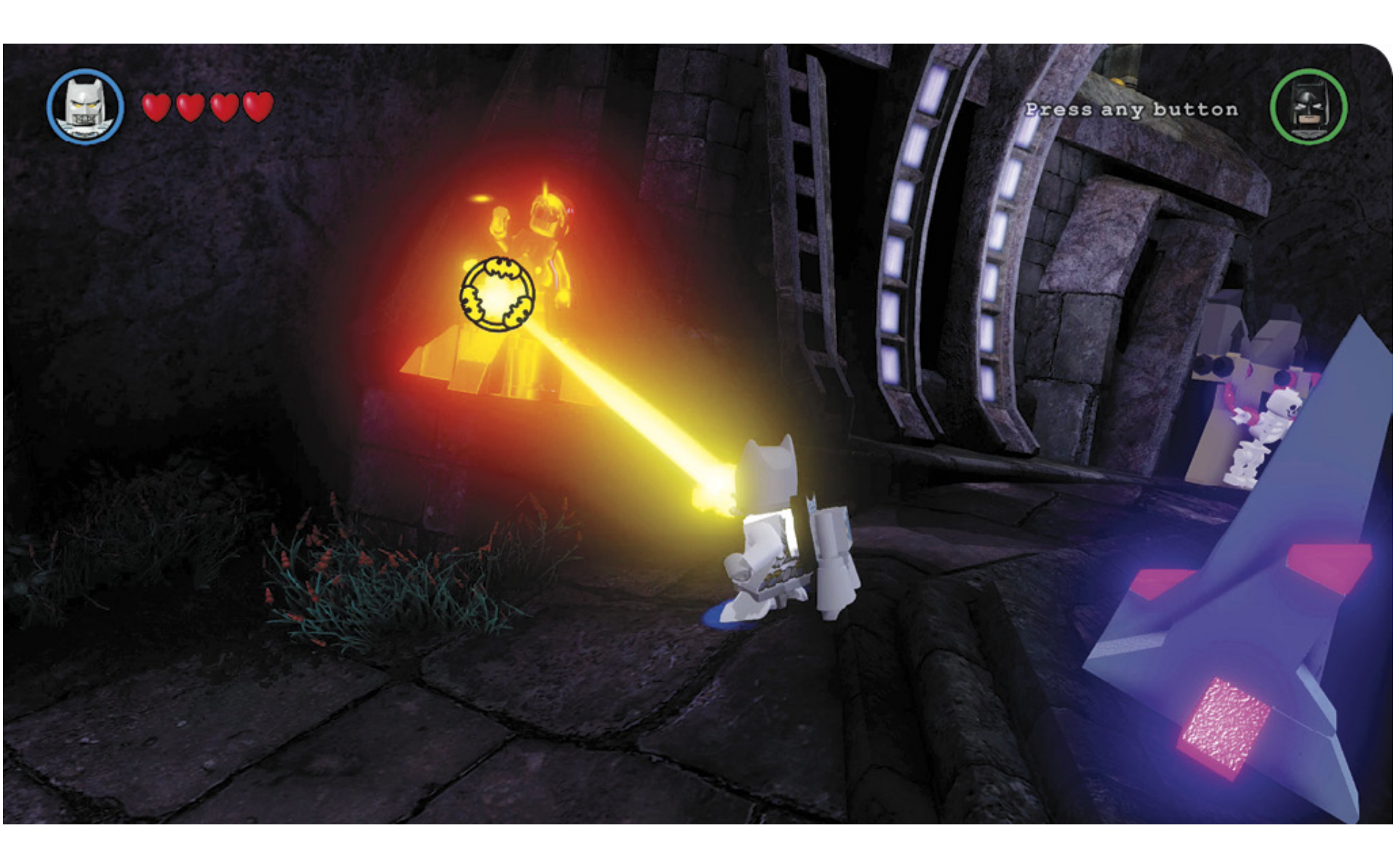
No.	Notes
1	Quickly blast 11 blue Batman flags around the spire.
2	Destroy five gold statues underground.
3	Use super senses to discover six electric panels in the prison, and use Shazam! or Black Adam to charge each one.
4	Use super senses to detect a target on a house, then hit the target with a Batarang to open the little nearby shed.

Gold Brick 1



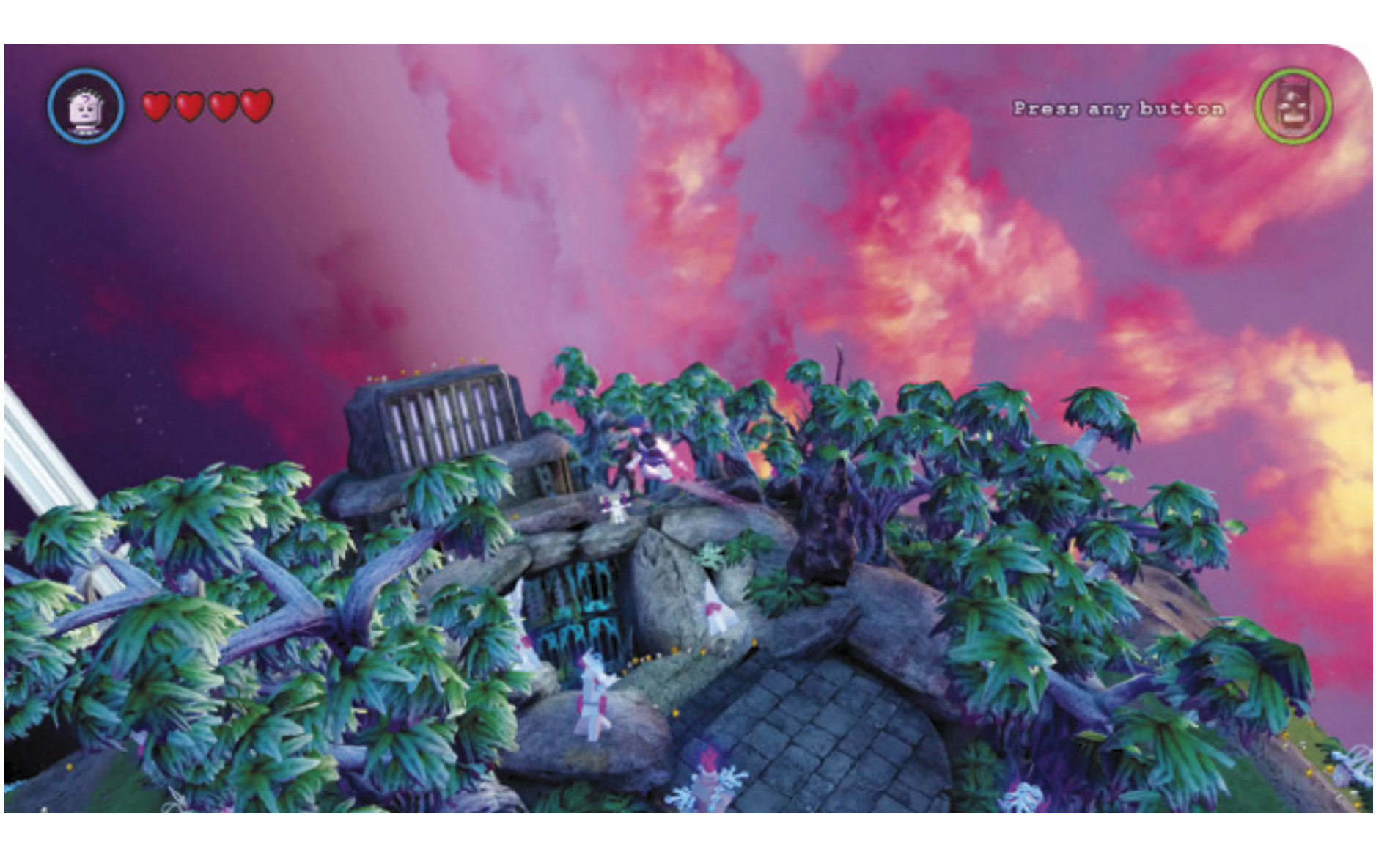
Fly up high and quickly destroy the 11 blue Batman flags that stick out from the spire along Nok's equator, the line where day and night meet. Blast all 11 flags to make a Gold Brick appear!

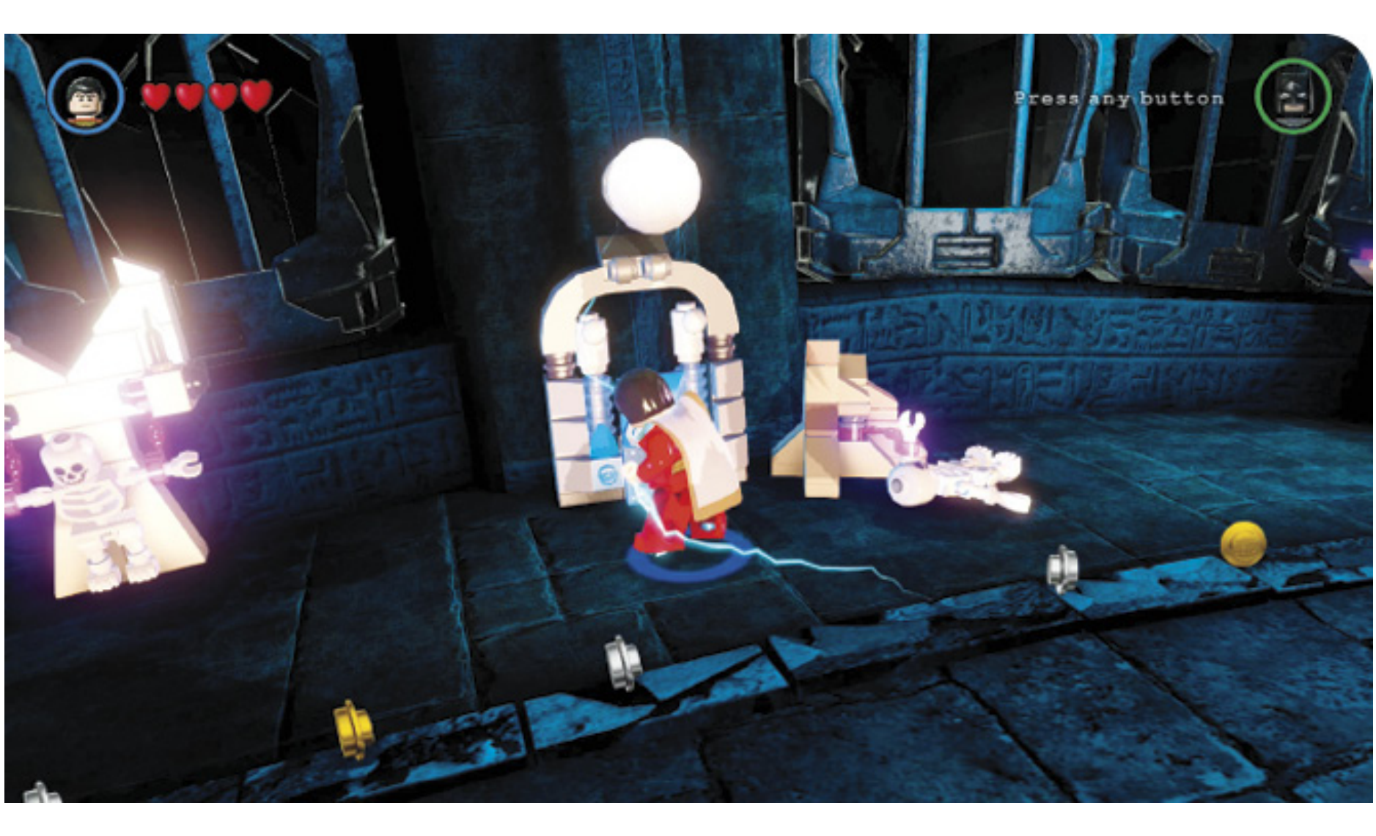
Gold Brick 2

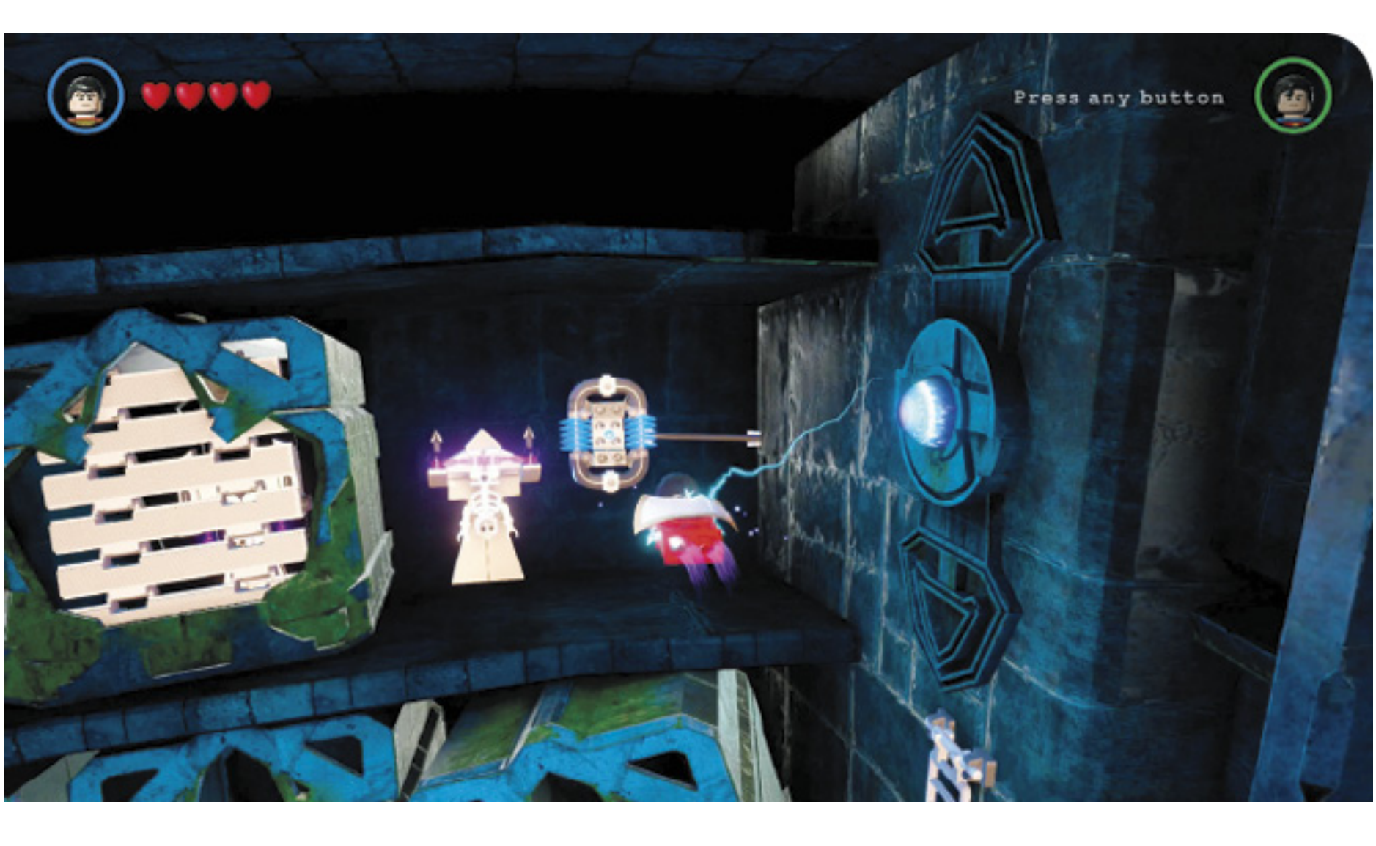


Fly into Nok's cavernous interior and seek out five gold statues. Some are tucked in tight spaces, so search every nook and cranny for them. Use a laser or heat vision to destroy each gold statue. You receive a Gold Brick after you melt down all five!

Gold Brick 3







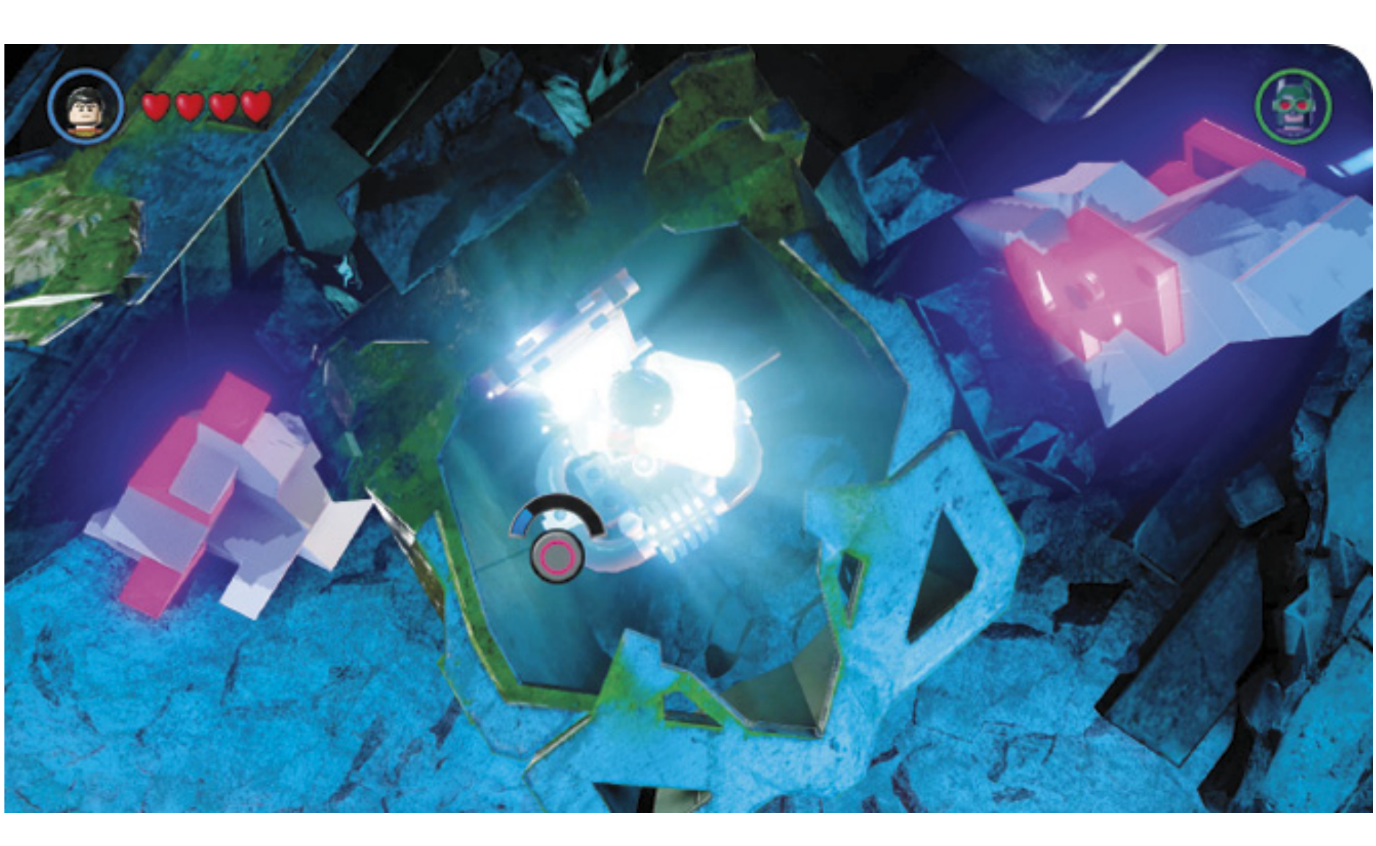
Enter Nok's underground prison by flying into the surface entrance shown here.

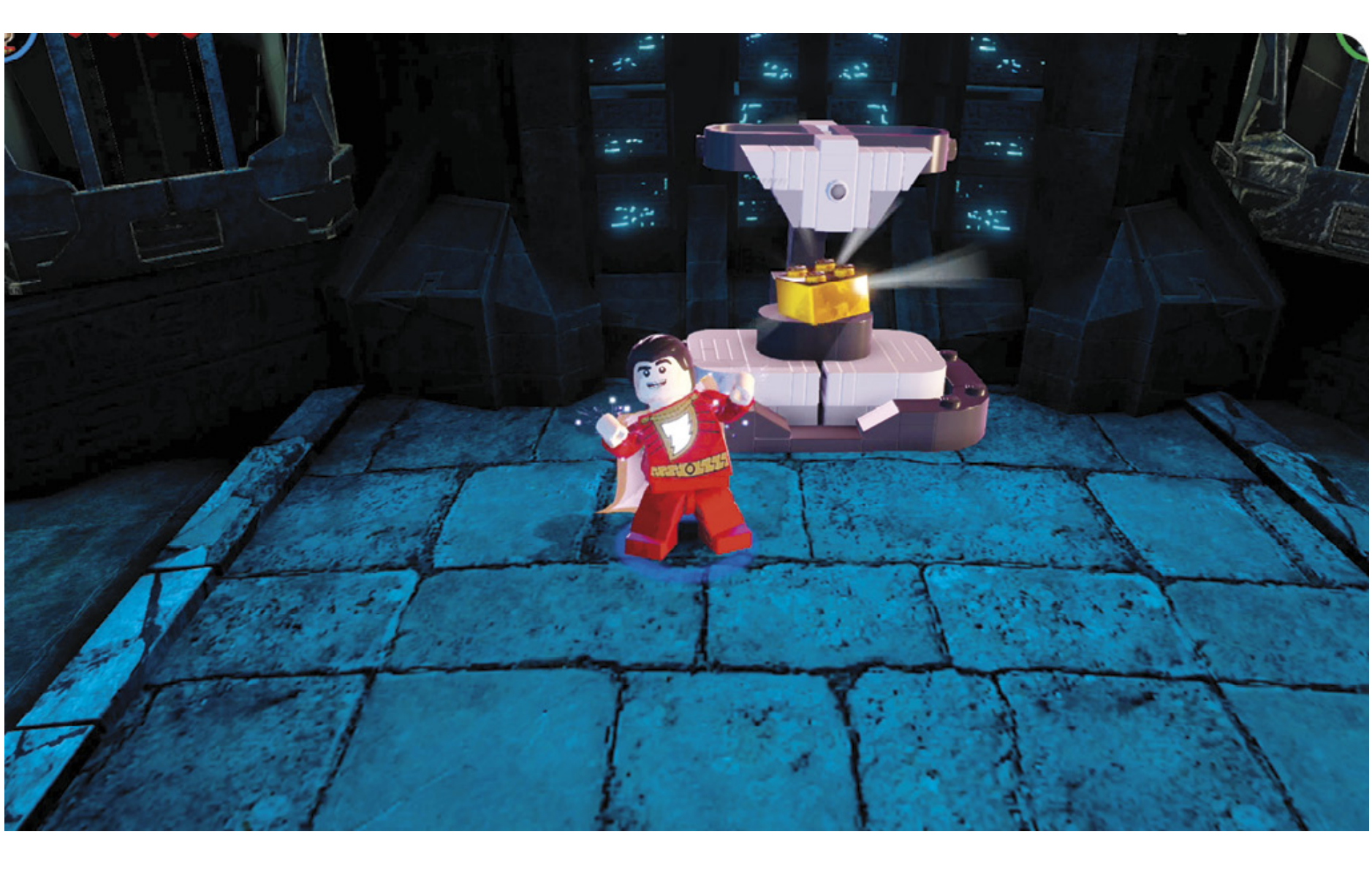
Once you're inside the prison, go all the way to the back to the electric switch up on the wall behind you. Power this panel with Shazam! or Black Adam to send power flowing to the prison's central container. If using different characters, use super senses to detect and power another nearby electric panel instead.

With power flowing to the container, use super senses again to detect another electric panel nearby. Power this one, and you expose another electric panel—but it's tucked away in a high holding cell back in the prison's other room! Fly up and activate it to send a second stream of power flowing to the container.

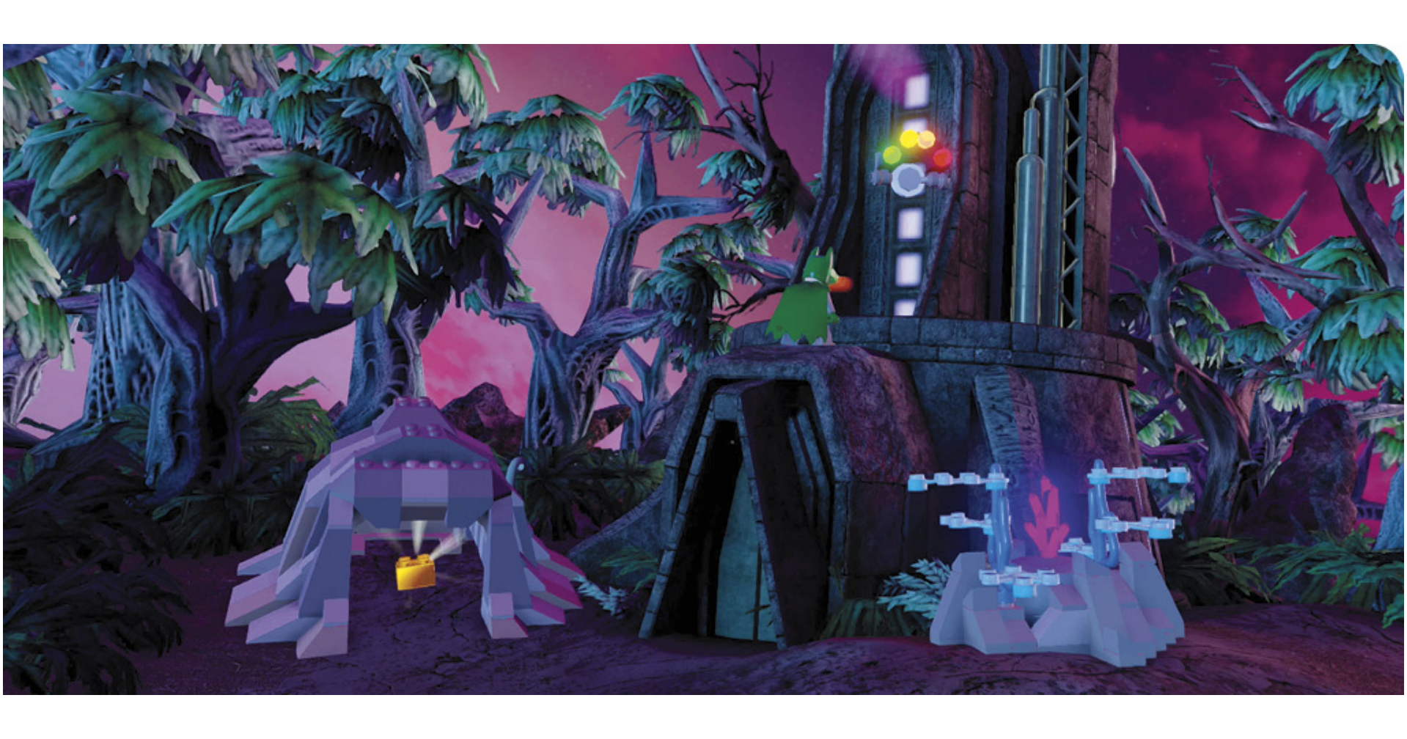
One more to go! Land and use super senses in the prison's outer room to detect yet another electric panel. Charge it up and you expose a cracked section of floor nearby. Smash through the cracked floor with a giant or super-strength character to discover the final electric panel! Zap it to send the final energy current flowing to the container.

With all three energy currents flowing to the container, it opens up to present you with your reward, a shiny Gold Brick! Grab it and then be on your way.





Gold Brick 4



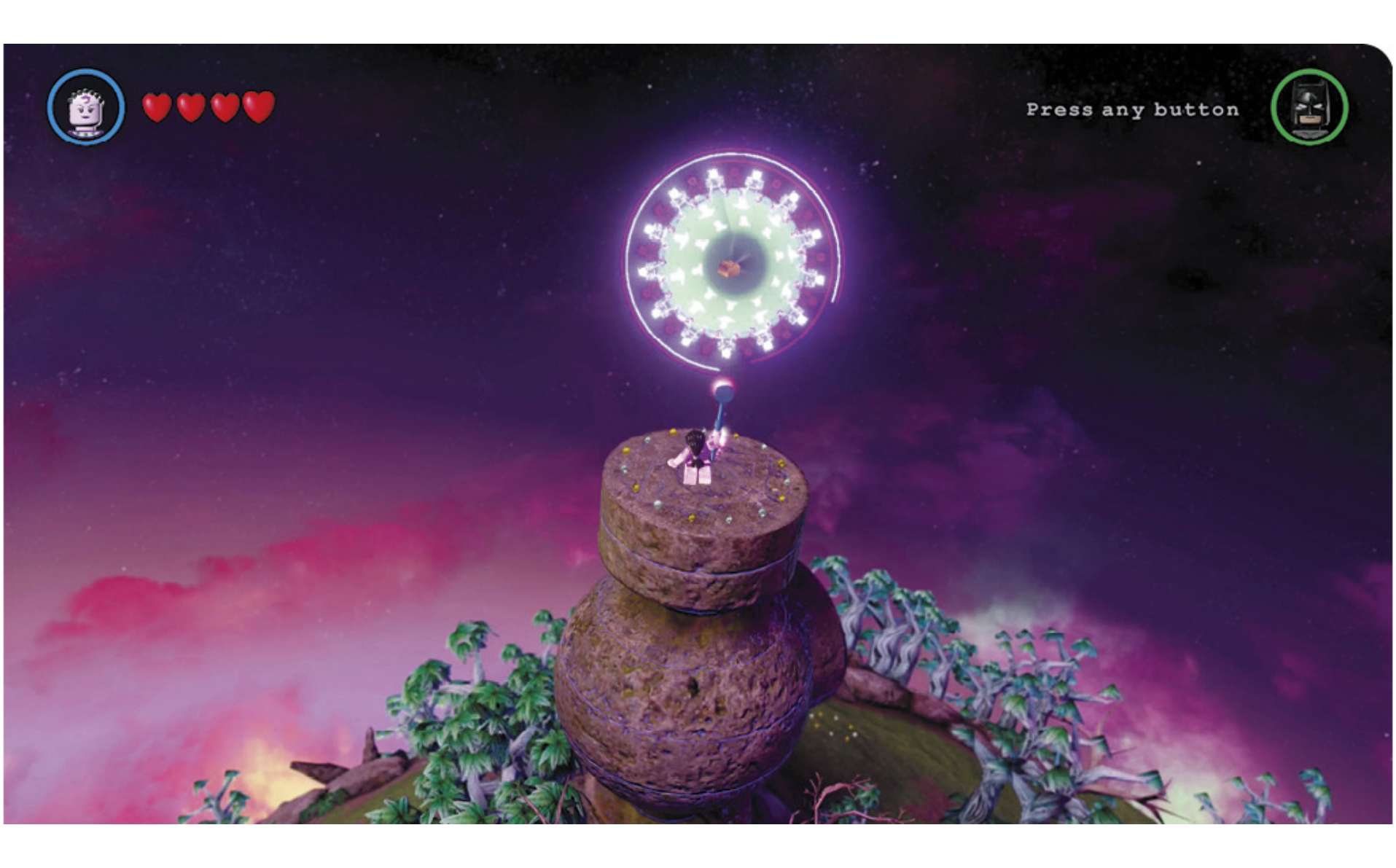
Fly low around the planet and locate a tall building with a shed out front. Land on the second floor balcony and use super senses to detect a target. Hit the target with a Batarang (or any other ranged attack) to open the shed, exposing a Gold Brick that's stashed within! Step into the shed and pocket your prize.

RACES

Races

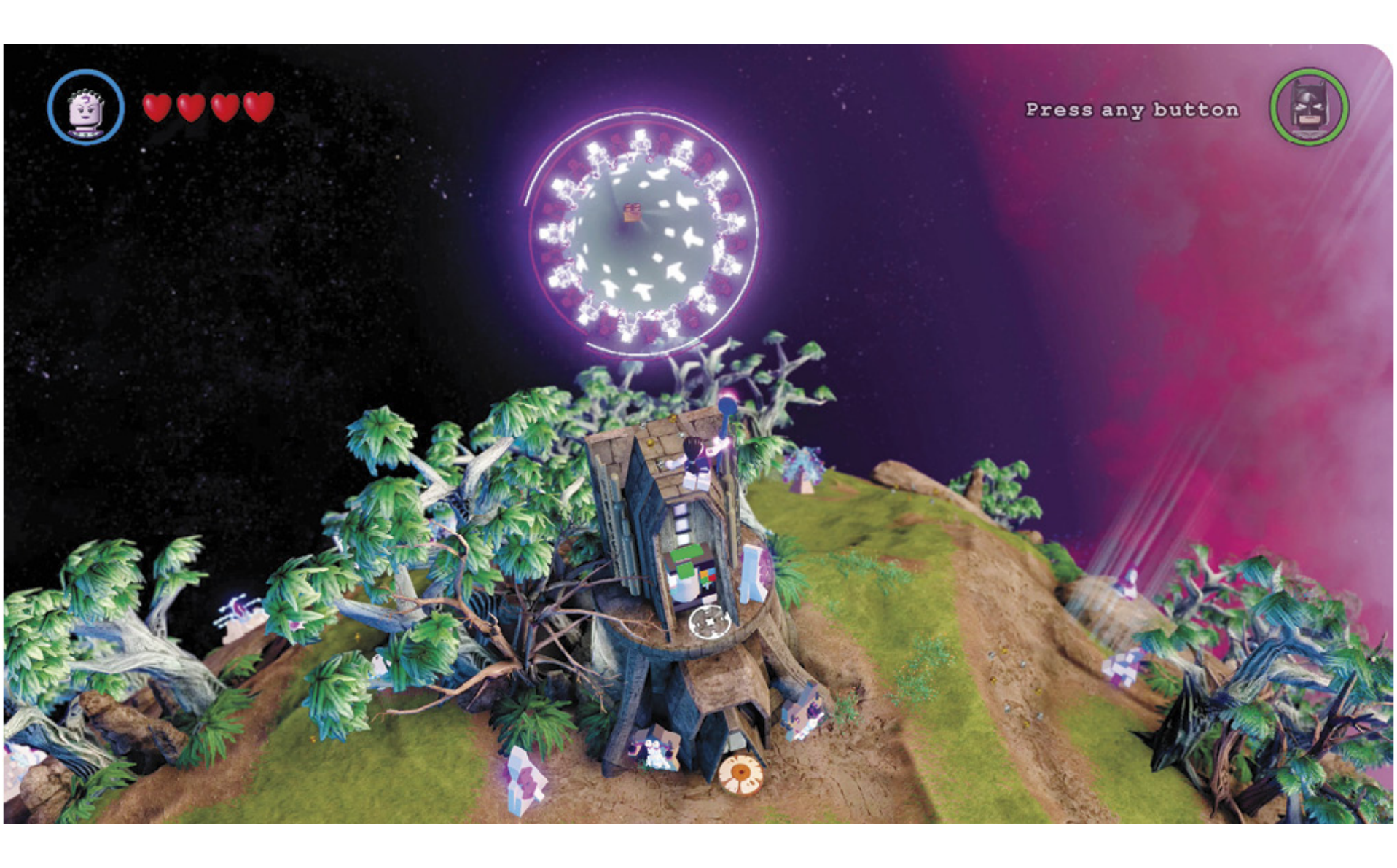
No.	Notes
1	In the air above the Indigo Lantern.
2	In the air above the temple.
3	On the ground. Appears nearby after you complete Quest 1: "Welcome to Nok!"

Race 1



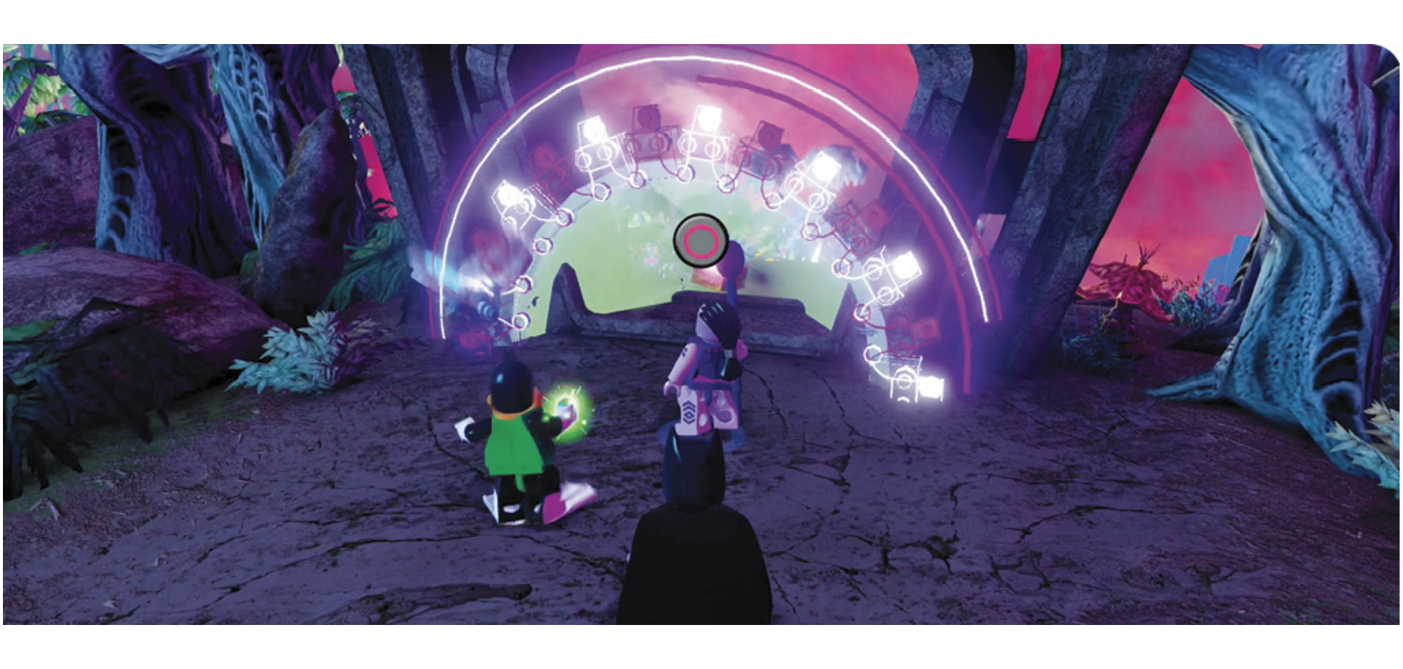
The entrance to this race can be easily seen in the sky atop Nok's Indigo Lantern. Race your way through the rings to keep the timer going as you speed toward the Gold Brick at the goal!

Race 2



This race begins high in the sky above a tall, tower-like temple on Nok's surface. A Gold Brick is yours if you can pass through the last ring in time!

Race 3



The moment you complete Quest 1: "Welcome to Nok!" you are standing right next to the start of this race. The race doesn't appear until you complete Quest 1, but you can play it any time you like after that. Reach the finish quickly to rake in another Gold Brick!

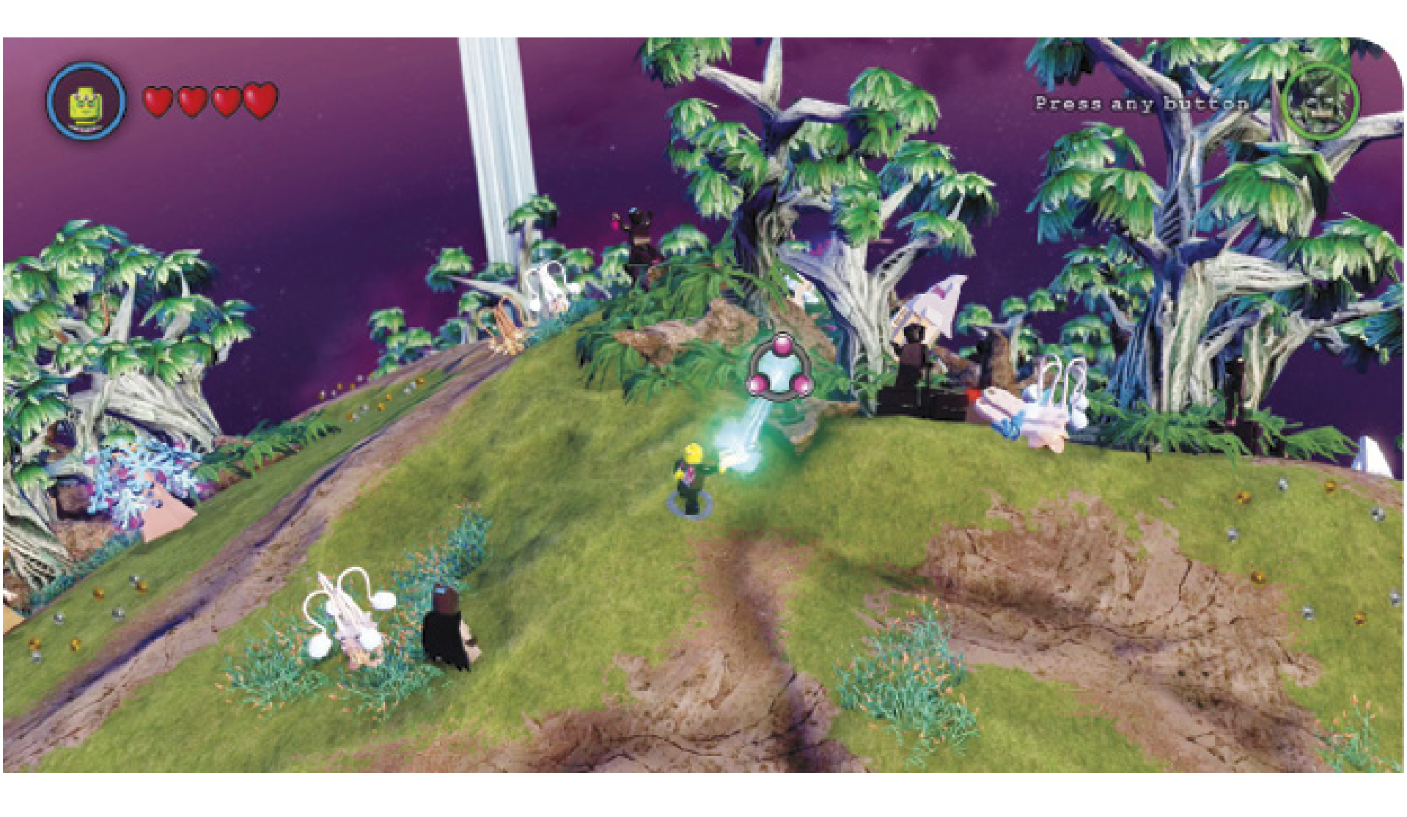
Keep a lookout for the Beacons of Light to guide you toward Quest and Races.

CHARACTER TOKENS

Character Tokens

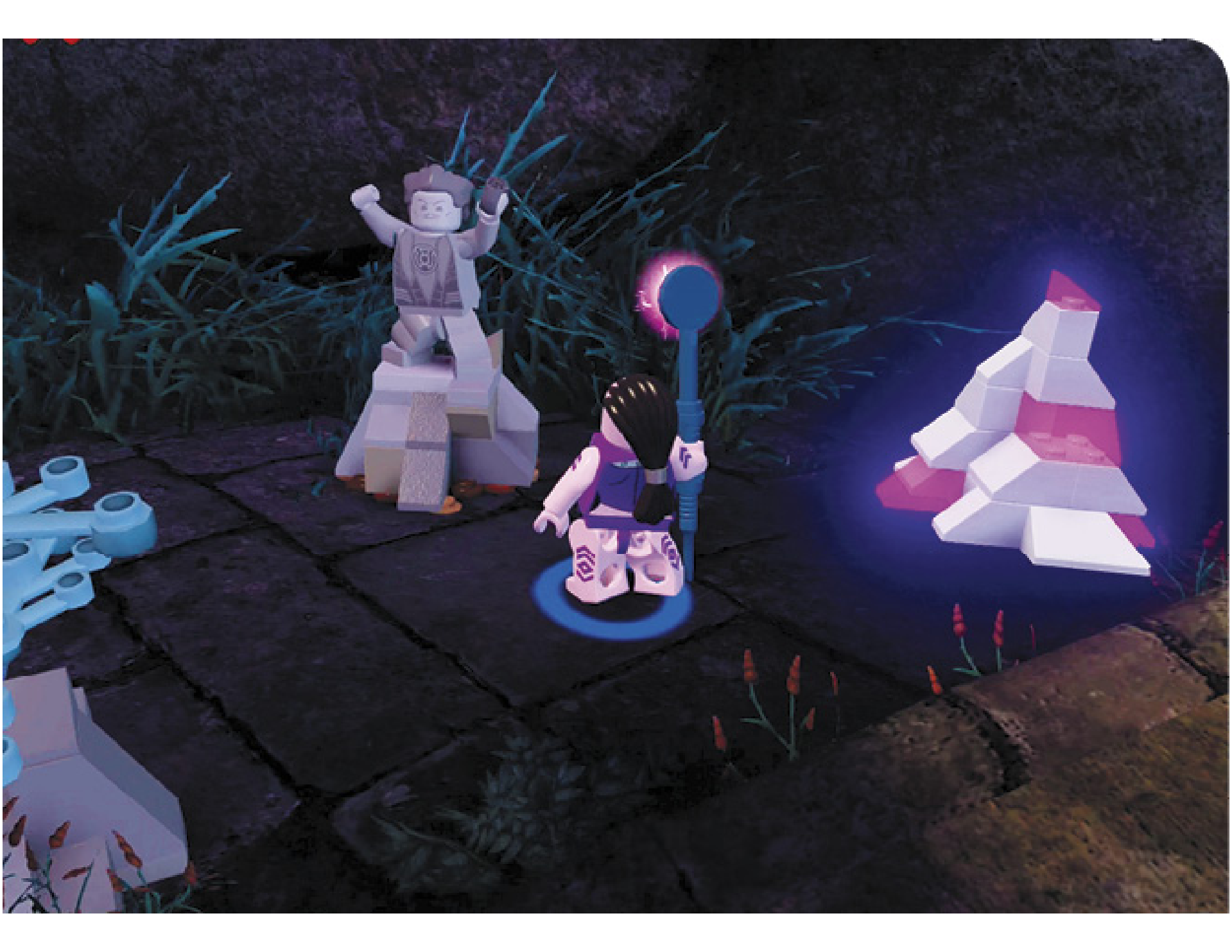
Icon	Character	Notes
	Bronze Tiger	Shrink all of the black statues with Brainiac's shrink ray and then grapple the orange hook.
	Kalibak	Smash the small stone statue of an unusual character that's found underground, and then dig in the dirt that was hidden underneath the statue.

Bronze Tiger



Head away from Nok's entry portal in a steady direction, and you soon bump into a bunch of black statues. Use Brainiac's shrink ray to shrink down each one, and you uncover an orange hook and a chest. Grapple the orange hook to rip open the chest, and out pops a Character Token!

Kalibak



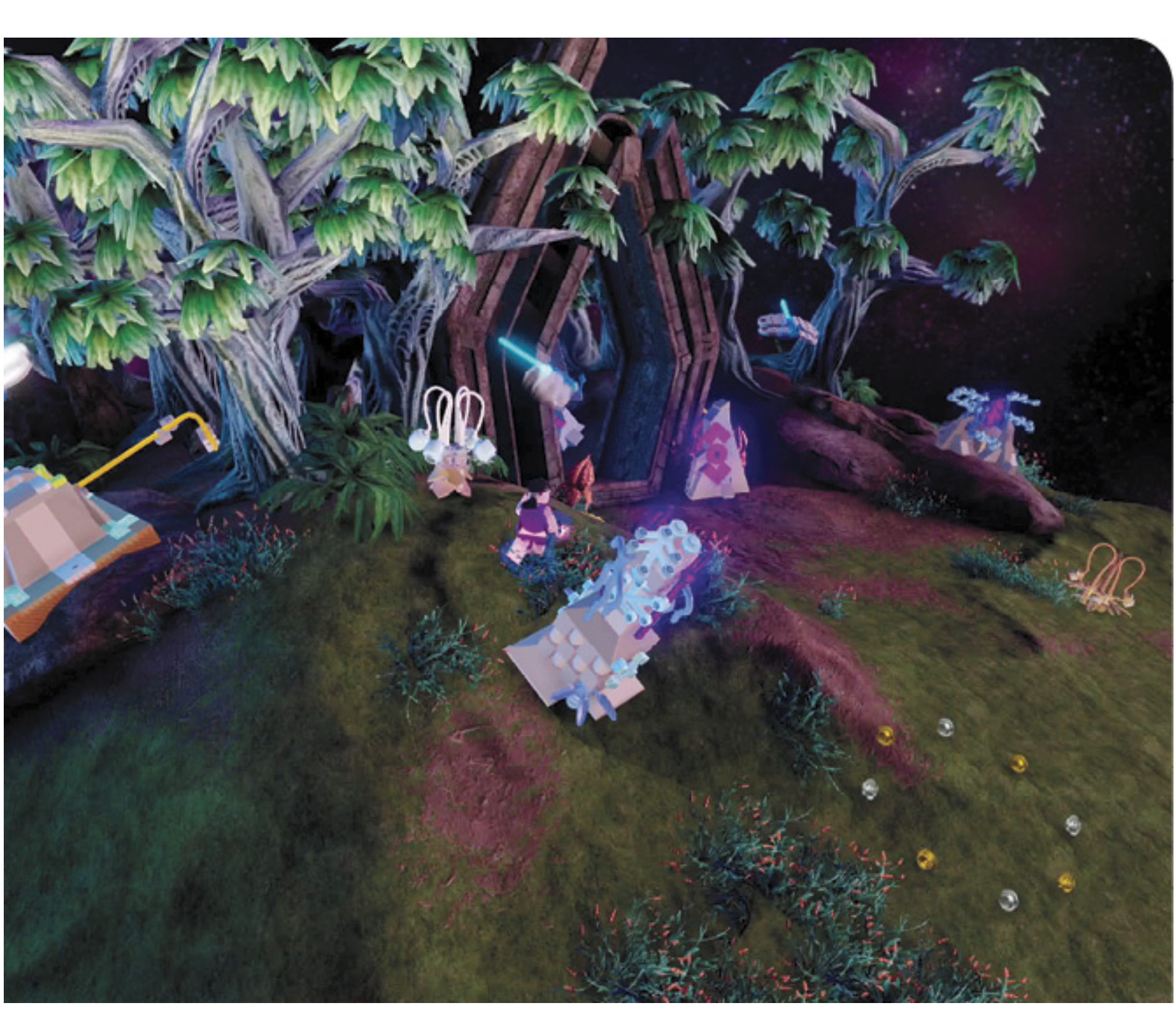
Search Nok's cavernous underbelly for a unique statue of Sinestro that stands atop a mound of dirt. Smash the statue and then dig in the dirt to uncover a Character Token!

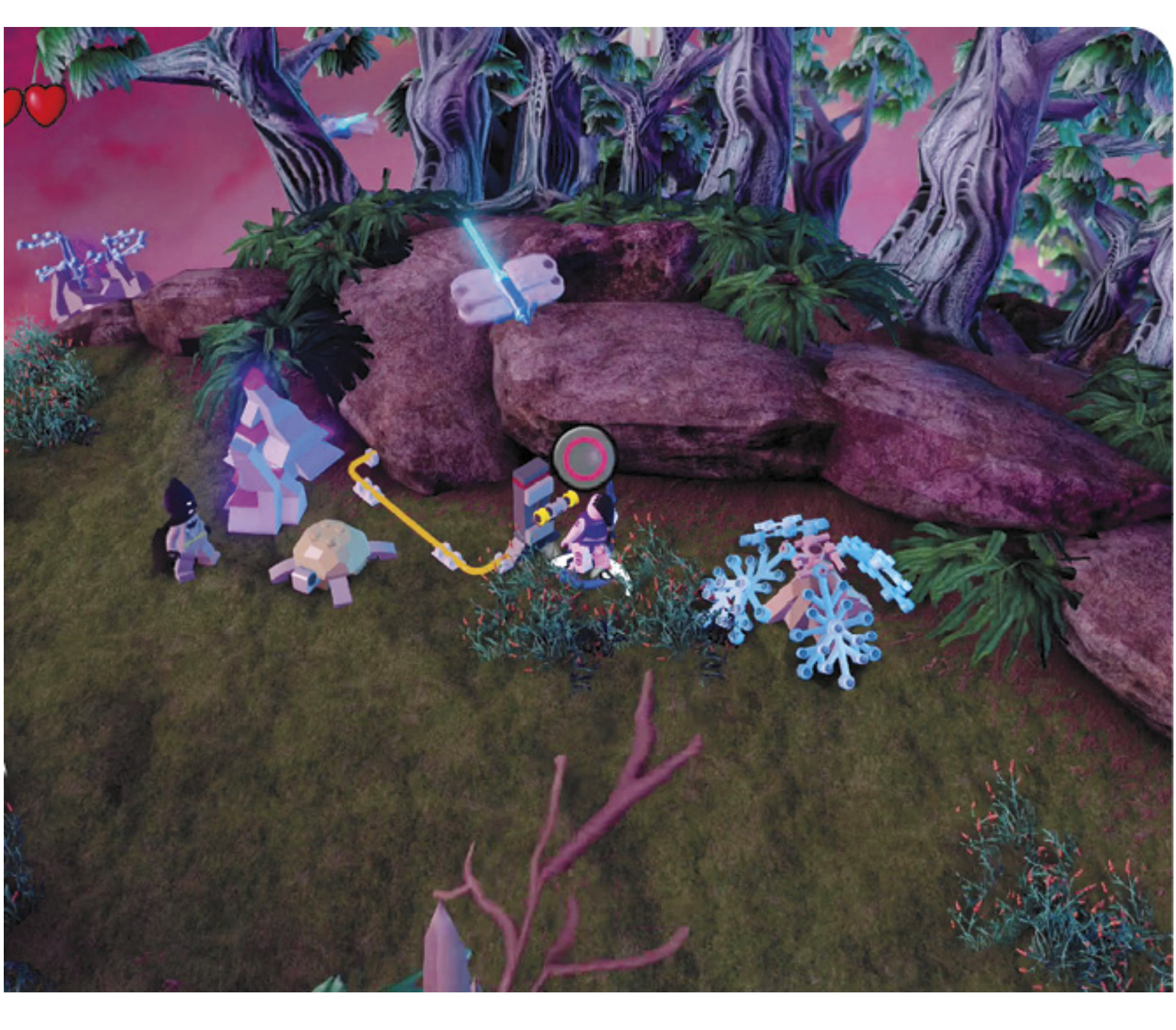
VEHICLE TOKENS

Vehicle Tokens

Icon	Vehicle	Notes
	Classic TV Batmobile	Locate a crate near a big, diamond-shaped stone door. Follow the yellow cable to a lever and pull it.

Classic TV Batmobile





A curious capsule catches the eye in the otherwise empty woods along Nok's equator. Follow the yellow cable that runs from the capsule and into the woods toward a big, diamond-shaped stone doorway that's right nearby.

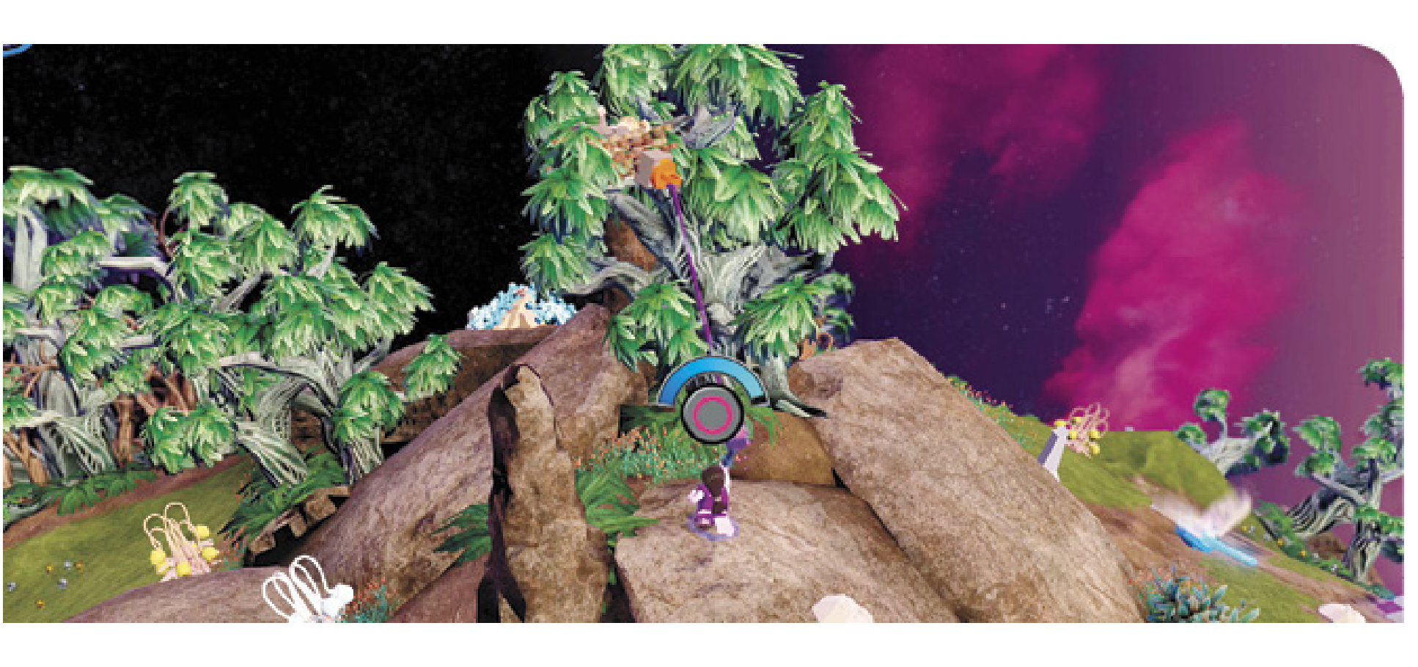
Keep following the yellow cable until it ends at a suspicious plant. Smash the plant to discover a hidden lever! Pull the lever to open the capsule and reveal a Vehicle Token.

PERILS

Adam West in Peril!

Notes
Grapple him down from a bird's nest in a tree along the surface.

Adam West in Peril!



The cries of a frightened Adam West can be heard as you explore the surface near one of the entrances to Nok's cavernous underbelly. Scan the treetops to find poor Adam stuck up in a bird's nest! Grapple the nest's orange hook and pull Adam down to safety.

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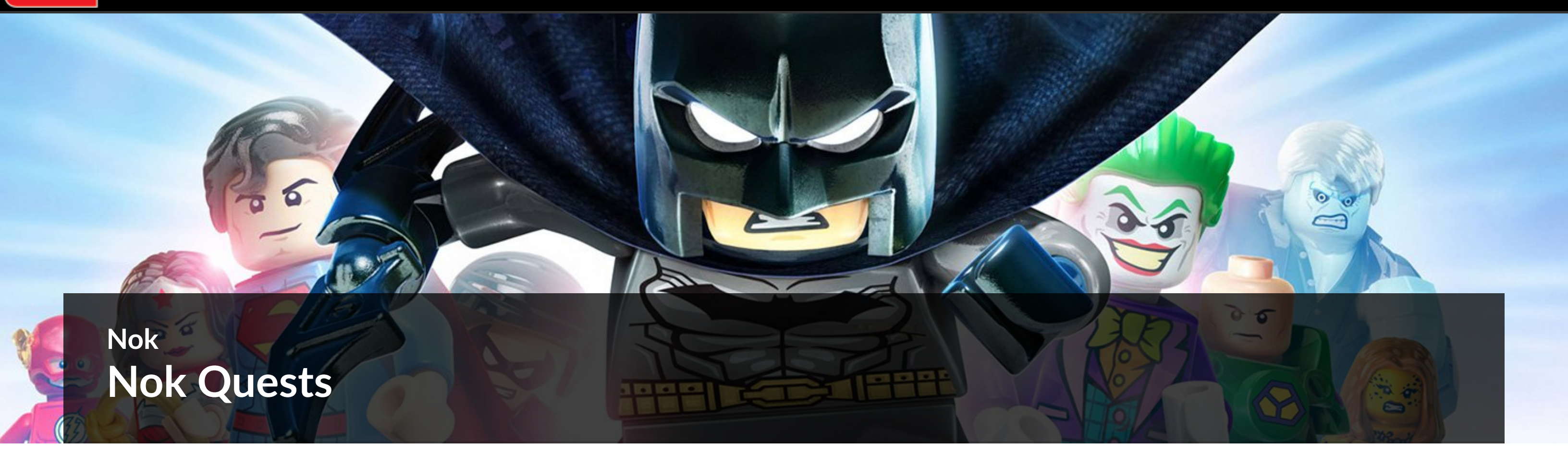


Nok

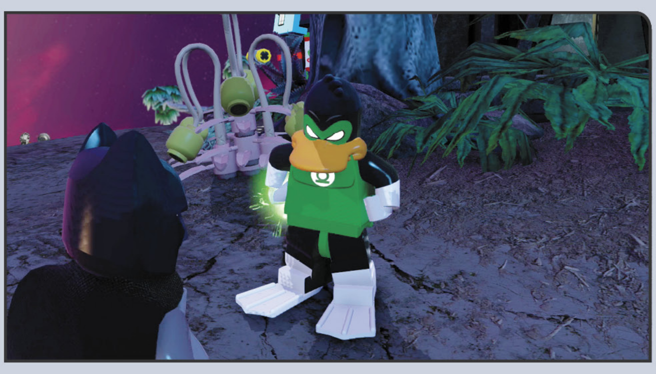
Nok Quests

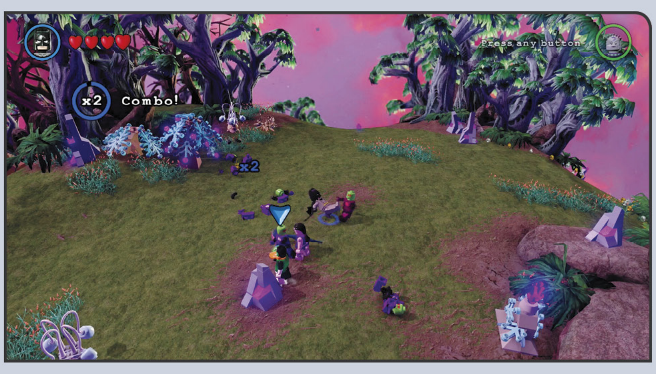
As you explore Nok, various heroes, villains, and other characters call out to you for help. These folks all have special quests to give you, but you may have to do something special in the hubs before they appear.

NOK 1 QUEST

“Welcome to Nok!”

How to unlock: Available from the start
Reward(s): Gold Brick





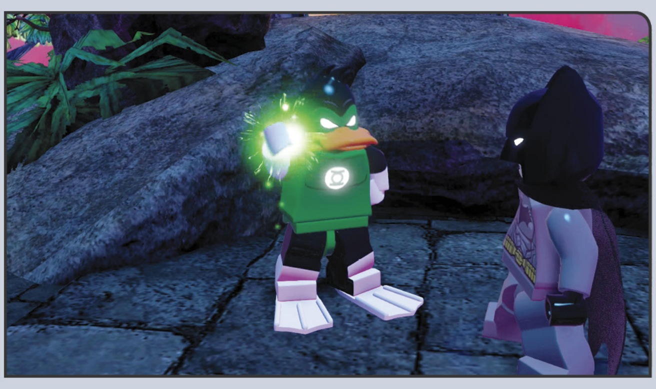
The moment you arrive on Nok, the Green Loontern is there to show you around. Just speak with the Loontern to start off on your journey around Nok!

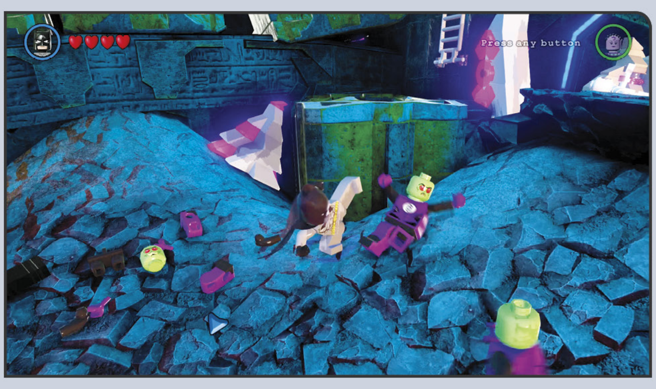
It’s a nice walk—until a pack of goons decides to ruin your day! Wipe out all of the troublemakers, then continue to follow the Green Loontern on the tour. Beat up more bad guys when they arrive, and keep going until the tour ends!

NOK 2 QUEST

“Nok Nok Nok-ing on Prison’s Door”

How to unlock: Complete Quest 1: “Welcome to Nok!”
Reward(s): Gold Brick





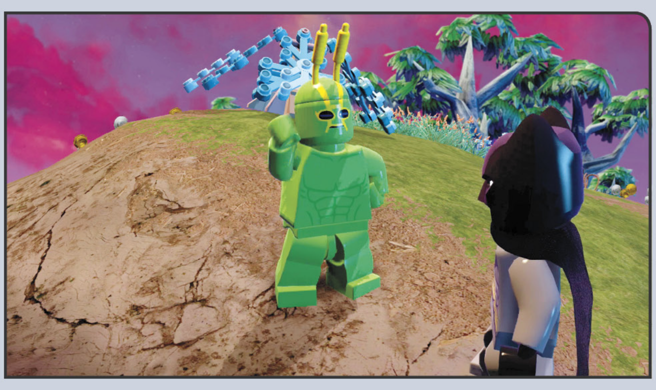
After you complete Green Loontern’s welcoming tour, you find him waiting for you near the entrance to Nok’s prison. And you’ve found him just in time, for the Loontern is about to fend off a mob of angry jailbreakers!

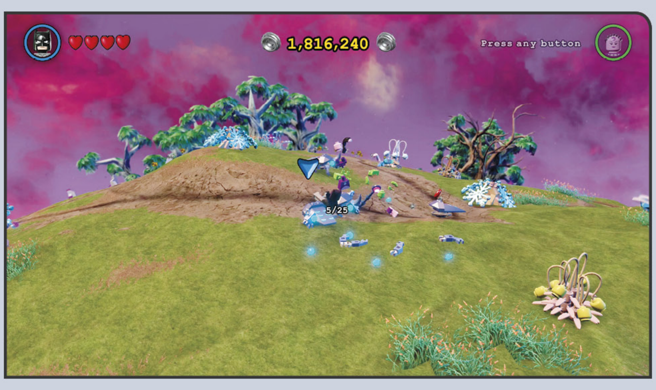
You’ve got to help Green Loontern! Follow him into the prison and beat up all of the Indigo Tribe Warriors that suddenly swarm in. Just keep battling until you wipe them all out and restore order within the prison!

NOK 3 QUEST

“Bug Eat Bug”

How to unlock: Complete Quest 2: “Nok Nok Nok-ing on Prison’s Door”
Reward(s): Gold Brick





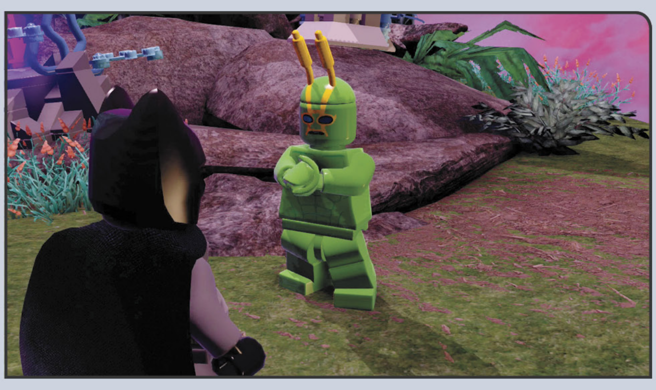
Search Nok’s surface after you complete Quest 2, and you find the great Ambush Bug waiting for you out in the open field! Ambush Bug asks you to help him beat down a bunch of overgrown bugs. Sounds like good times!

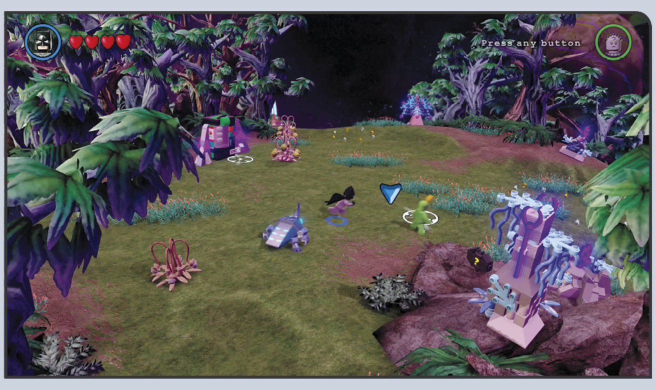
Suddenly, a swarm of Reach roaches rushes in. Beat back each big bug until the onslaught at last subsides.

NOK 4 QUEST

“Walking the Bug”

How to unlock: Complete Quest 3: “Bug Eat Bug”
Reward(s): Gold Brick, Ambush Bug





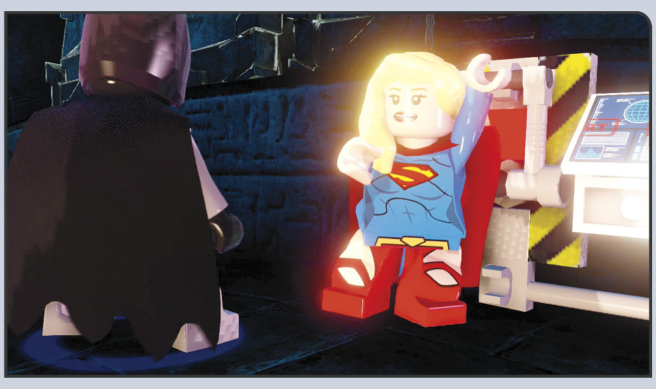
After you’ve helped Ambush Bug the first time, you can run into him again elsewhere on the planet. This time, Ambush Bug admits that he not only has befriended the Reach roaches, but has taken some of them as pets!

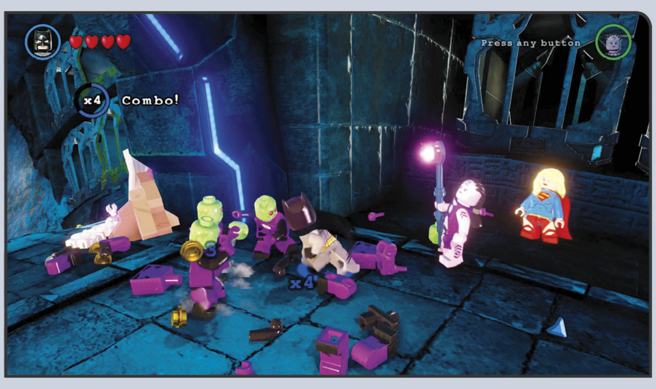
Unfortunately, Ambush Bug’s new pets are running amok and must be rounded up. Search the vicinity for big Reach roaches that are running around wildly. Hit them to make them stop, then guide them back to Ambush Bug. Return all five Reach roaches to Ambush Bug to complete the quest.

NOK 5 QUEST

“Who Let the Thugs Out?”

How to unlock: Complete Hall of Justice hub Quest 2: “Super Club”
Reward(s): Gold Brick, Supergirl





Complete the “Super Club” quest that occurs in the Hall of Justice, and you find Supergirl standing around inside Nok’s underground prison. Speak with Supergirl to learn that she has just finished rounding up all of the prisoners after they suddenly broke loose.

Unfortunately, Supergirl is quite the storyteller, and she gets a bit carried away while telling her story. So carried away in fact that she accidentally flips a switch and sets the prisoners free again! Fight hard and beat up all of the prisoners to restore the site to order.

> DONUT DETECTIVE!

This donut delinquent is being detained in Nok’s underground prison, but you can’t reach it until you complete Quest 5: “Who Let the Thugs Out?” After you complete that quest, the prison’s cells are open, and you can smash at that donut whenever you like!

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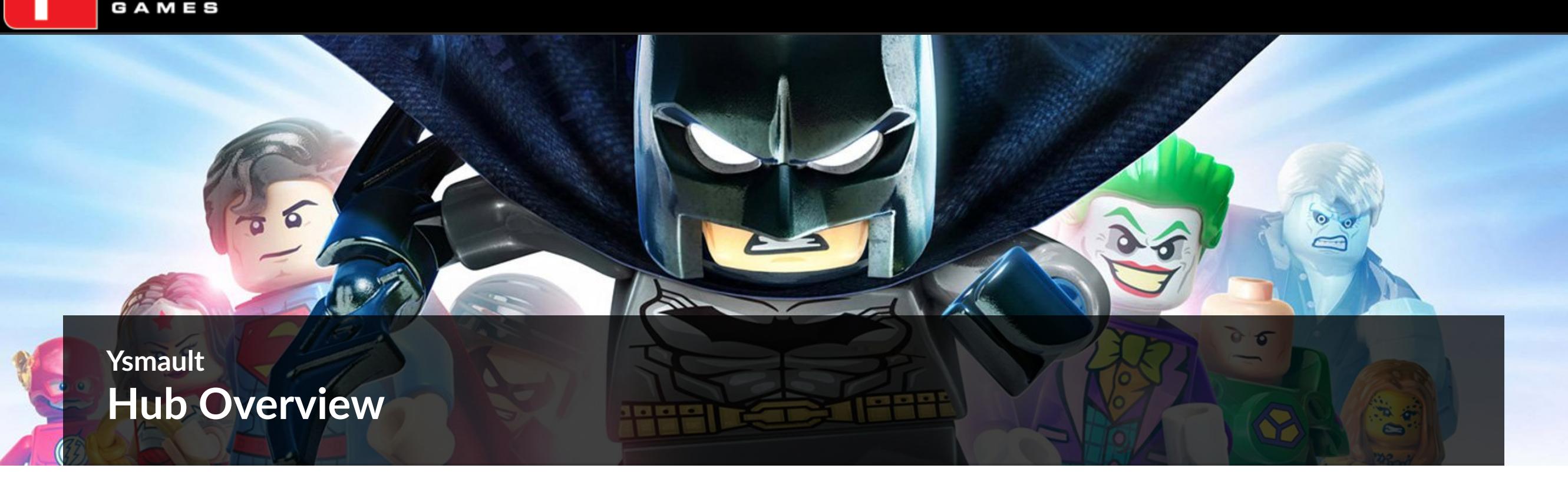


HUB
9
AREA
Ysmault

Hub Overview

The searing heat of this sweltering world is enough to keep most visitors away. If the oppressive climate isn't enough, then the fact that Ysmault is also the homeworld of the raging Red Lanterns should do the trick! Even with all the risk, there's good reason for you to brave this raging planet's inhospitable landscape. Here you discover many treasures that are worth tracking down!

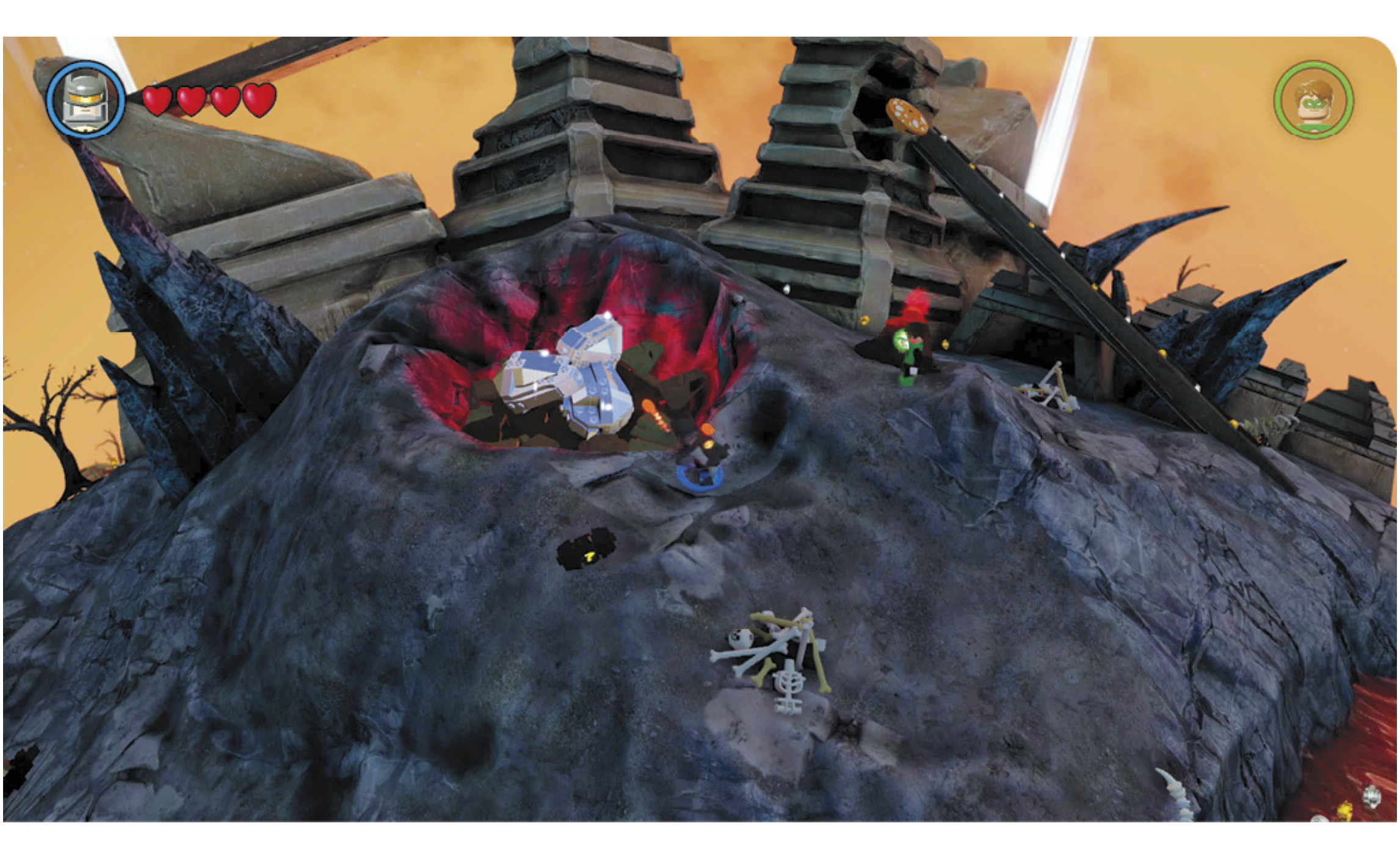
To reach Ysmault, complete the "Permission to Launch" Quest offered by the Green Loontern in the Watchtower's Lobby, have nine Gold Bricks, and have completed one of the planet levels to enter the moon base. You need 10 Gold Bricks and to have completed Level 12: "All the Rage" to activate the moon base teleporter that leads to Ysmault.

GOLD BRICKS

Gold Bricks

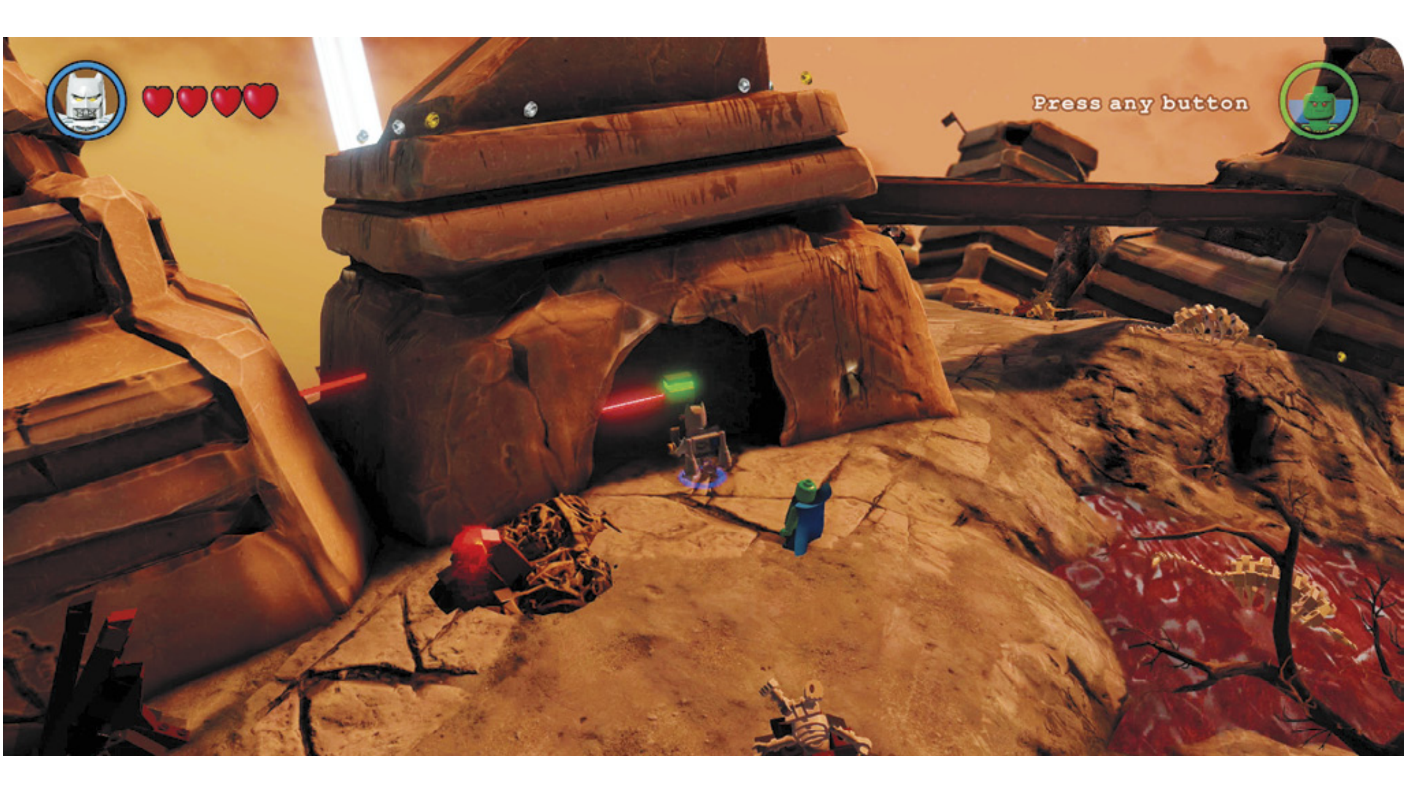
No.	Notes
1	Blast the silver boulders in the volcano near the big temple.
2	Follow a red cable from the crate on the roof in the old village to a lever, then pull it.
3	Destroy the gold rock at one end of the super-long rib cage.
4	Open the vault by pulling three nearby levers.

Gold Brick 1



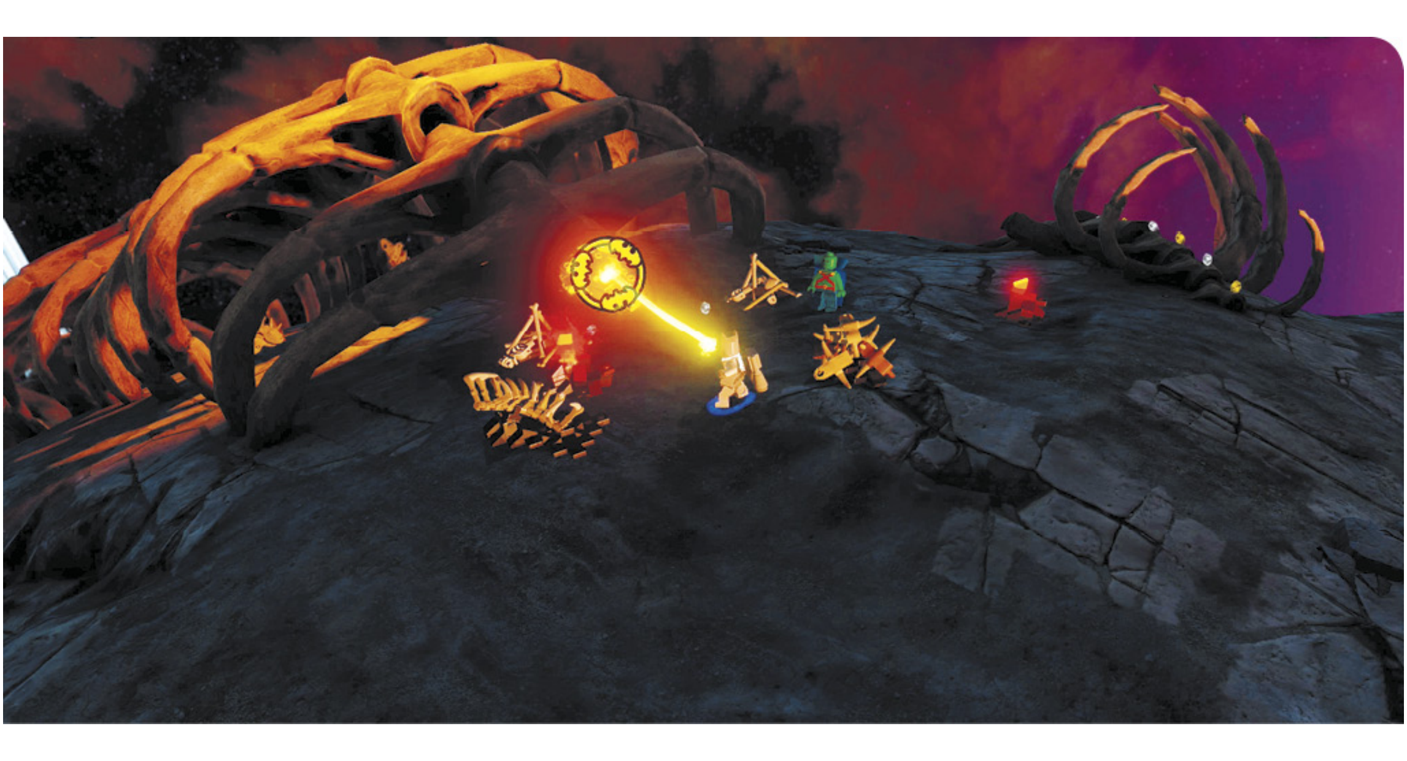
Some silver boulders have fallen into a volcano near Ysmault's big temple. Blast them with a missile from a Power or Demolition Suit and then smash through the cracked ground beneath the Silver LEGO to collect a sizzling Gold Brick!

Gold Brick 2



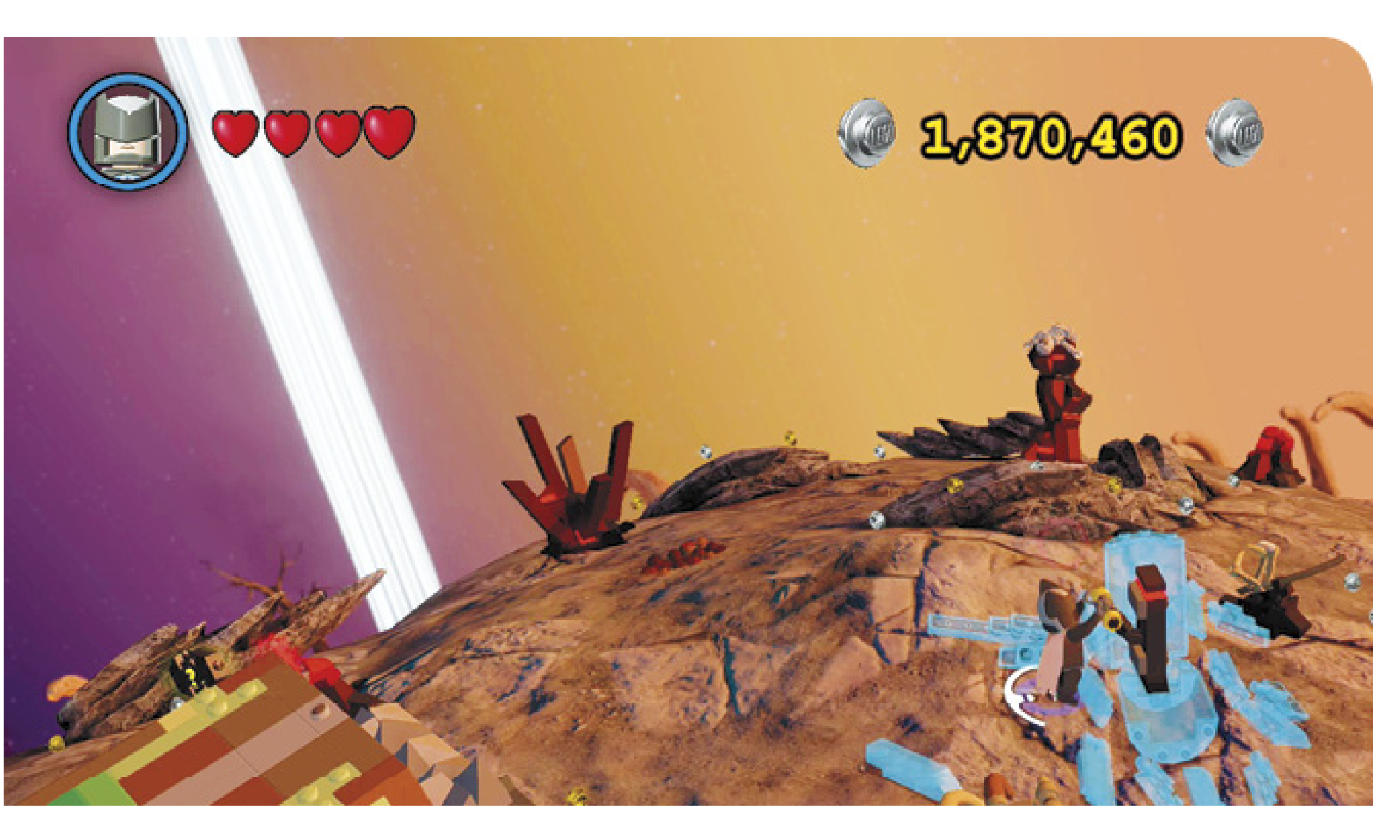
One of the tall buildings in the ancient village has a curious crate on its roof. Notice a red cable running from the crate and follow it down to a lever that's covered by rocks! Destroy the rocks and pull the lever to open the crate, then fly up and grab the Gold Brick inside!

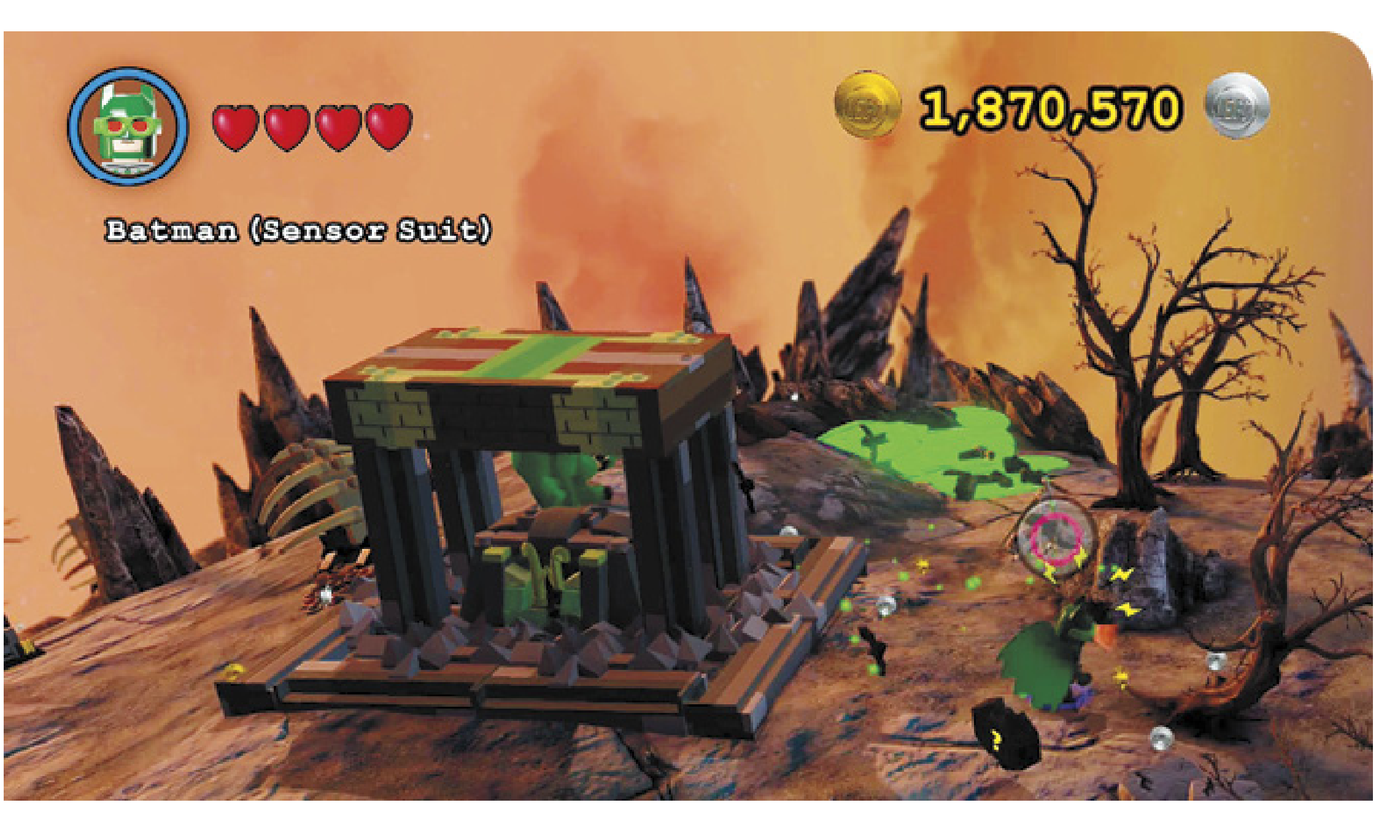
Gold Brick 3

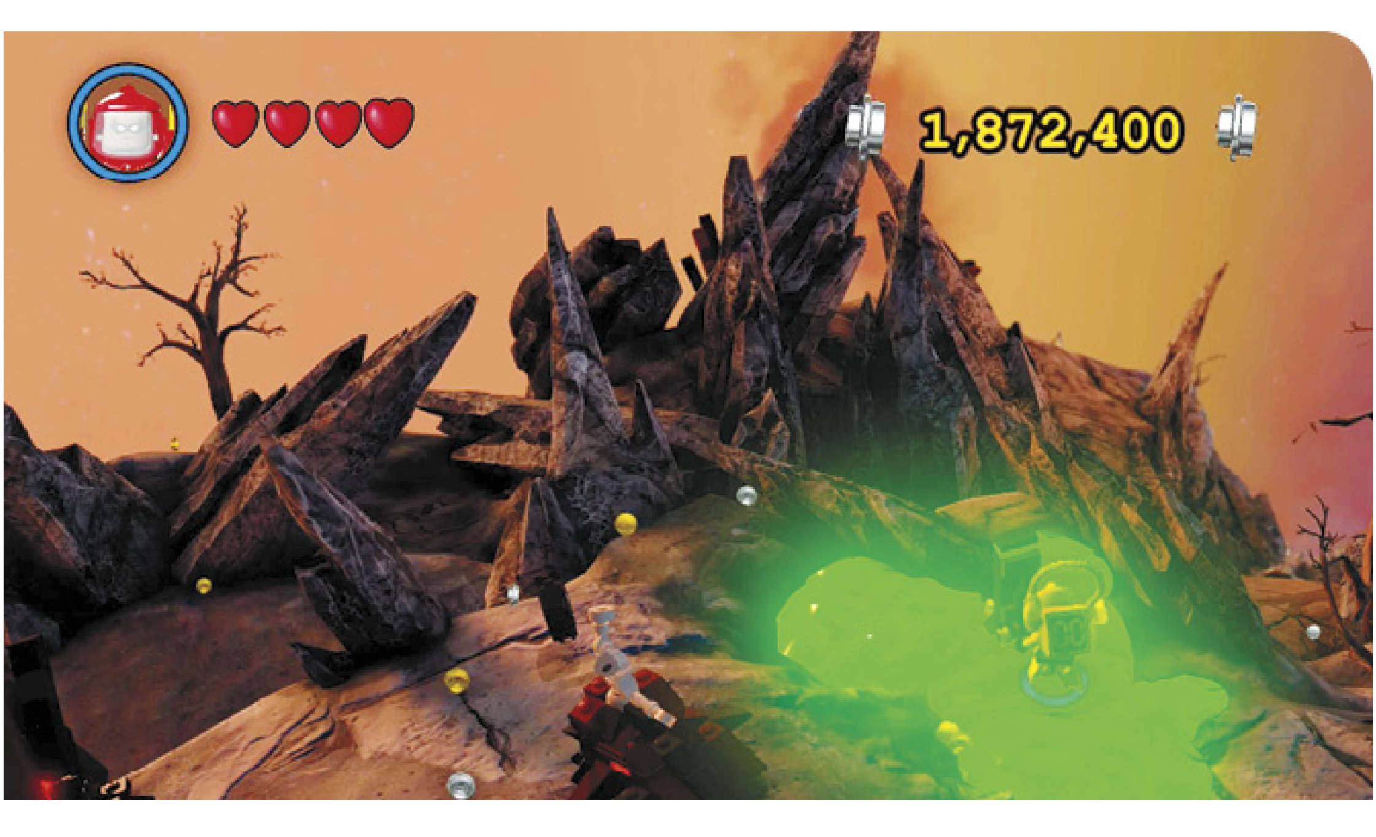


This Gold Brick would be easy to miss among Ysmault's fierce and fiery landscape. It's hidden within a small, gold rock that's tucked right up next to the end of a giant bone rib cage. Use a laser or heat vision to destroy the gold rock and collect your prize. The rib cage is the landmark to look for; it stretches on for miles and can be clearly seen from the sky.

Gold Brick 4







This Gold Brick is tricky to get, because it's kept in a super-secure vault! Find the LEGO vault standing near a big pile of goo. Use a sonar blast to shatter the nearby glass crystal and expose a lever. Pull the lever to open the vault and expose a big crate.

You're on the right track! Next, move around to the crate's other side and use super senses to detect a suspicious mound of dirt. Dig there with a Lantern character to uncover some bricks, then build another lever. Pull it to open the crate, exposing a small capsule.

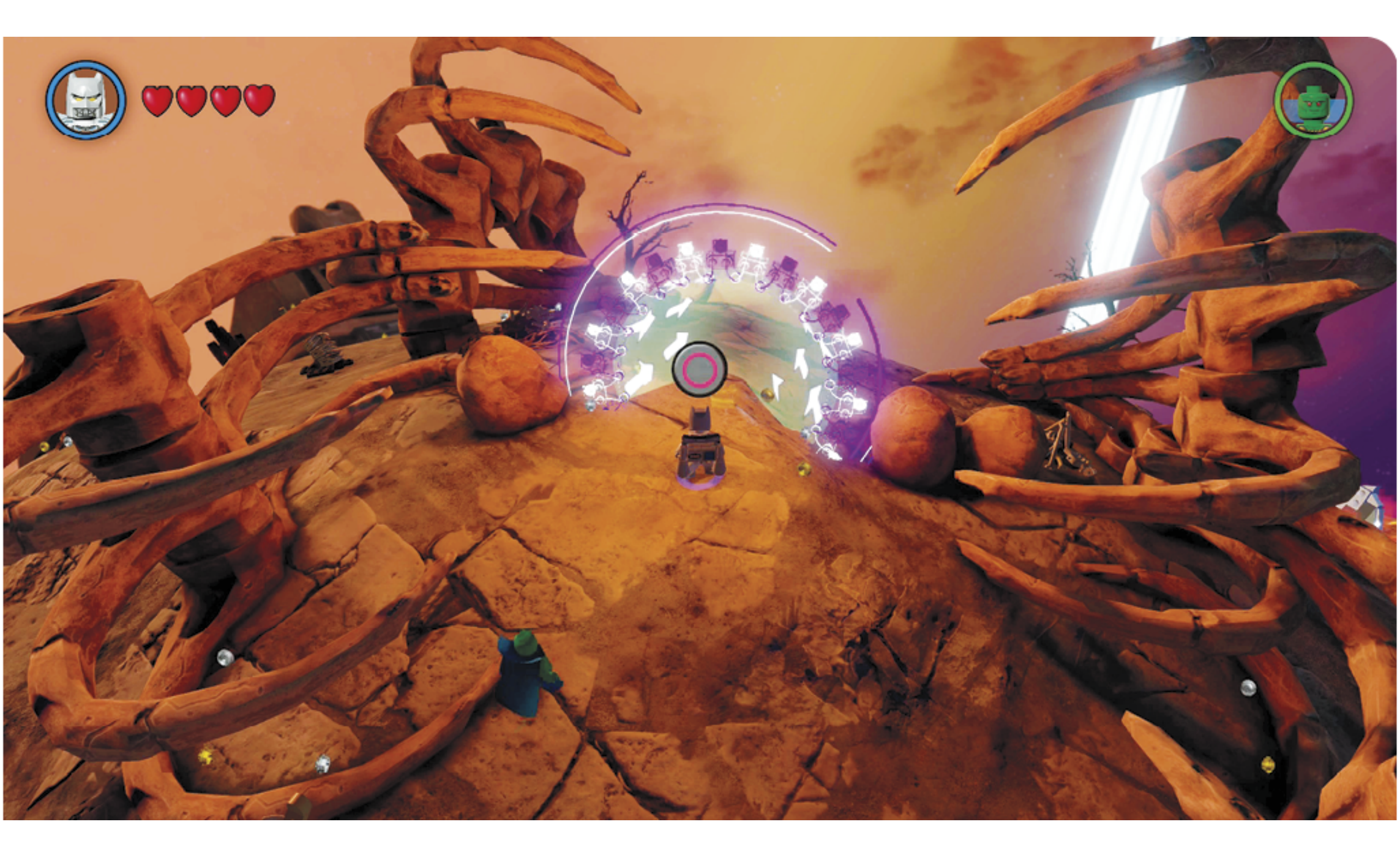
There must be one more lever around here! Slap on a Hazard Suit and step into the nearby goo. Build the hopping bricks in the goo into the final lever, then pull it to at last open the capsule. Rush over and grab the Gold Brick that you've just revealed!

RACES

Races

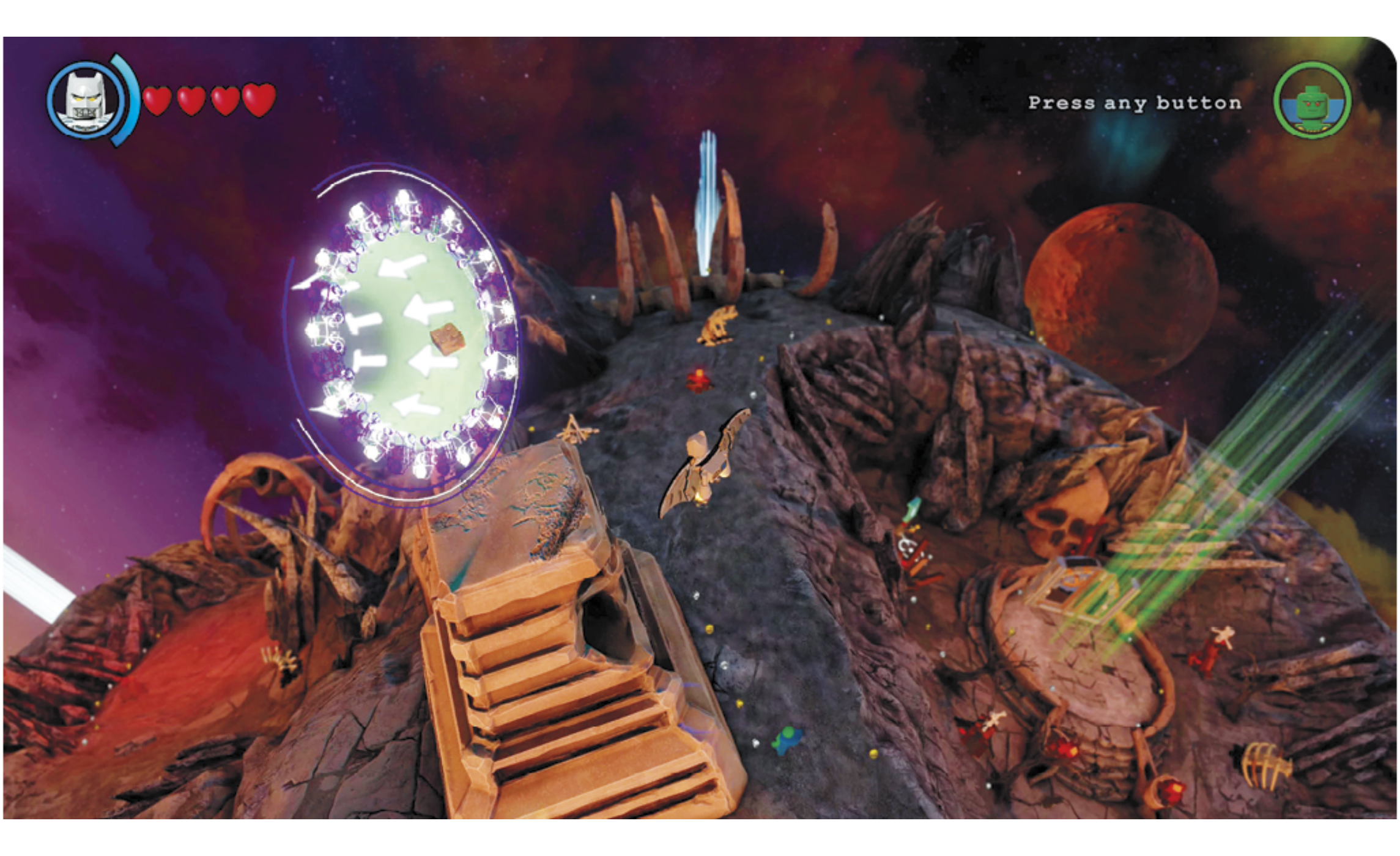
No.	Notes
1	On the ground near a collection of big rib bones.
2	In the air above a tall building near Ysmault's entry portal.
3	Above a tall building at one end of the super-long rib cage.

Race 1



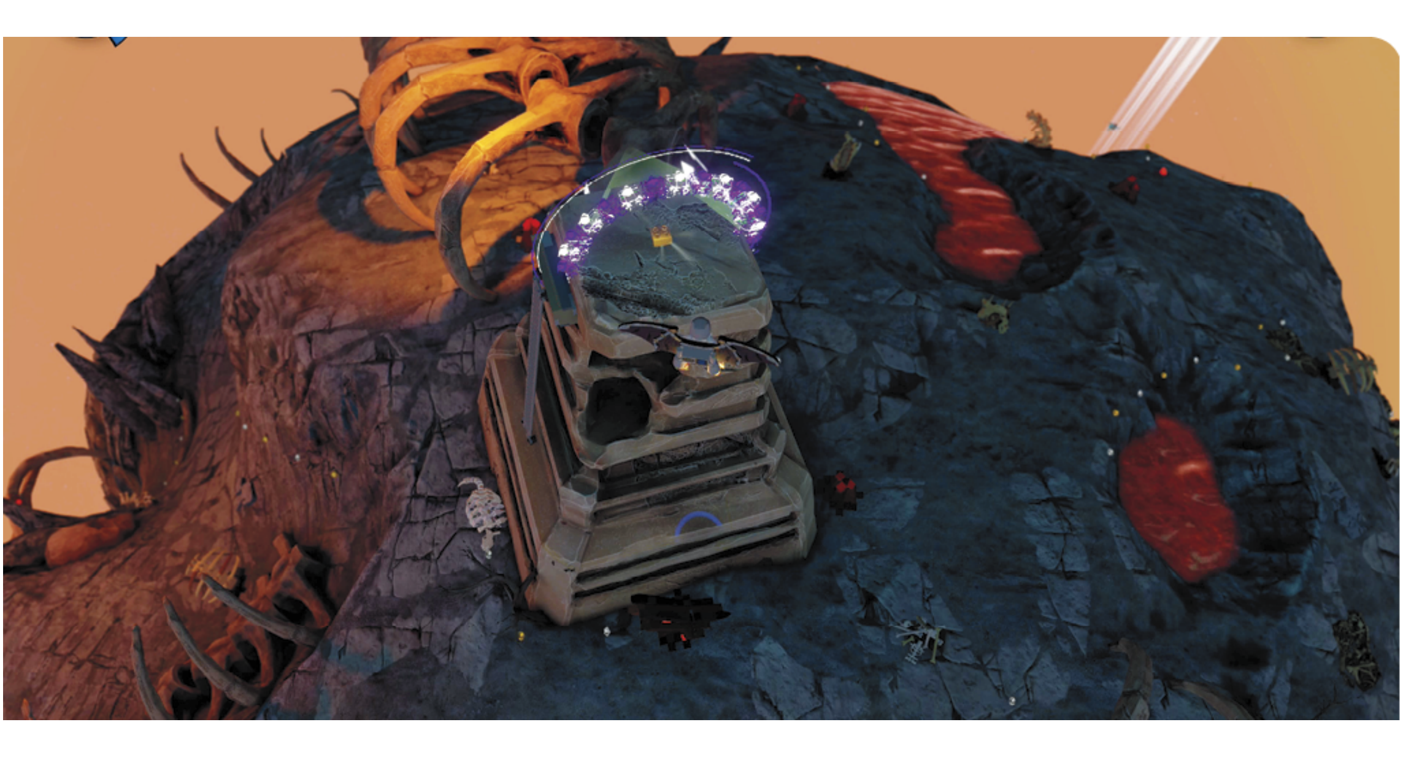
This race begins on the ground, near a big group of freaky rib cage bones. Hurry through the rings, flying as needed on your way to your Gold Brick victory!

Race 2



Find the start of this flying race in the air above a tall building near Ysmault's entry portal. Zip through the rings as fast as you can, but don't miss any as you soar toward another Gold Brick!

Race 3



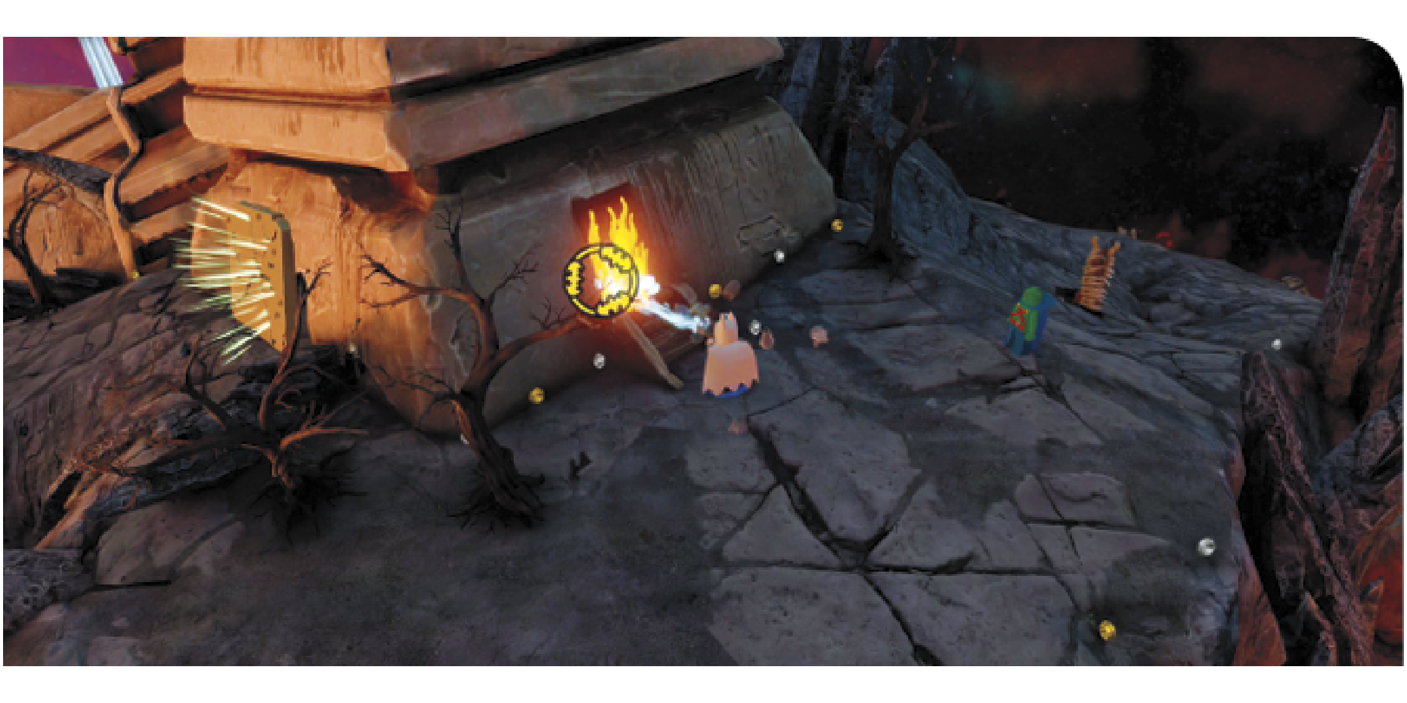
This race beings at the top of the tall building that stands at one end of Ysmault's super-long bone rib cage. Land on the building and start the race, then run along the top of that super-long rib cage as you follow the rings to a Gold Brick victory!

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
	Heat Wave	Put out the LEGO fire in the doorway behind the building with the cracked wall.

Heat Wave



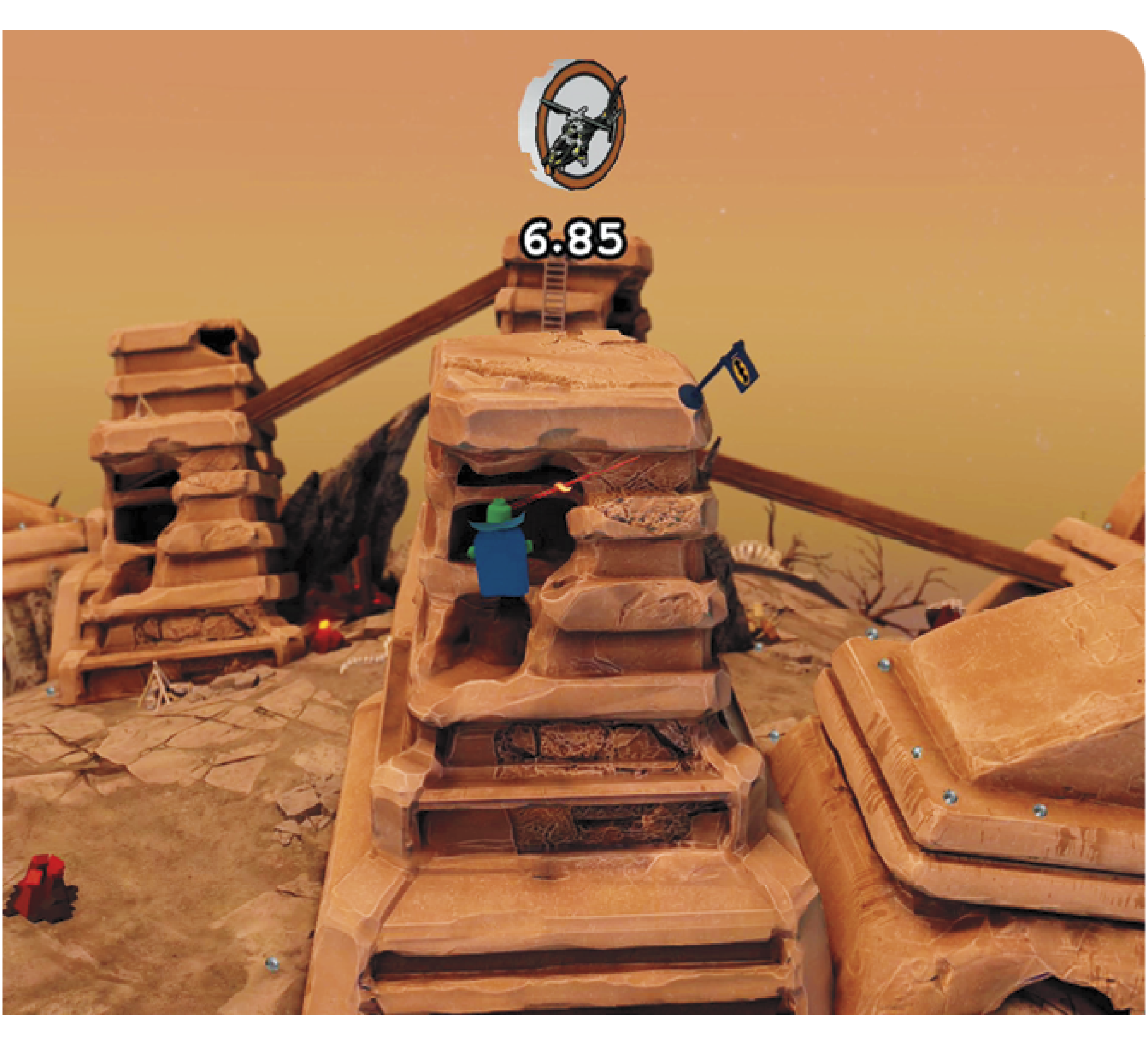
Fly to the ancient village (the one with the big buildings) and notice a building that's a bit beat up, with a cracked wall in front and a fire blazing away in the rear doorway. Put out the flames with a freeze cannon, a dose of super-breath, or a water character such as Aquaman and you rescue Heat Wave's sizzling Character Token!

VEHICLE TOKENS

Vehicle Tokens

Icon	Vehicle	Notes
	Batcopter	Quickly destroy all of the blue Batman flags in the clearing near the entry portal.
	Brainiac Skull Ship	Smash through a small building's cracked roof and then break open the chest inside the building.

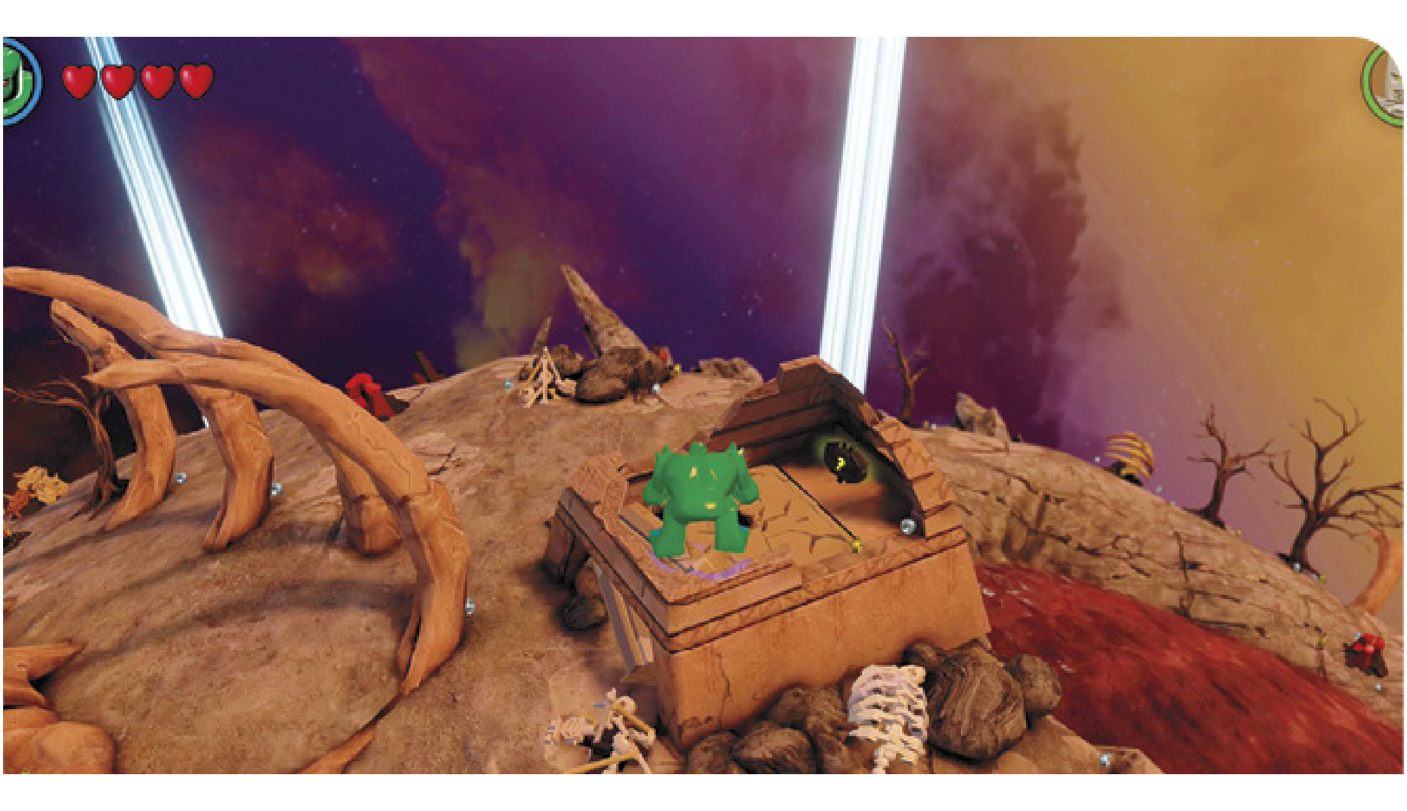
Batcopter



Not far from Ysmault's entry portal, a number of familiar blue Batman flags encircle a wide clearing. Seek and destroy all seven flags within the allotted time to unlock the Batcopter!

Brainiac Skull Ship

A tiny structure with a cracked roof is huddled next to a long-dead beast's big, bony rib cage. Smash through the roof with a giant or super-strength character to discover a chest inside the building, then bash open the chest to collect a Vehicle Token!

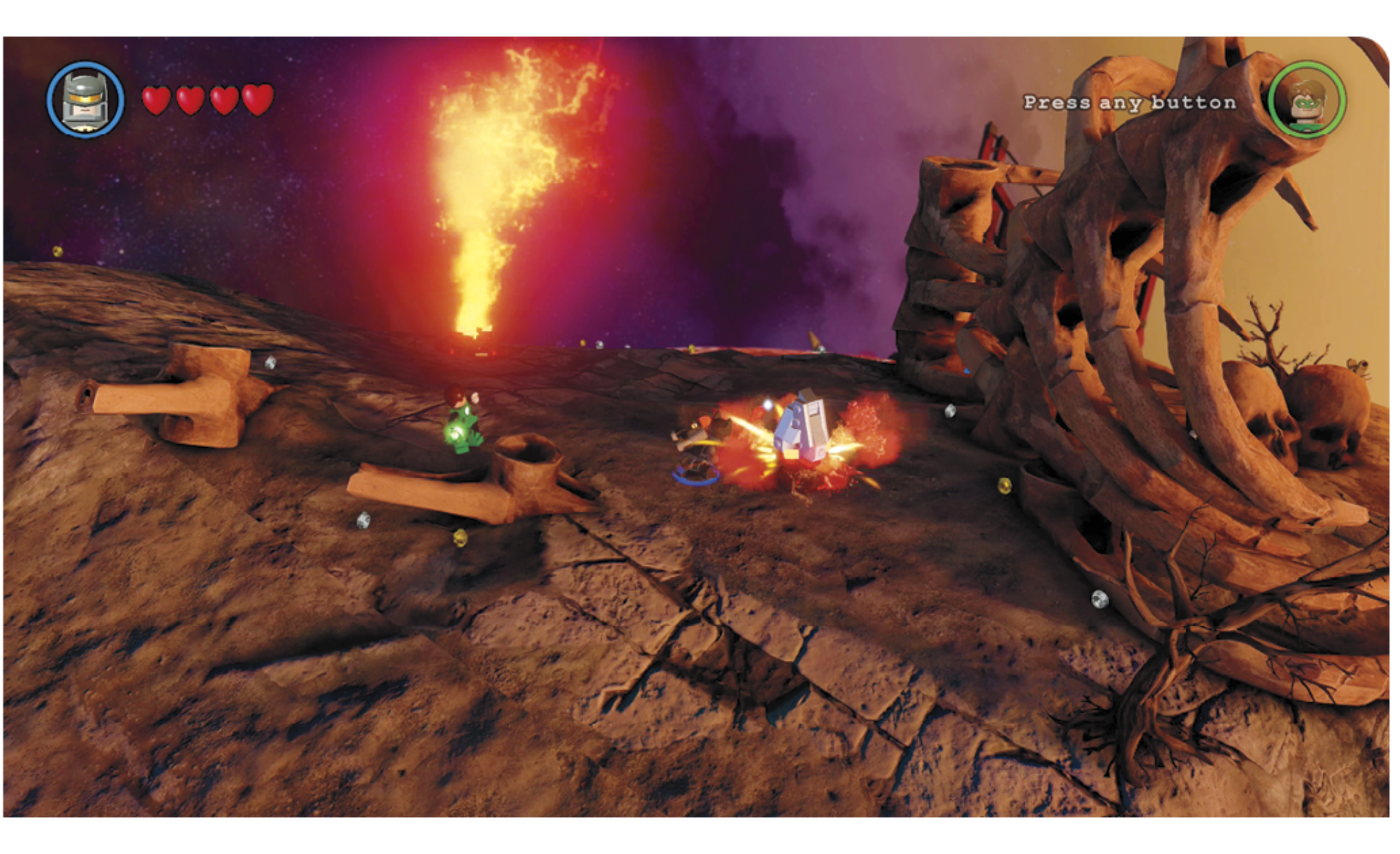


PERILS

Adam West in Peril!

Notes
Blast a silver boulder on the ground to uncork a lava geyser and "dry out" Adam's nearby lava geyser.

Adam West in Peril!



Listen for the sounds of screaming as you explore near Ysmault's Red Lantern. It's Adam West, stuck at the top of that fiery geyser! He must be wearing his lava repellent! Blast the nearby silver rock with a Power or Demolition suit to uncork another geyser that takes the "oompf" out of Adam's geyser and brings Mr. West back down to safety.

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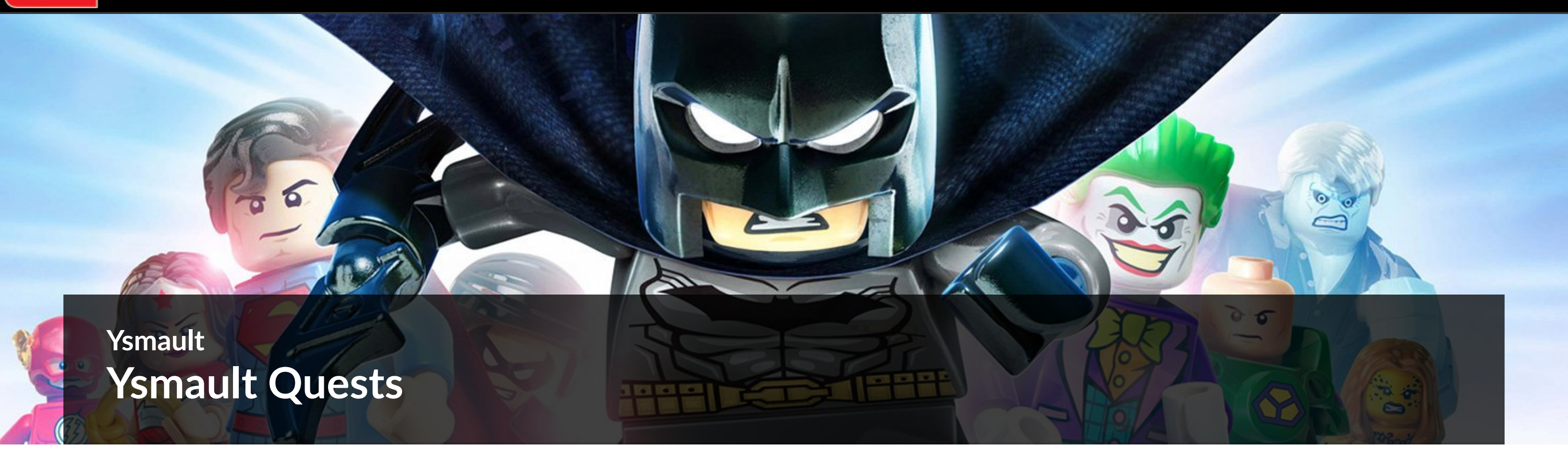


Ysmault

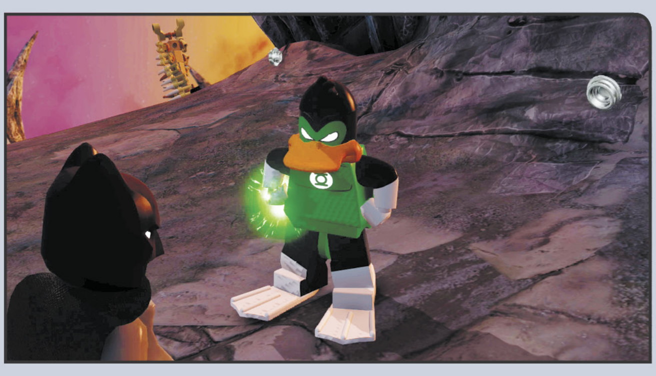
Ysmault Quests

As you explore Ysmault, various heroes, villains, and other characters call out to you for help. These folks all have special quests to give you, but you may have to do something special in the hubs before they appear.

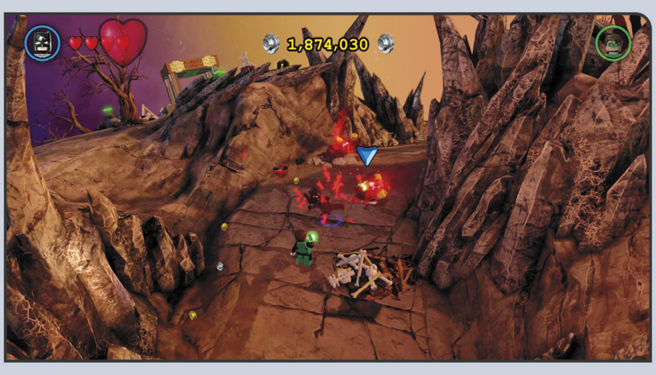
YSMAULT 1 QUEST

“Welcome to Ysmault!”

How to unlock: Available from the start
Reward(s): Gold Brick



Your trusty tour guide, Green Loontern, awaits right near Ysmault’s entry gate. Speak with the Loontern to begin your guided tour around Ysmault!

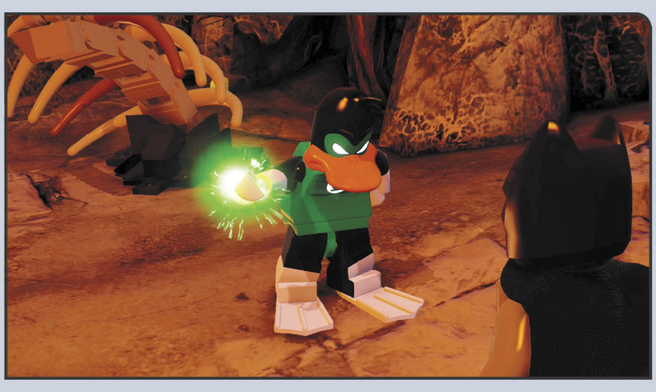


Enjoy the trek—until a pack of pesky Red Lanterns decides to ruin your day! Wipe out all of the goons, then continue to follow the Green Loontern on the tour. Beat up more bad guys when they arrive, and keep going until you complete this wild welcoming!

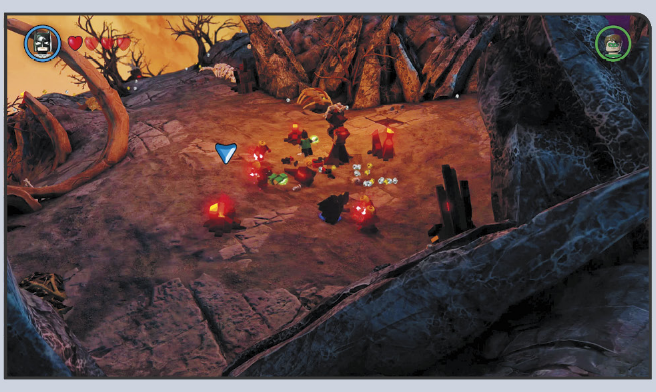
YSMAULT 2 QUEST

“Seeing Red”

How to unlock:
Complete Quest 1: “Welcome to Ysmault!”
Reward(s): Gold Brick



After you complete Green Loontern’s welcoming tour, you find him waiting for you amidst fire and bones on the planet’s dark side. You’ve found him just in time, for the Loontern is about to be attacked by a mob of angry Red Lantern Warriors!

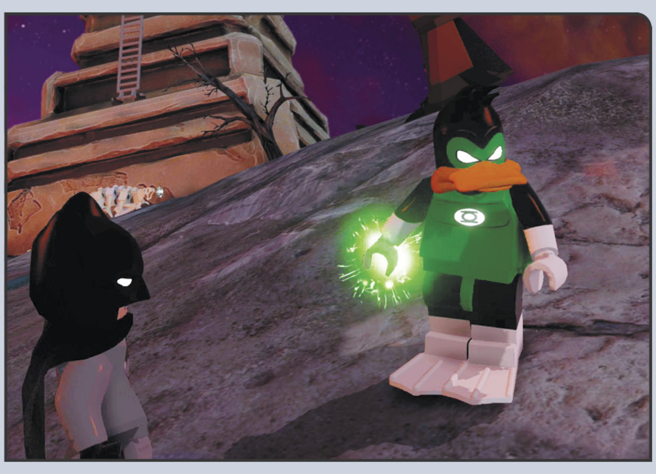


You’ve got to help Green Loontern! Beat up all of the Red Lantern Warriors that suddenly swarm in. Just keep battling until you beat them all and teach those angry Lanterns a lesson!

YSMAULT 3 QUEST

“Ysmaulten Lava”

How to unlock:
Complete Quest 2: “Seeing Red”
Reward(s): Gold Brick

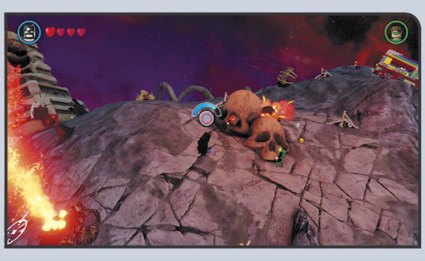


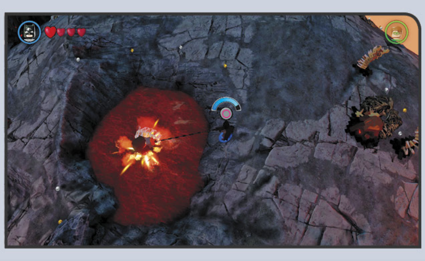
Find Green Loontern on the planet’s dark side, near lava geysers, bones, and old ruins. He’s really done it this time. While admiring one of his treasured Gold Bricks, he was startled by a monster skeleton and accidentally dropped his prize into a flaming geyser!

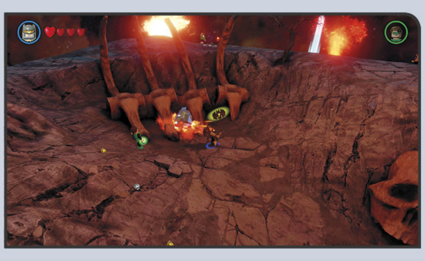
To get at that Gold Brick, you need to uncork three other geysers around the vicinity. This redistributes the lava flow and “dries out” the Gold Brick’s geyser, letting you grab it! Open up the first geyser by breaking the rocks behind the nearby big skull.

Uncork the second geyser in a similar fashion—by grappling and pulling the orange hook on the rock in the middle of the nearby lava pond.

Release the final geyser by blasting the silver rock near the rib bones down the bank from Green Loontern. After you’ve uncorked all three geysers, the Gold Brick lowers within your grasp. And what do you know? It becomes your reward for helping Green Loontern out of a jam!



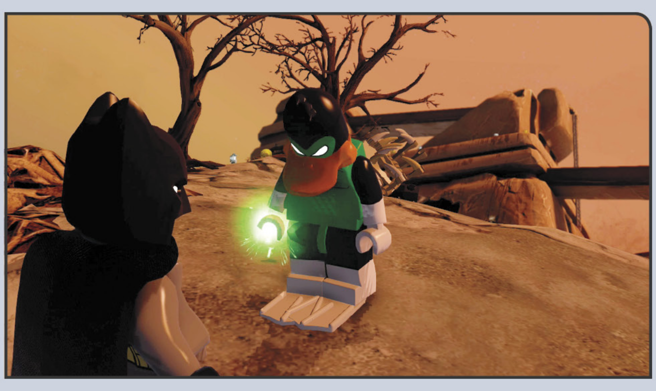




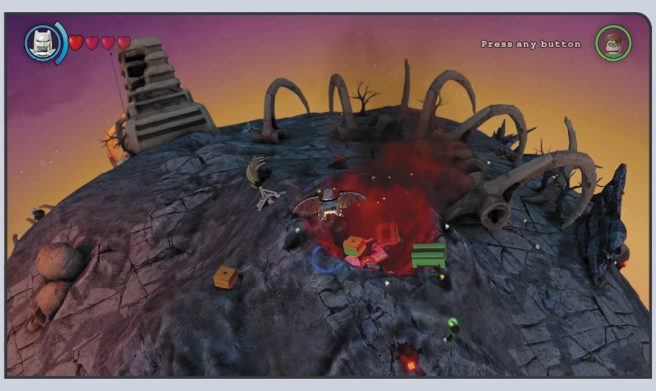
YSMAULT 4 QUEST

“Roast Duck”

How to unlock:
Complete Quest 3: “Ysmaulten Lava”
Reward(s): Gold Brick



Find the Green Loontern on the planet’s light side, near the ruins of a village. Oh boy, it looks like Ysmault’s constant heat is getting the better of Green Loontern. Maybe you can prevent the Loontern’s goose from getting cooked by finding something nice and refreshing to cool him off.

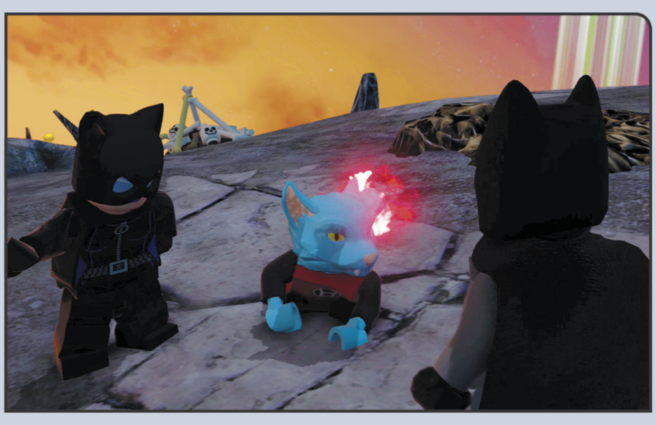


This is a tough one, for the item you need lies in the last place that you’d look for it. Fly around the planet and search Ysmault’s open volcanoes until you find one that’s filled with boxes and junk. Smash this clutter to discover … a popsicle?! Yes, a popsicle! Don’t ask—just hurry back to the Loontern before he falls over!

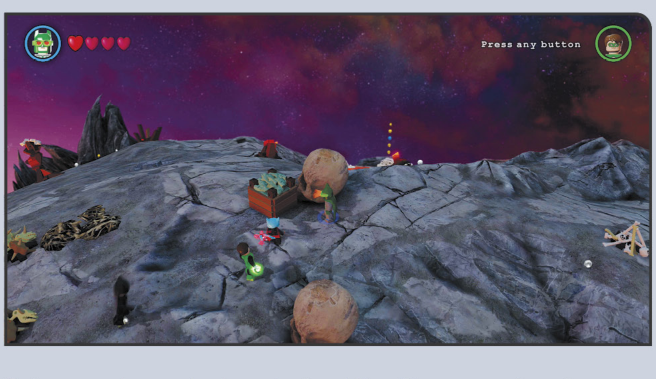
YSMAULT 5 QUEST

“Territory Trouble”

How to unlock:
Complete Quest 4: “Roast Duck”
Reward(s): Gold Brick, Dex-Starr



Completing all four of the Green Loontern’s quests on Ysmault leads you to Ysmault’s final mission, behind the entrance portal. In this frantic affair, Catwoman and Dex-Starr need your help in solving a territorial dispute.



Catwoman has asked you to lead Dex-Starr away from her turf, but the furry fellow won’t go easily. Follow Catwoman to a suspicious spot, then use super senses to detect a big crate of fish! Break open the crate to lure Dex-Starr over, then follow Catwoman to the next super sense spot. Repeat these same steps to complete the quest

> DONUT DETECTIVE!

After putting out the fire in the building’s rear doorway as part of obtaining Heat Wave’s Character Token, use a giant or super-strength character to smash through the building’s cracked front wall. Destroy Ysmault’s hidden donut dude!

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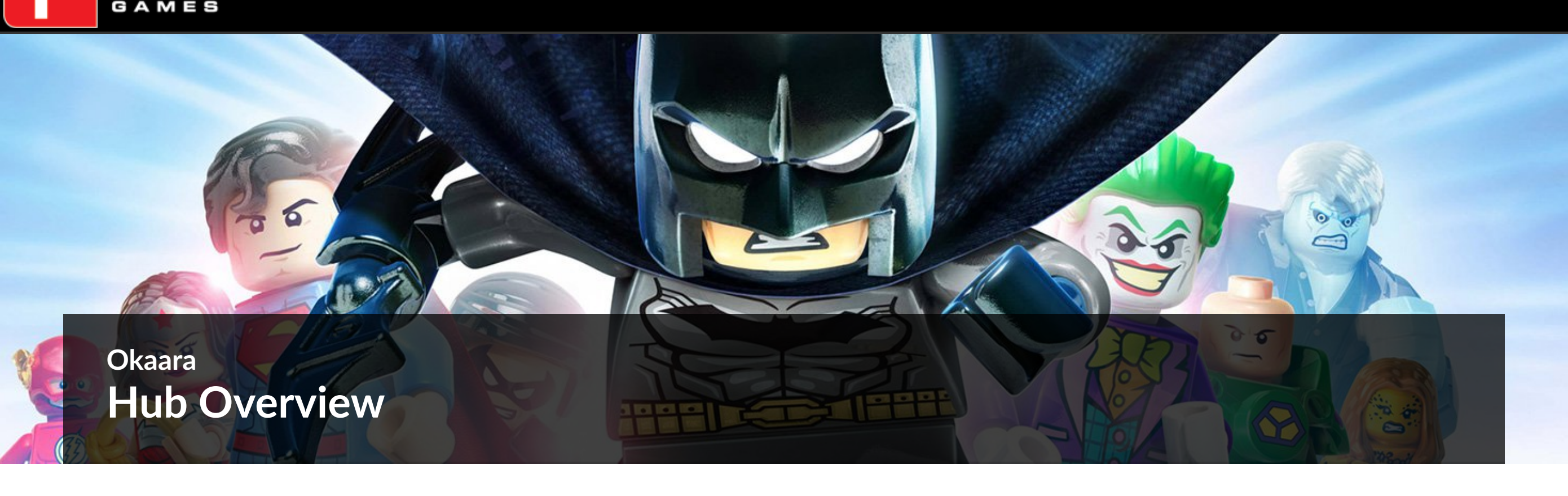


Hub Overview

HUB
10
AREA
Okaara

Hub Overview

Okaara is an ancient and mysterious planet that's covered in forgotten temples and long-lost ruins. Riches are rumored to abound on this wondrous world, but the incredibly greedy Orange Lanterns that dwell here—including the villainous Larfleeze himself—are obsessed with keeping every last treasure for themselves!

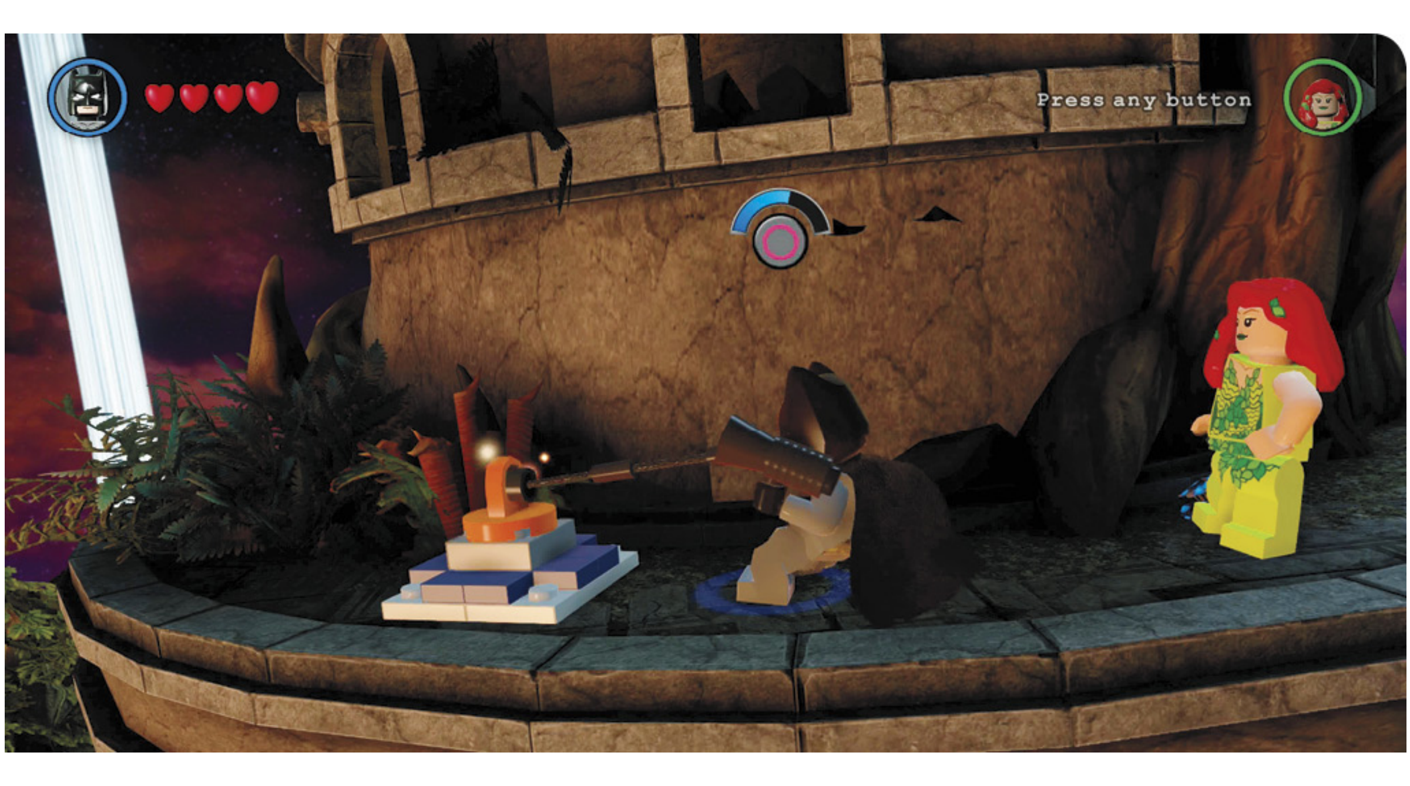
To reach Okaara, complete the "Permission to Launch" Quest offered by the Green Loontern in the Watchtower's Lobby, have nine Gold Bricks, and have completed one of the planet levels to enter the moon base. You need 10 Gold Bricks and to have completed Level 13: "Need for Greed" to activate the moon base teleporter that leads to Okaara.

GOLD BRICKS

Gold Bricks

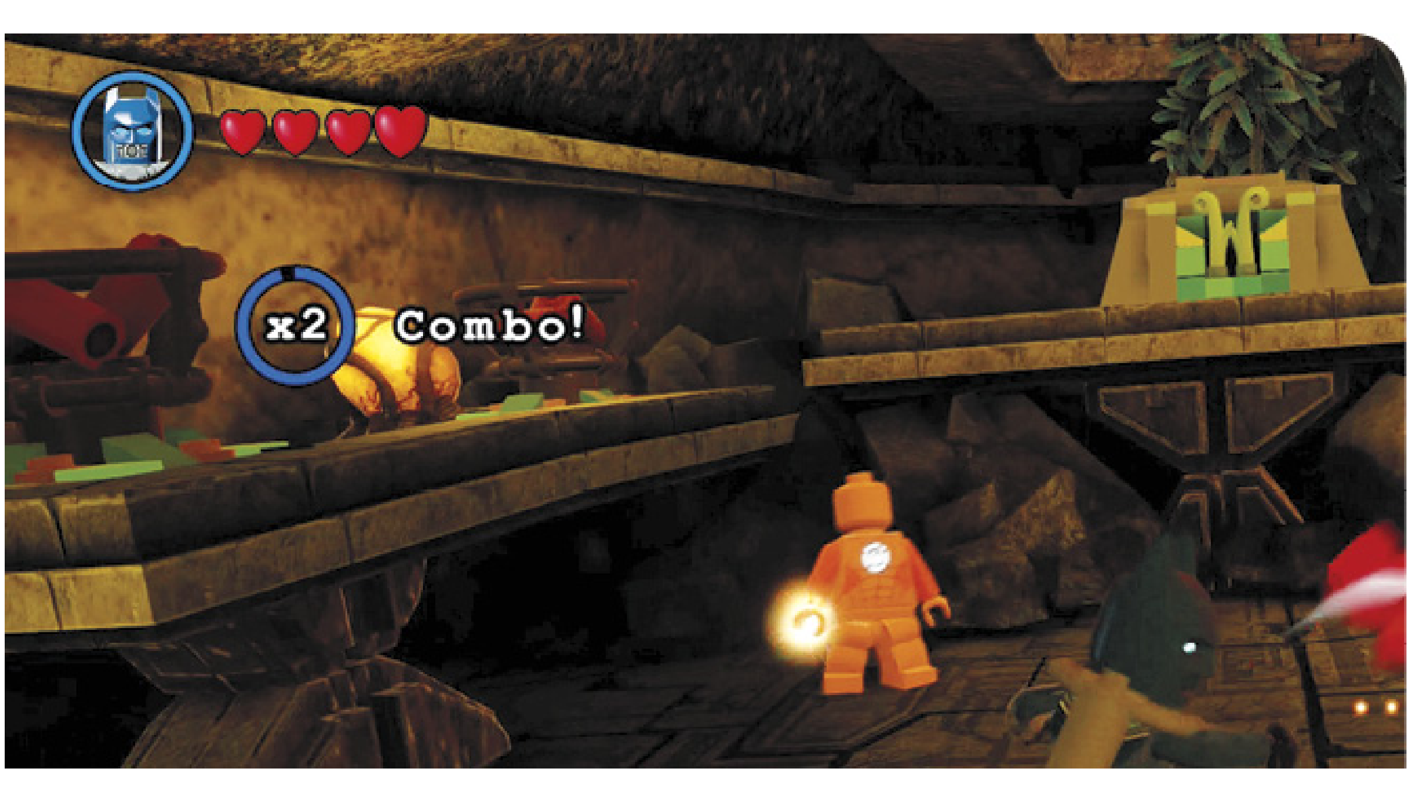
No.	Notes
1	In the crate atop the spiral tower (grapple the hook and pull the lever).
2	Open the big temple by stepping on the underwater button, then defeat all of the constructs within.
3	Shatter the glass window of one building. Enter and then dig in the dirt, then build and pull the lever.
4	Smash through the biggest temple's cracked wall and then destroy the silver and gold chests within.

Gold Brick 1



This Gold Brick is kept safe in a crate atop one of Okaara's spiral towers. Locate the crate atop the spire, then search for an orange hook down on one of the tower's lower tiers. Grapple and pull the hook to reveal a lever down at the base, then drop and pull the lever to open the crate up top. Now fly up there and grab that Gold Brick!

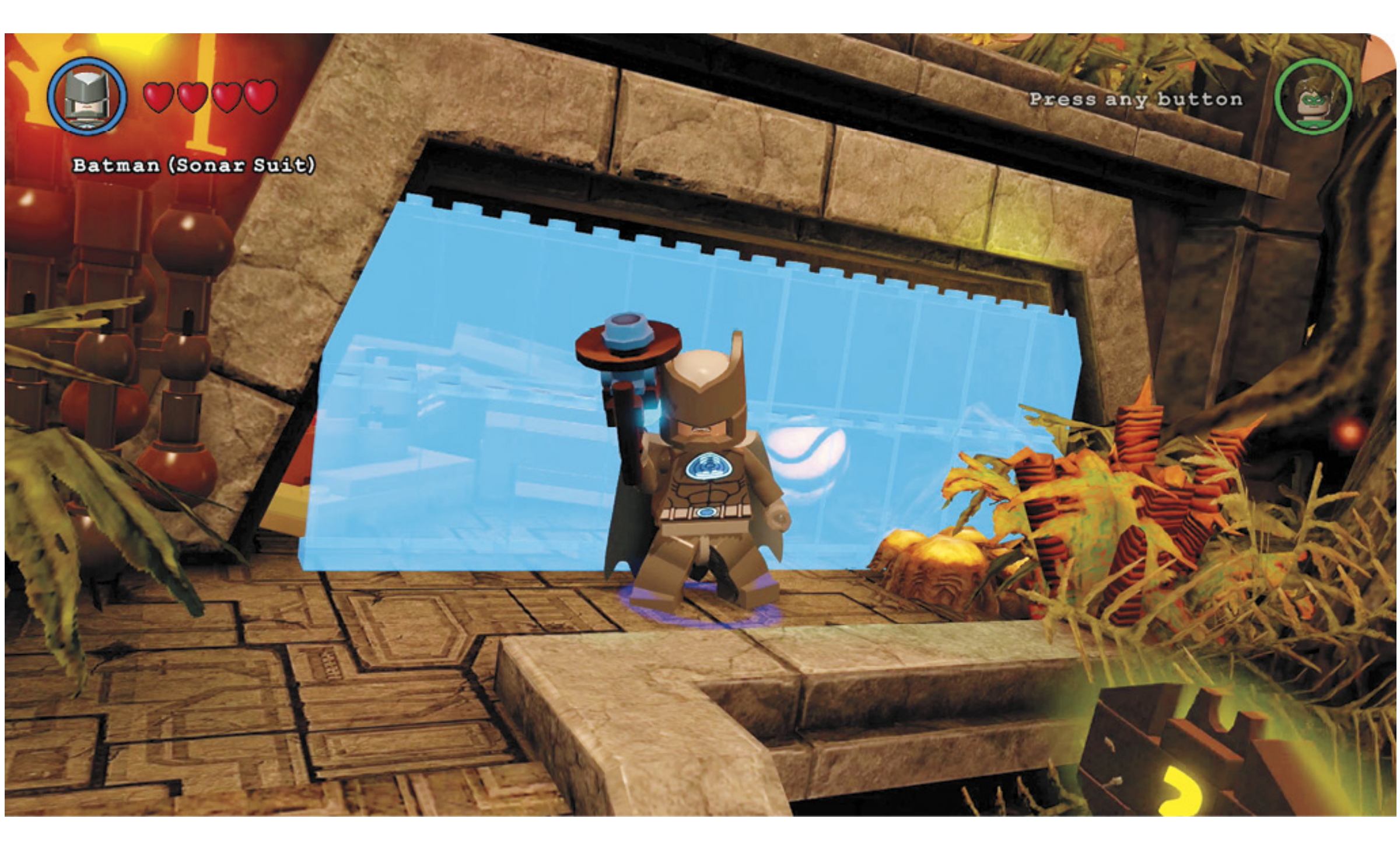
Gold Brick 2



Okaara's ancient temples hold many secrets. Head toward one of the larger temples and use a Dive Suit to explore under the deep water just outside the temple's sealed door. Smash the underwater seaweed near the temple to discover a button, then step on the button to open the temple's giant door.

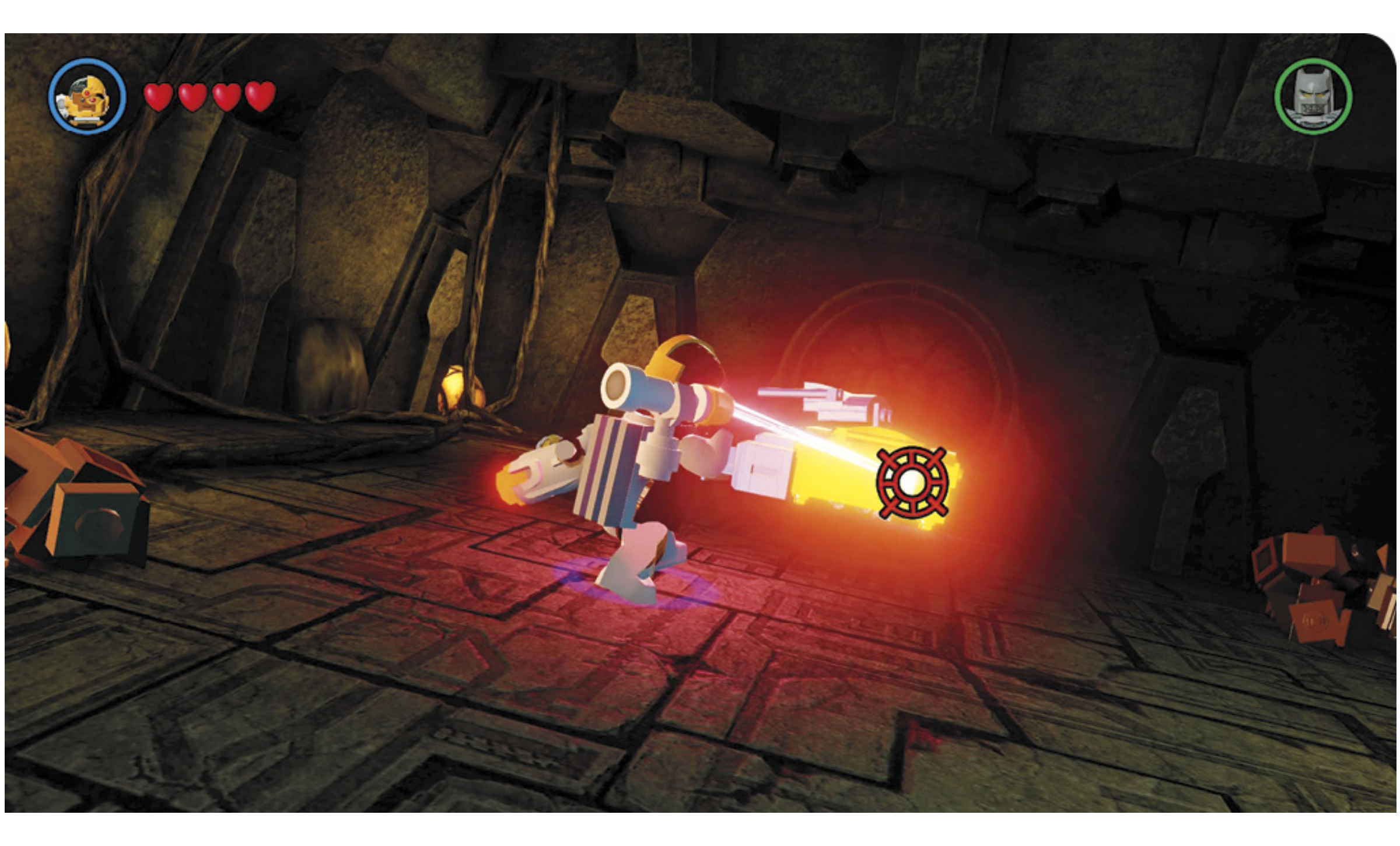
What treasures might await inside this forgotten place? Before you find out, you have to face off against the temple's ancient guards! Lay waste to the Orange Construct Warriors that ambush you inside the temple. After you defeat each one, a torch lights up. Defeat them all, and the temple's ancient stone chest opens to reward your show of strength with a shiny Gold Brick!

Gold Brick 3



One of Okaara's ancient ruins features a suspiciously modern-looking glass window. Shatter the glass with a few sonar blasts, then enter the building and destroy everything inside to uncover a mound of dirt and a futuristic capsule. Dig in the dirt to discover some bricks, then build a lever and pull it to open the capsule. Aha, a Gold Brick!

Gold Brick 4



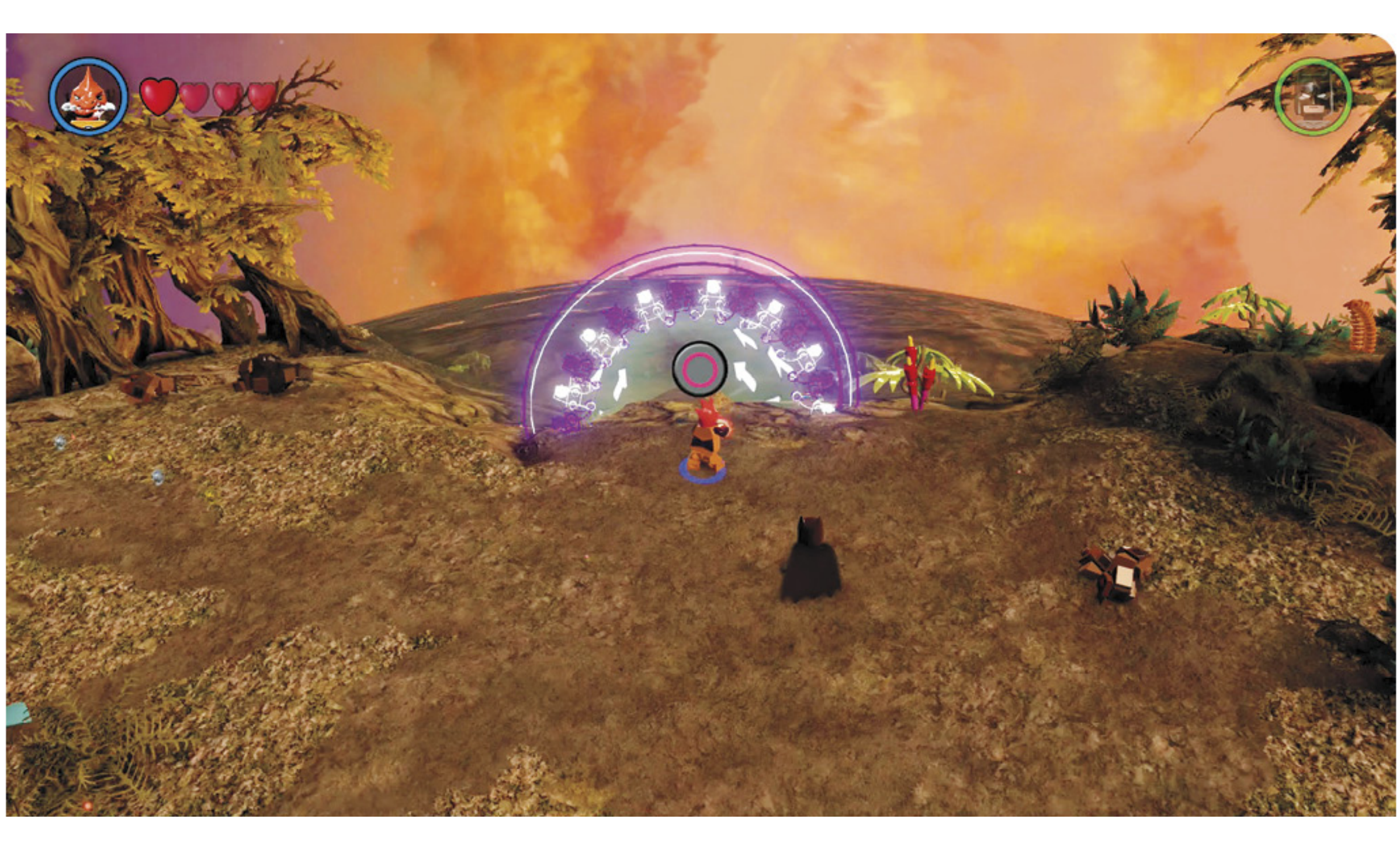
Fly around and locate Okaara's biggest, most impressive temple. Land and use a giant or super-strength character to smash through the temple's ancient, cracked door. Step into the temple afterward and use explosive attacks to destroy the silver artifacts that you discover inside. Blasting the silver chest exposes a gold chest. Use a laser or heat vision to melt down the gold chest, and you discover a Gold Brick!

RACES

Races

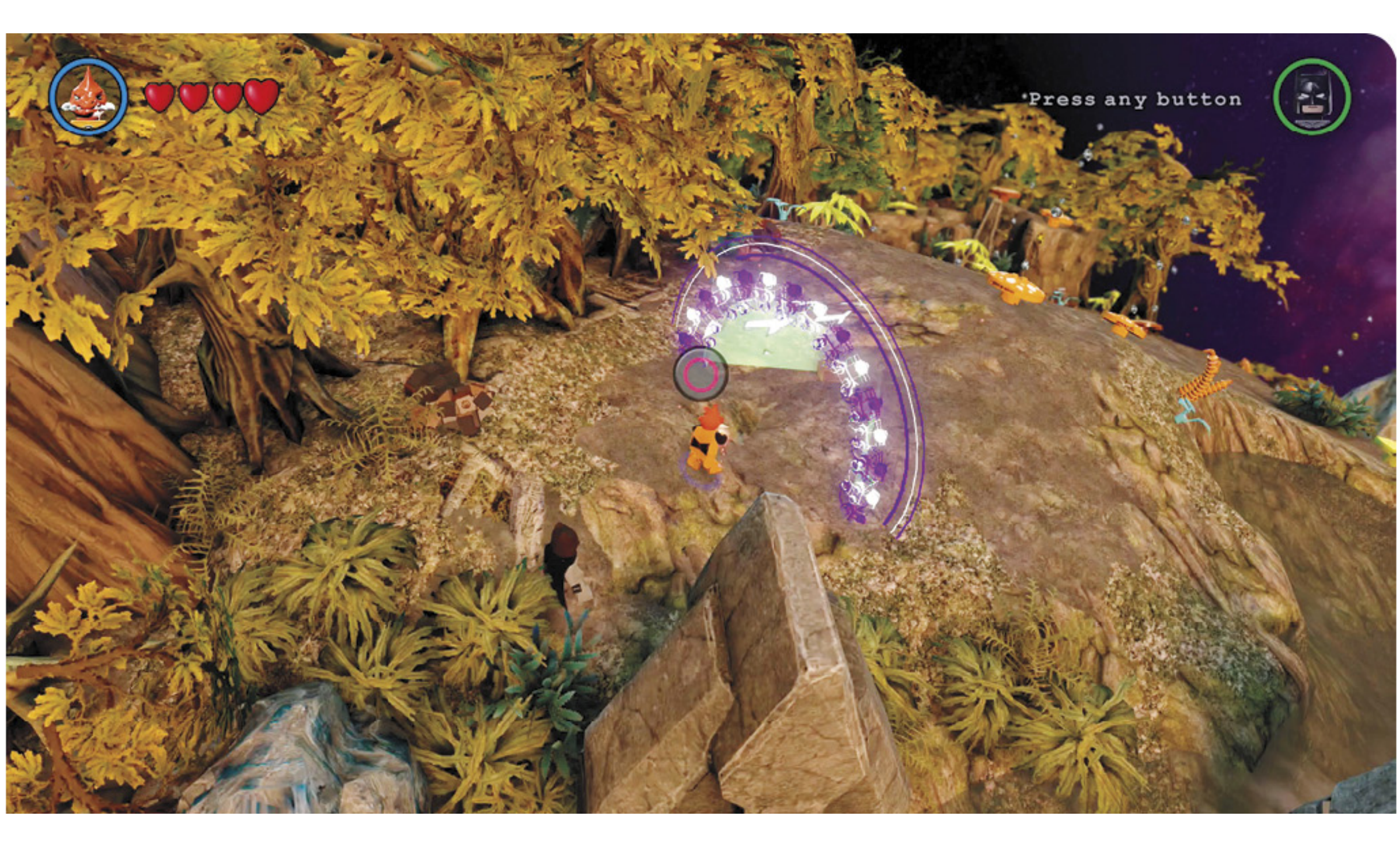
No.	Notes
1	On the ground near the shore.
2	On the ground near a different shore.
3	In the air above some trees along the equator.

Race 1



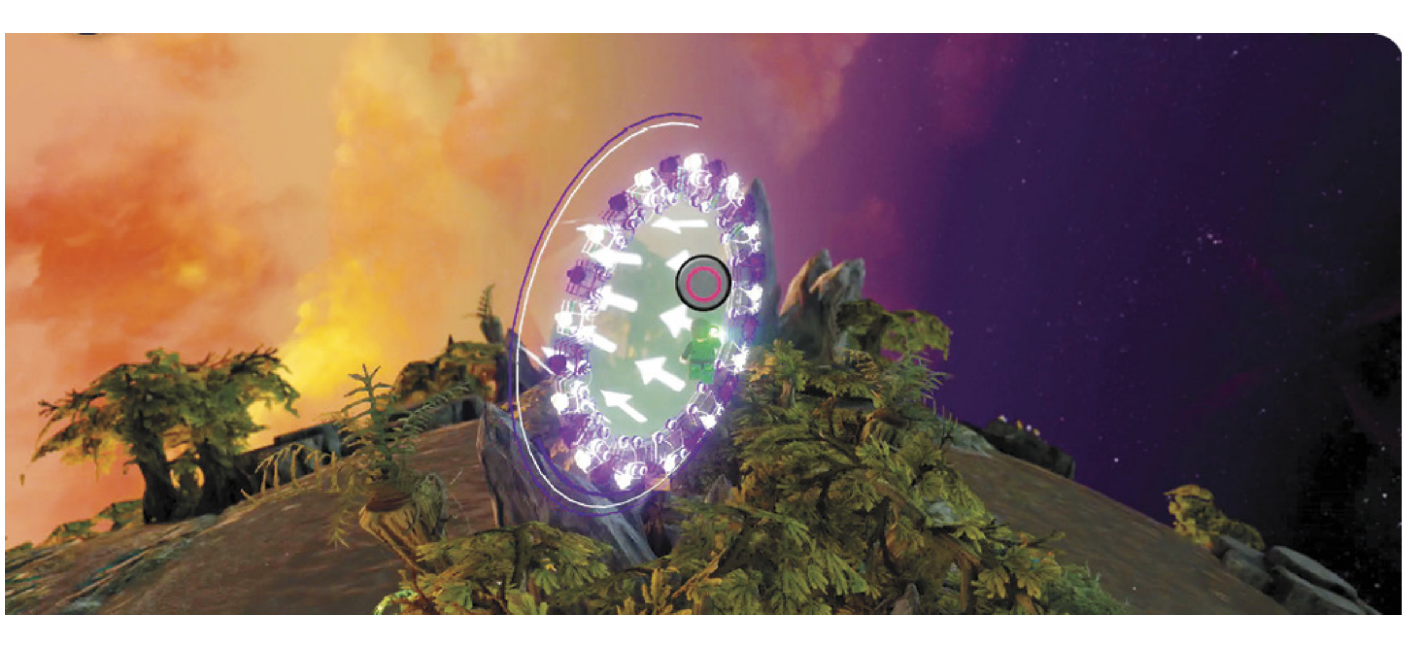
This race begins on the ground near the shore, not far from Okaara's entry portal. Race through the rings as fast as you can and reach the finish to receive a Gold Brick!

Race 2



Here's another frantic dash that begins on the ground near one of Okaara's watery shores. How fast can you make it to the Gold Brick at the finish?

Race 3



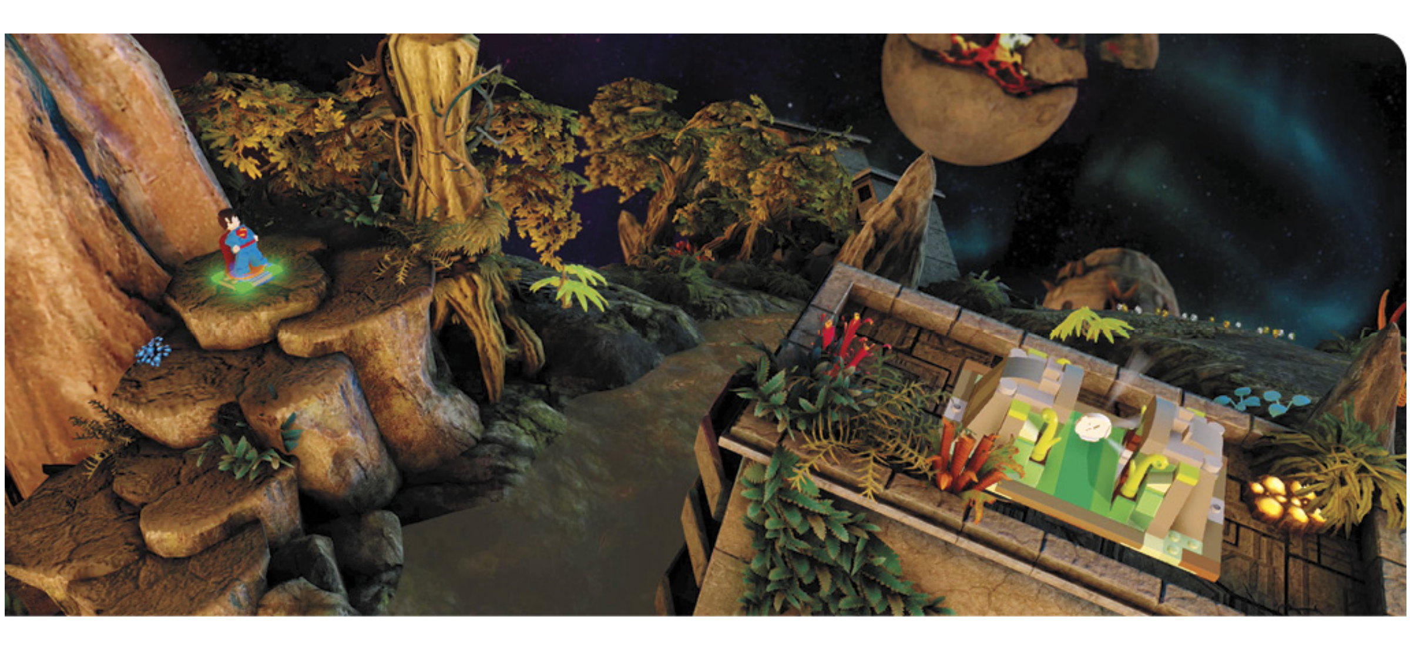
Okaara's third race begins in the sky above some trees along the planet's equator, the line where day and night meet. Soar swiftly from one ring to the next, streaking through the sky on your way to another Gold Brick prize!

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
	The Fierce Flame	Put out a small fire on a rocky cliff, then step on the button to open the crate atop the nearby building.

The Fierce Flame



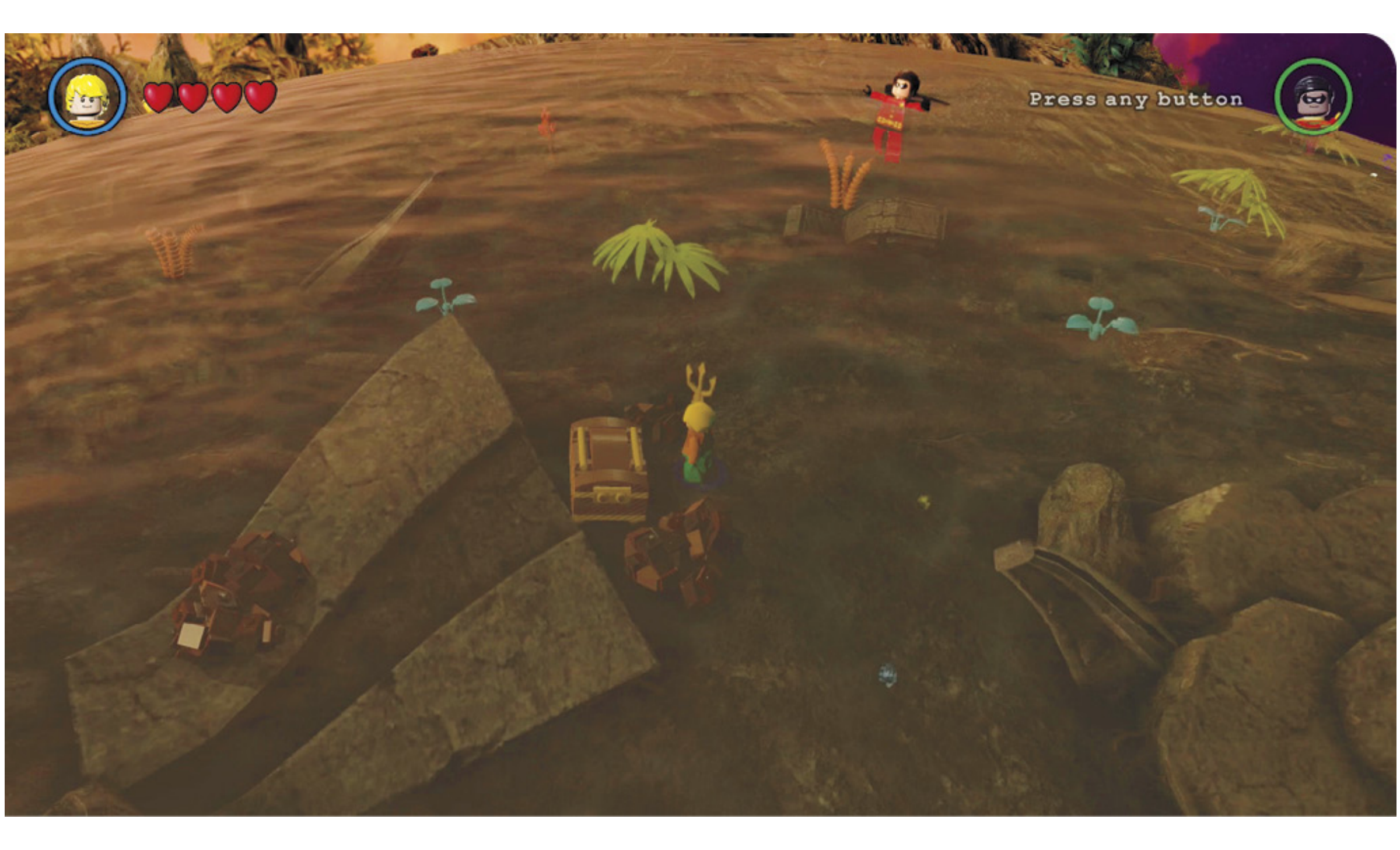
While flying around Okaara, look for a small building near the water with a crate on its roof. A small fire is blazing away on the nearby rocky cliff. Douse it with super-breath, a freeze cannon, or a water character such as Aquaman, then step on the button that the fire was covering to open the rooftop crate. Hey, it's a Character Token!

VEHICLE TOKENS

Vehicle Tokens

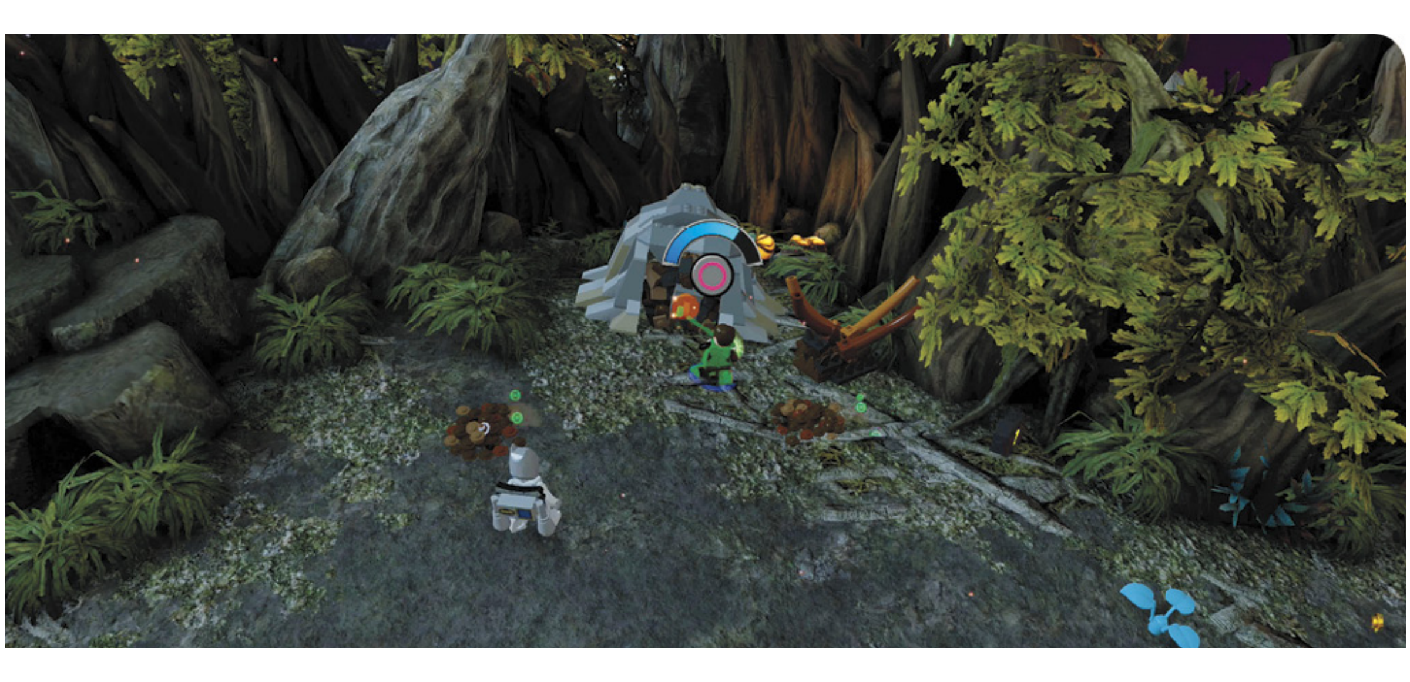
Icon	Vehicle	Notes
	Robin's Redbird Cycle	In an underwater chest in the sea (use a Dive Suit).
	Cyborg's Sports Car	Dig up an orange hook from the group of dirt mounts and then grapple and open the cave.
	Orange Lantern Spacecraft	Quickly destroy all of the blue Batman flags around the pond near the entry portal.

Robin's Redbird Cycle



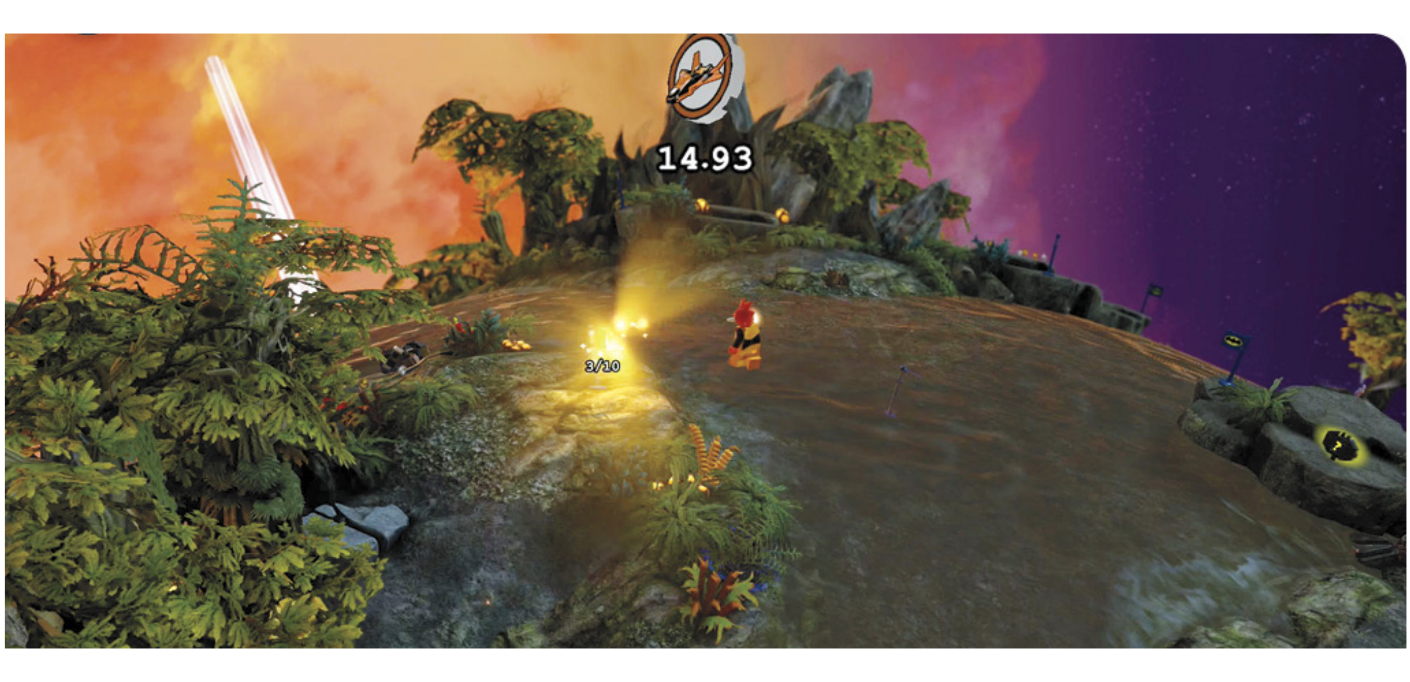
This Token is buried deep underwater, in a sunken chest at the bottom of Okaara's murky sea. Search for the chest in a Dive Suit and bust it open to discover this long-lost Token treasure!

Cyborg's Sports Car



Fly around Okaara's dark side, looking for a bunch of dirt mounds near some knotted woods. Land and dig in the dirt until you uncover an orange hook. Slap the hook onto the tiny nearby cave, then grapple and pull the hook to rip open the cave and discover a hidden Vehicle Token!

Orange Lantern Spacecraft



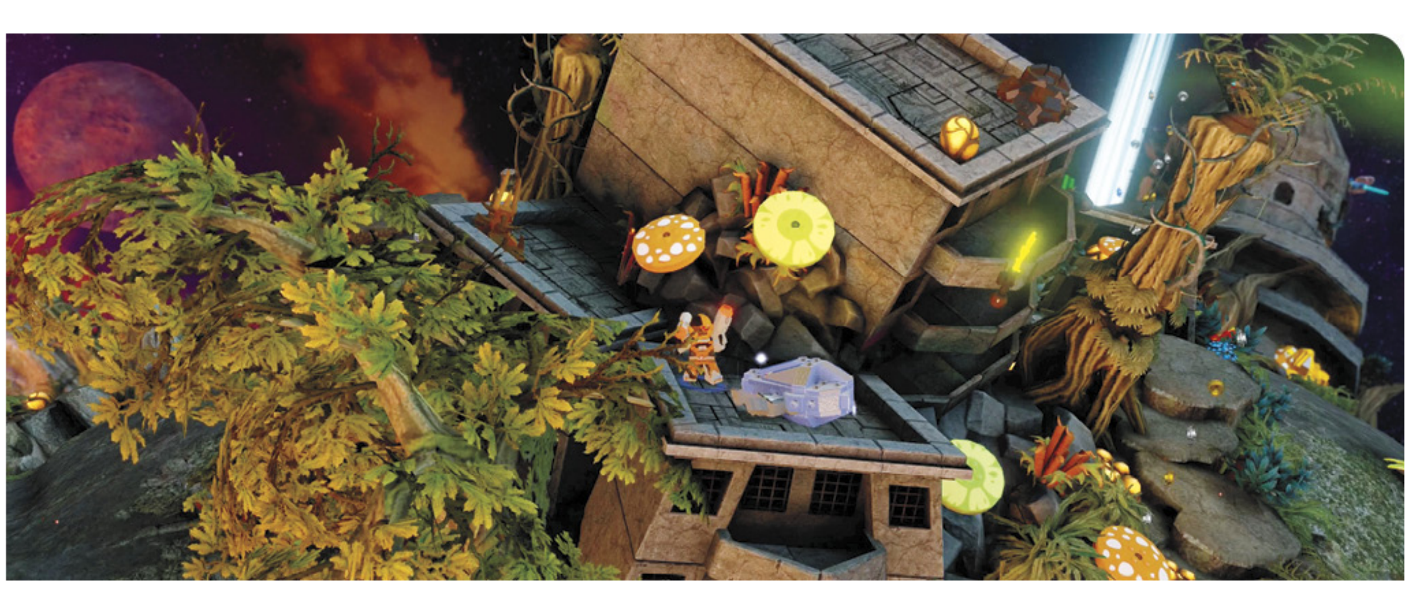
A group of blue Batman flags lies near Okaara's entry portal. Find them in and around a watery pond close to the starting point of Okaara's only air race. Quickly destroy all ten flags within the allotted time, and a Vehicle Token materializes in the middle! This is found near Cyborg's Sports Car and close to Race 3.

PERILS

Adam West in Peril!

Notes
Use a Power or Demolition suit to blast open Adam's silver escape pod.

Adam West in Peril!



Heads up, hero—Adam West has crash-landed on Okaara! Find his silver dropship atop a toppled building and blast it open with a missile from a Power or Demolition Suit to free poor Adam from his shiny pod!

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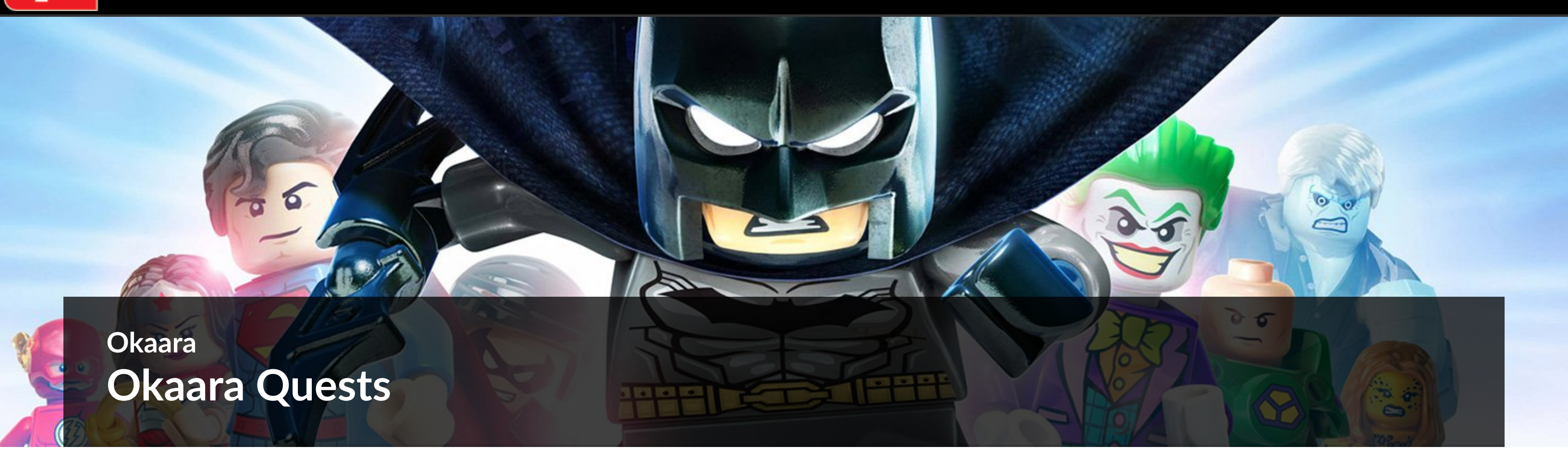


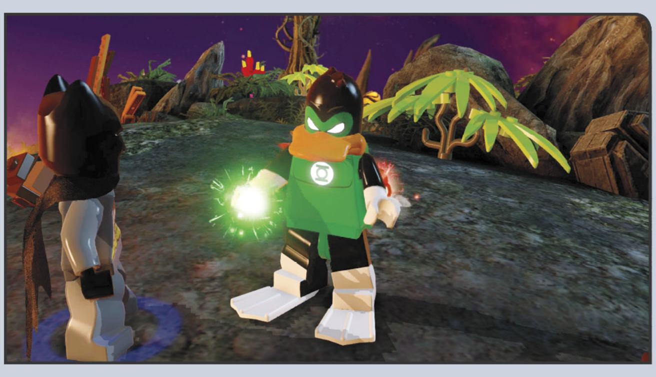
Okaara

Okaara Quests

As you explore Okaara, various heroes, villains, and other characters call out to you for help. These folks all have special quests to give you, but you may have to do something special in the hubs before they appear.

“Welcome to Okaara!”

How to unlock: Available from the start
Reward(s): Gold Brick

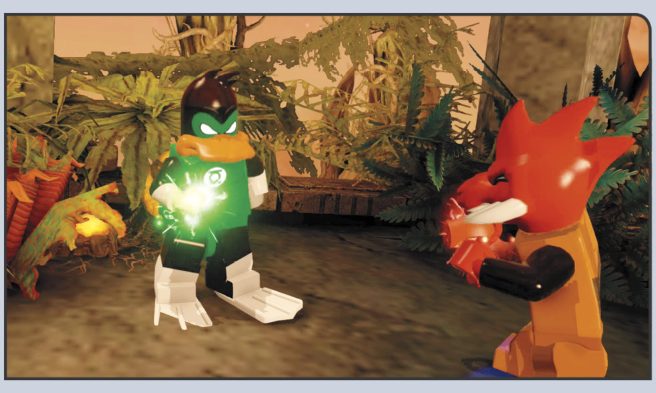


As usual, the Green Loontern is eager to lead you along your first guided tour the moment you arrive in Okaara. Just speak with the Loontern to start off on your journey!

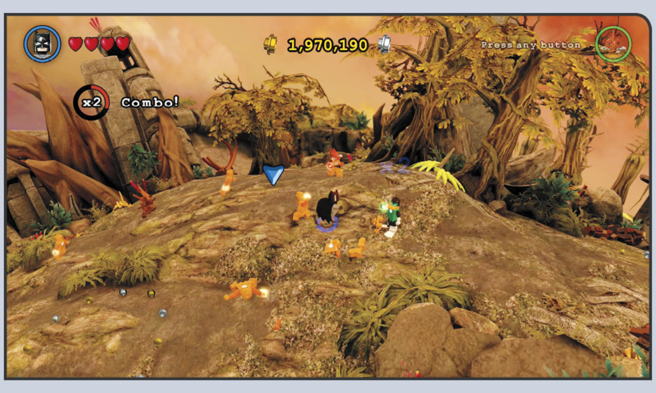
The trek is pleasant enough—until a pack of Orange Construct Warriors decides to ruin your day! Wipe out all of the constructs, then continue to follow Green Loontern on his tour. Beat up more bad guys when they arrive, and keep going until you complete Green Loontern’s tour!

“Need or Greed”

How to unlock:
Complete Quest 1: “Welcome to Okaara!”
Reward(s): Gold Brick



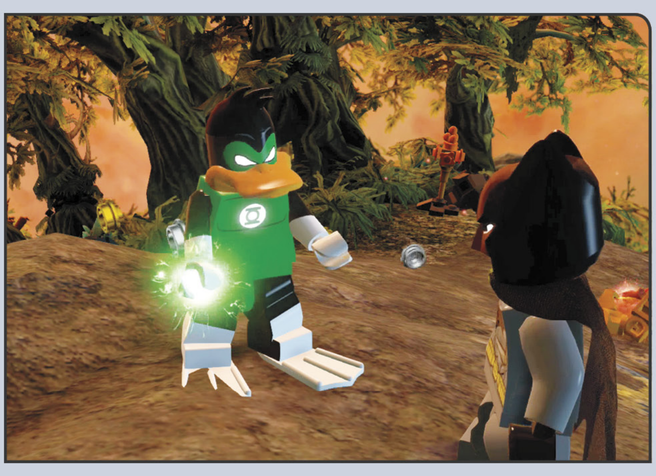
After you complete Green Loontern’s welcoming tour, you find him waiting for you inside a crumbling tower. And you’ve found him just in time, for the Loontern is about to assault a mob of greedy Orange Construct Warriors!



Let’s lend Green Loontern a hand! Follow him to a big group of Orange Construct Warriors and show them your power! Don’t stop until you’ve taught the Orange Lanterns a lesson in manners.

“Greedings from Okaara”

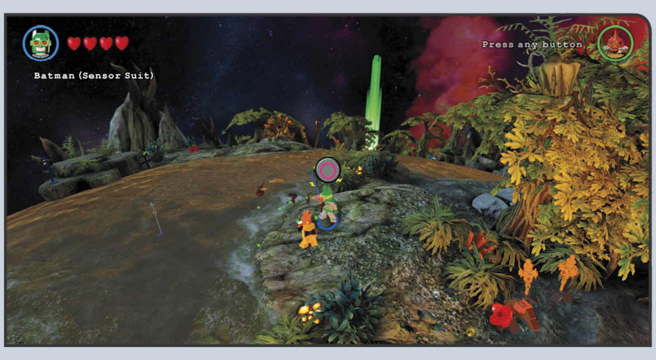
How to unlock:
Complete Quest 2: “Need or Greed”
Reward(s): Gold Brick

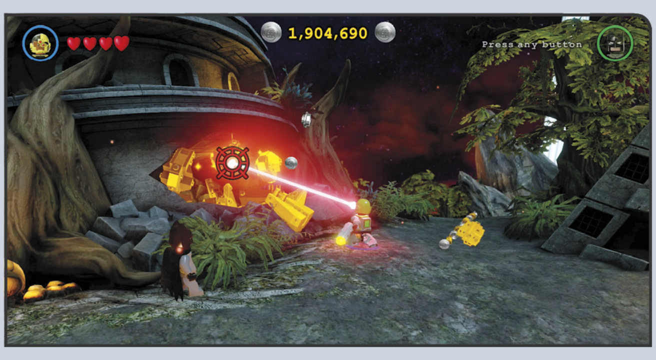


The next time you bump into Green Loontern on Okaara, you find him in dire straights. A souvenir that the Loontern acquired for an aspiring cadet has just been stolen by some ugly Orange Lantern goons!

You’ve got to get that souvenir back from those greedy hooligans! Fly around and search the vicinity for a suspicious spot near the water. Land and use super senses to detect a vital clue: a hidden arrow that’s made of studs!

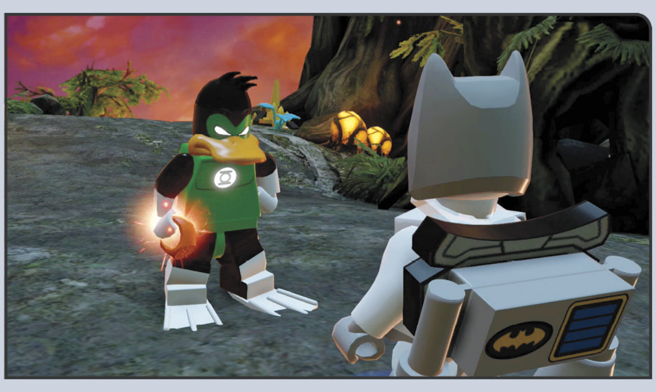
Follow the arrow to a second sensor spot, then detect and follow a second stud arrow toward a building with a gold wall. You know what to do! Blast that wall to bricks with a laser or heat vision, then collect the stolen souvenir that the Orange Lanterns stashed within. Return it to the Green Loontern.



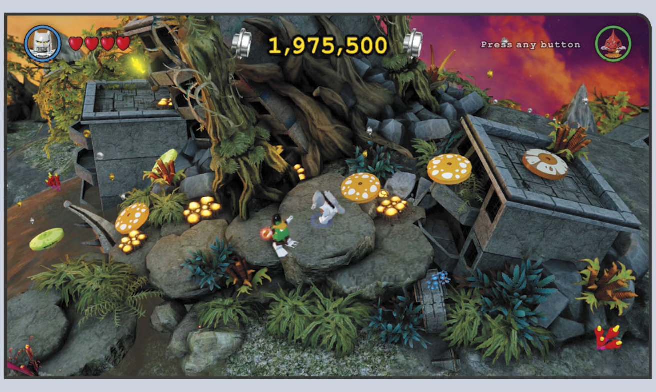


“The Greedy Loontern”

How to unlock:
Complete Quest 3: “Greedings from Okaara”
Reward(s): Gold Brick



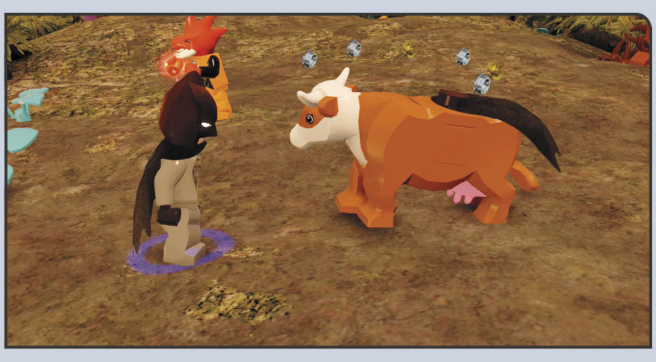
The next time you see the Green Loontern, you can’t help but notice that something’s different about him. It’s hard to pick out, but his color seems off. All of a sudden, the Loontern himself runs off in a rush to steal things from all over Okaara!



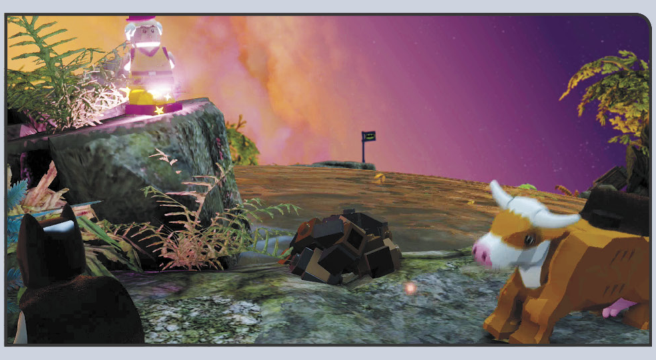
You can’t let Green Loontern behave like this! Chase after him and attack him each time you catch up. Knock some sense into the Loontern until he finally snaps out of his greedy stupor. Okaara sure does have a strange affect on visitors!

“The Cow Jumped Over the Moon”

How to unlock:
Complete Quest 4: “The Greedy Loontern”
Reward(s): Gold Brick, Bat-Cow



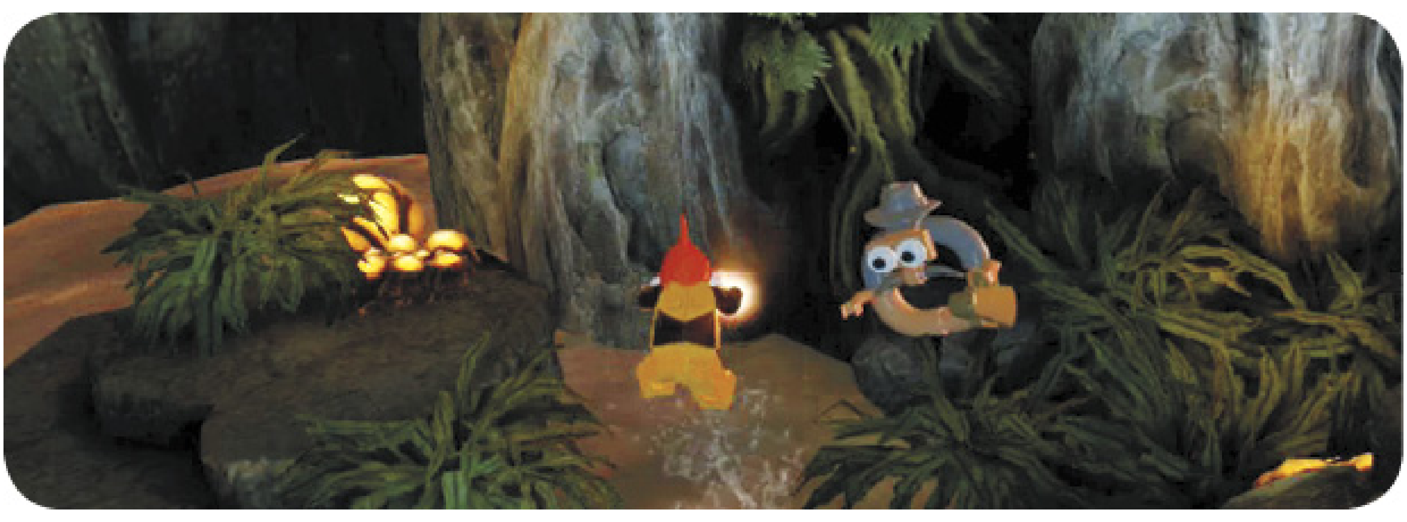
Complete all of the Green Loontern’s quests, and the brave bovine Bat-Cow appears on Okaara. She’s made the journey all the way here in search of a magical imp that’s said to have the power to make her fly!



Let’s see if we can find that imp. Follow Bat-Cow around the planet, working together to beat up the Orange Construct Warriors that ambush you from time to time. When you finally reach your destination, you find none other than the mysterious Mr Mxyzptlk waiting for you! He can’t make Bat-Cow fly, but he does give you a Gold Brick for your trouble.
Not a bad deal!

> DONUT DETECTIVE!

Okaara’s dopey donut is dallying away down by the water. He’s nestled in near a bunch of rocks, so he can be tough to spot. Look for him along the equator, near some tall rocks with water right nearby.



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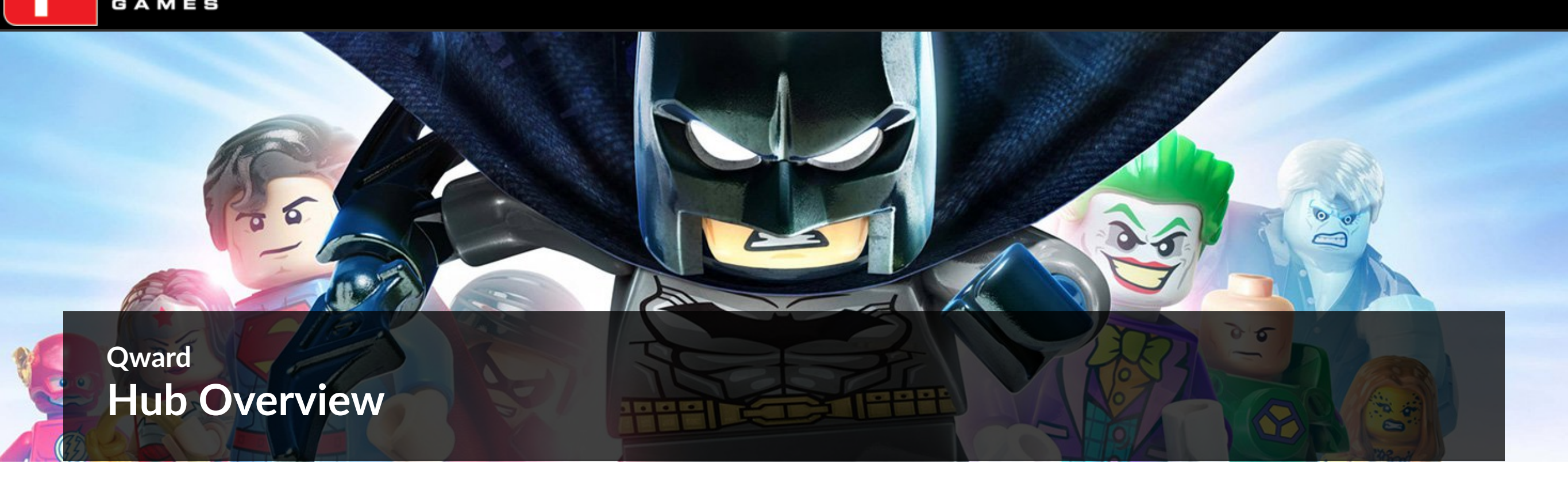


Qward

Hub Overview

HUB
11
AREA
Qward

Hub Overview

The Homeworld of Green Lantern's villainous arch nemesis, Sinestro, Qward is a foul planet whose choking atmosphere has been poisoned over years of abuse by its careless and heavily industrialized society. Qward is a gross place to visit, and you'd never want to live here, but there's no getting around giving it a quick look if you're after every last goodie in the game!

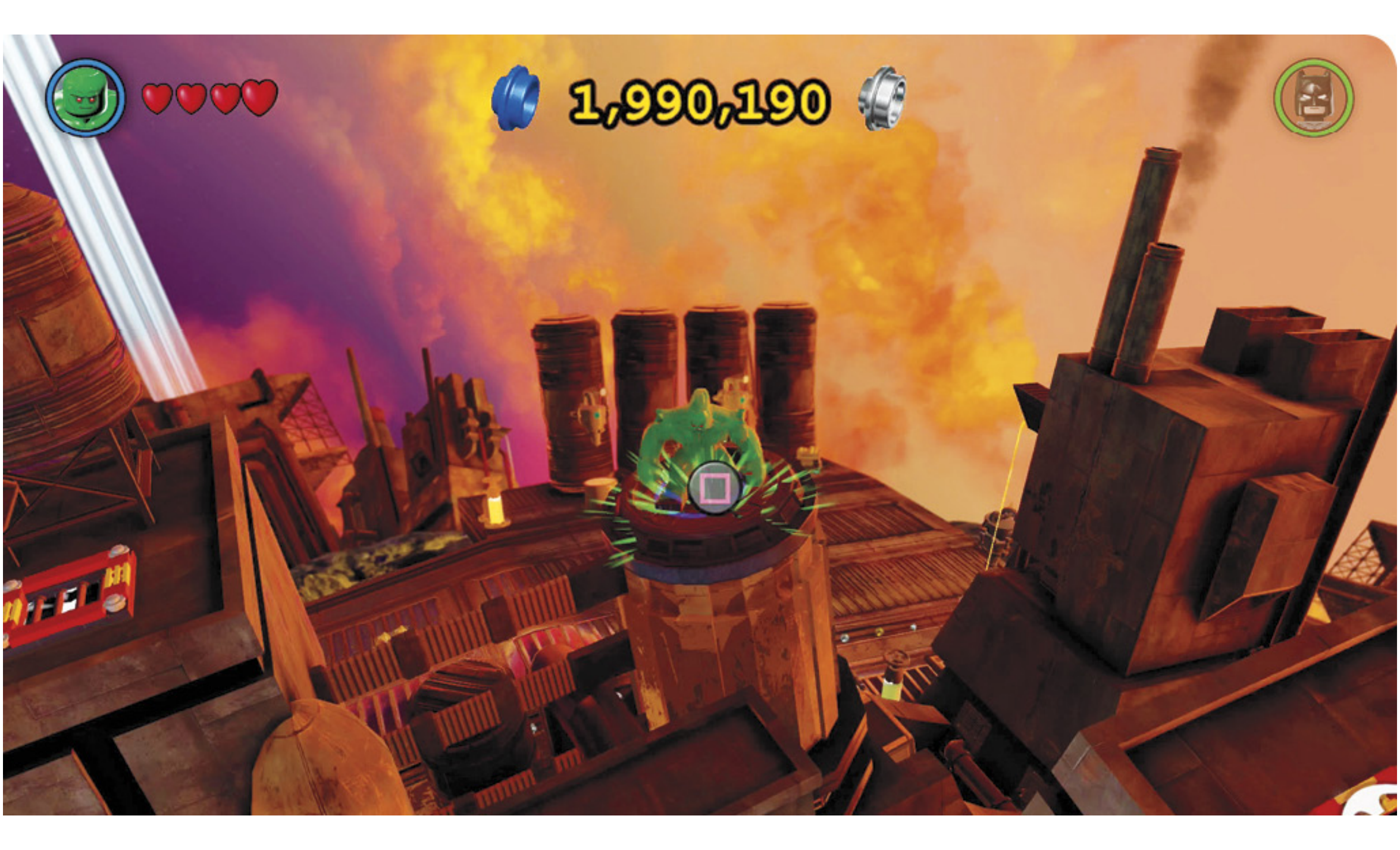
To reach Qward, complete the "Permission to Launch" Quest offered by the Green Loontern in the Watchtower's Lobby, have nine Gold Bricks, and have completed one of the planet levels to enter the moon base. You need 40 Gold Bricks and to have completed Level 14: "Aw-Qward Situation" to activate the moon base teleporter that leads to Qward.

GOLD BRICKS

Gold Bricks

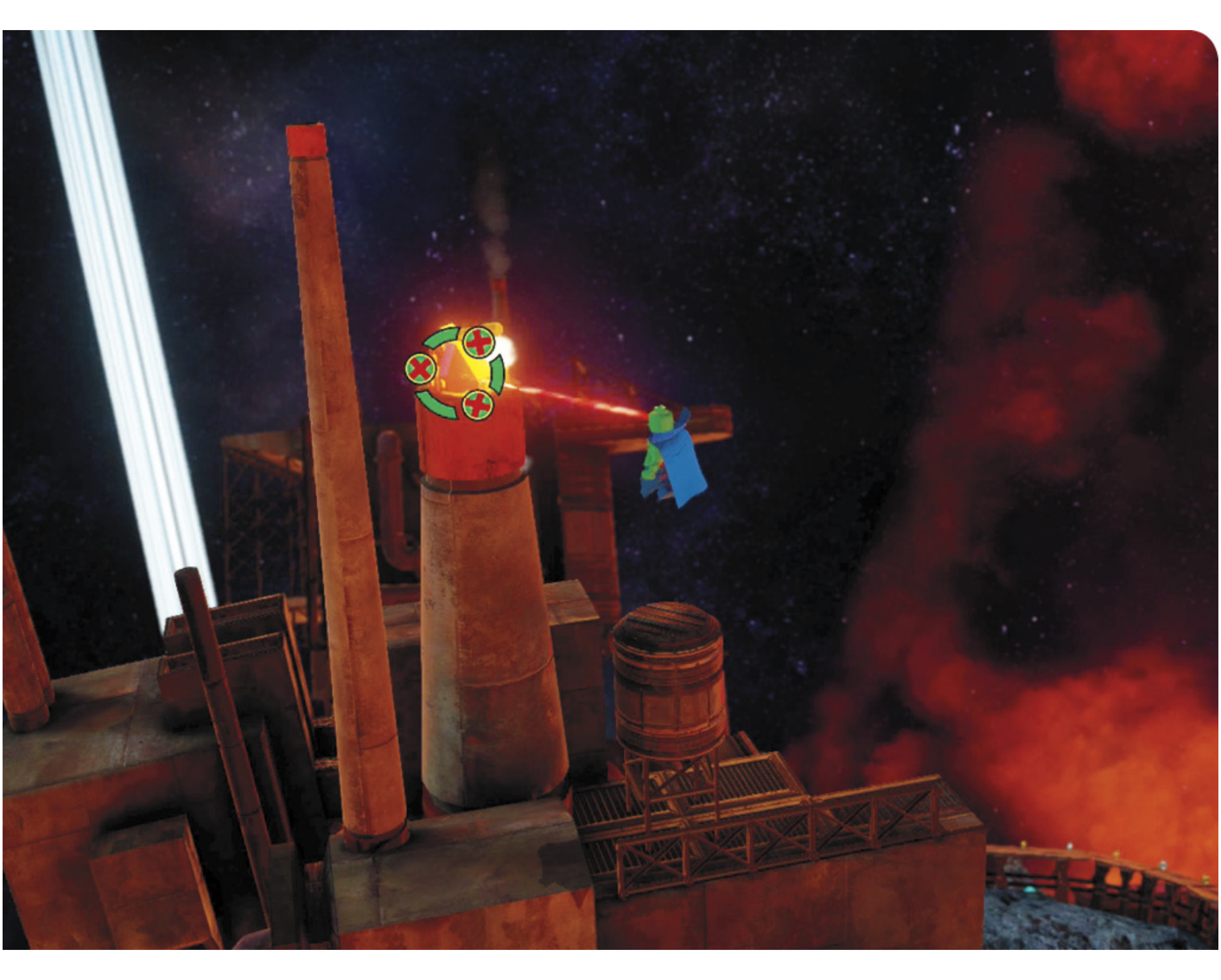
No.	Notes
1	Smash through the circular cracked roof and then travel through the hatch to slip behind the lasers.
2	Blast a gold rock that's plugging up a chimney.
3	Sonar blast the glass capsules near the building and pull the lever, power the electric panel, then fly up and sonar blast the Gold Brick's glass capsule.
4	Smash some boxes on a rooftop to uncover an electric panel. Charge the panel with Shazam! and then enter the garage and pull the lever.

Gold Brick 1



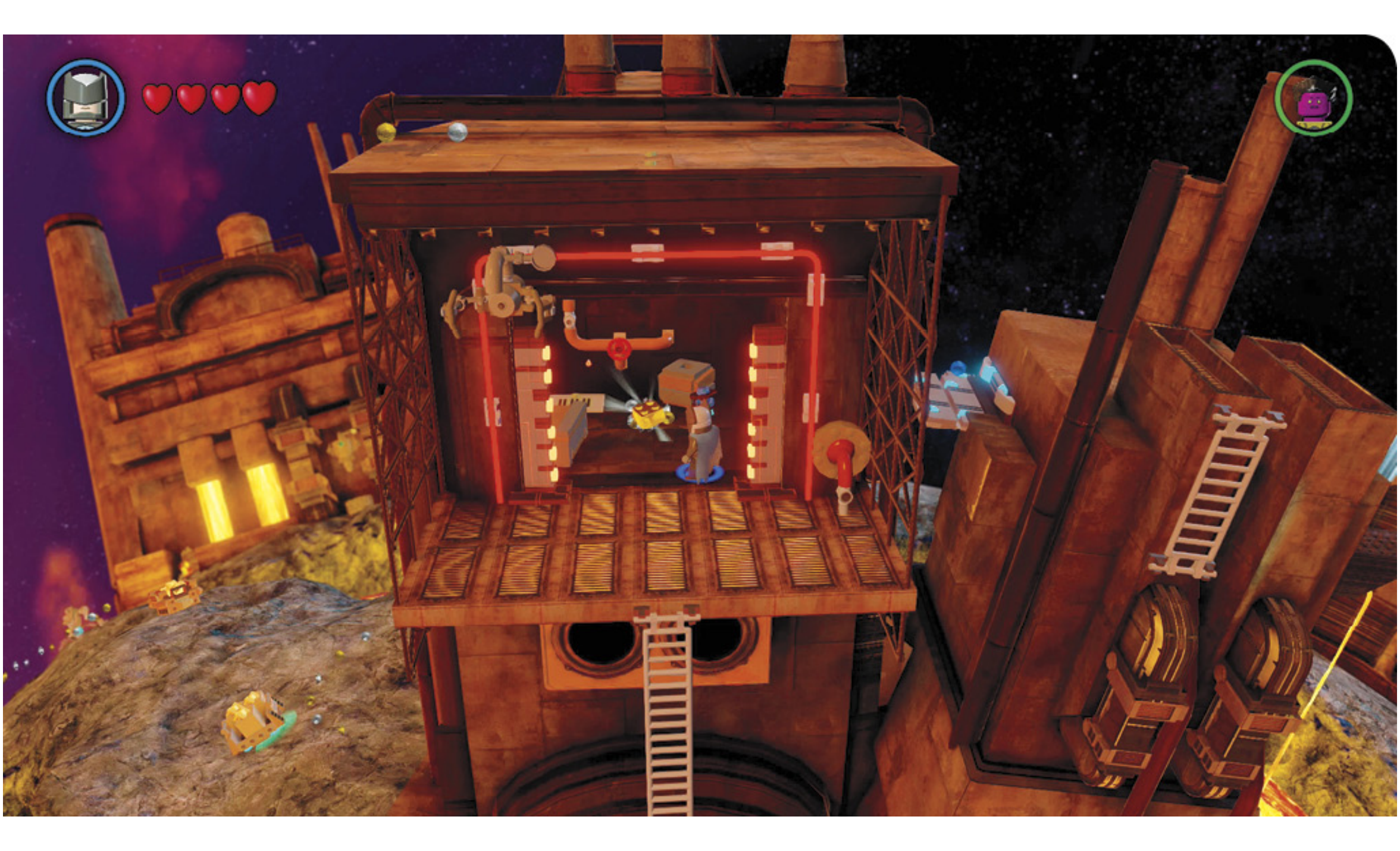
This Gold Brick is kept under heavy guard behind some lasers in a tall factory. Fly around nearby and notice a number of vent access points on the surrounding rooftops. You can travel through them if you like, but the only one you need is hidden under a cracked circular roof. Find this roof and smash through it with a giant or super-strength character, then send a stretchy character like Martian Manhunter through the hatch to slip over to the Gold Brick!

Gold Brick 2



This one's an easy grab once you track it down. Look for a gold rock that's plugging up a factory's chimney, then simply destroy it with a laser or heat vision to discover a Gold Brick!

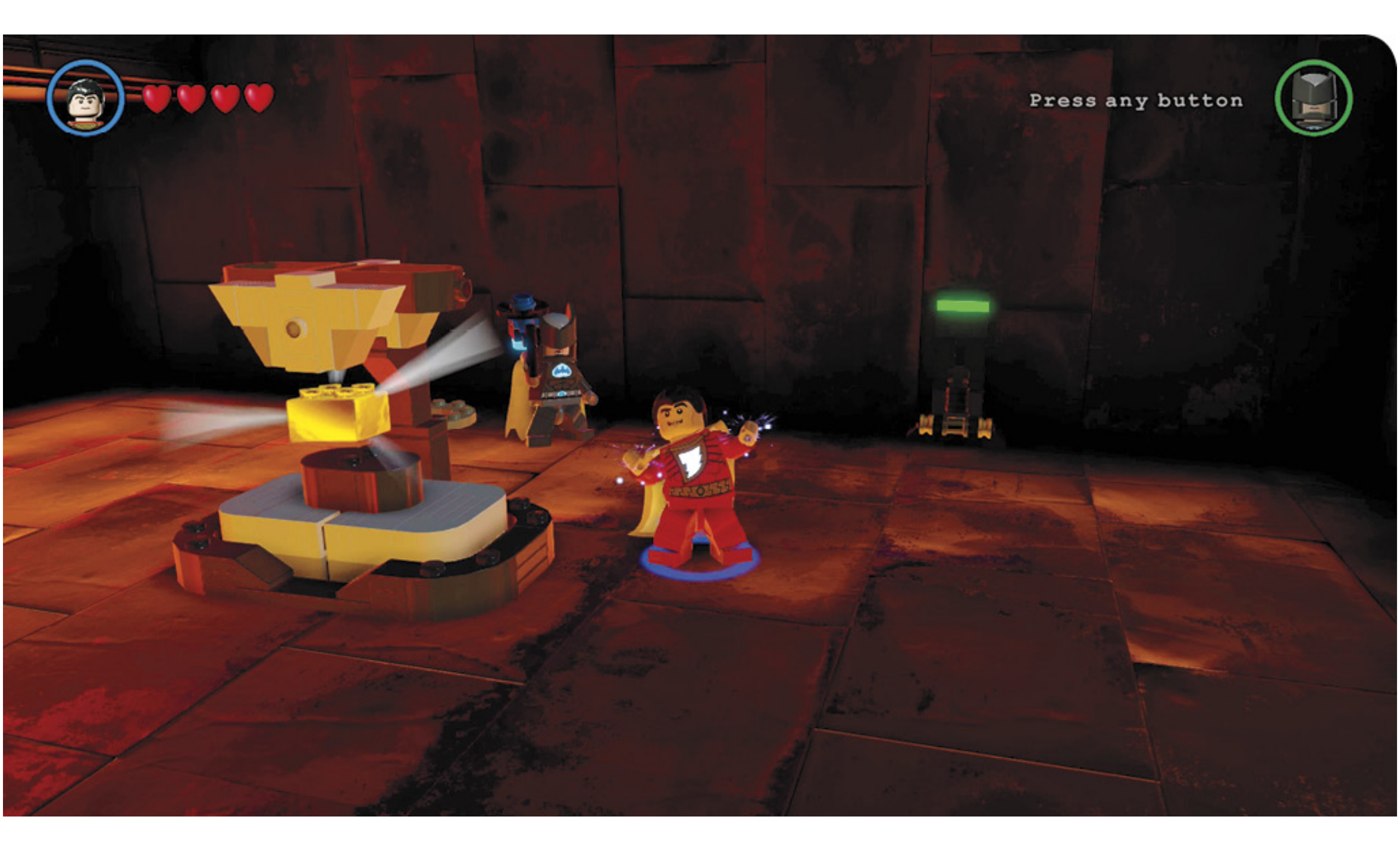
Gold Brick 3



This Gold Brick is found within a glass capsule that's kept safe behind a laser fence high up in one of Qward's many large factories. Find it, and then land and use a sonar blast to shatter the four glass capsules on the ground near the building's base. This exposes a lever. Pull the lever to extend a small platform near an overhead electric panel.

Fly up and drain the electric panel with Cyborg or Batman (1966)to get rid of the security lasers. Good work! Now fly up to the Gold Brick and shatter its glass capsule with a sonar blast so you can pocket your prize!

Gold Brick 4



Fly around Qward and look for a factory building whose rooftop is covered in boxes and clutter. Land and smash all of this junk to uncover an electric panel on the roof, then charge the panel with a good jolt from Shazam! or Black Adam.

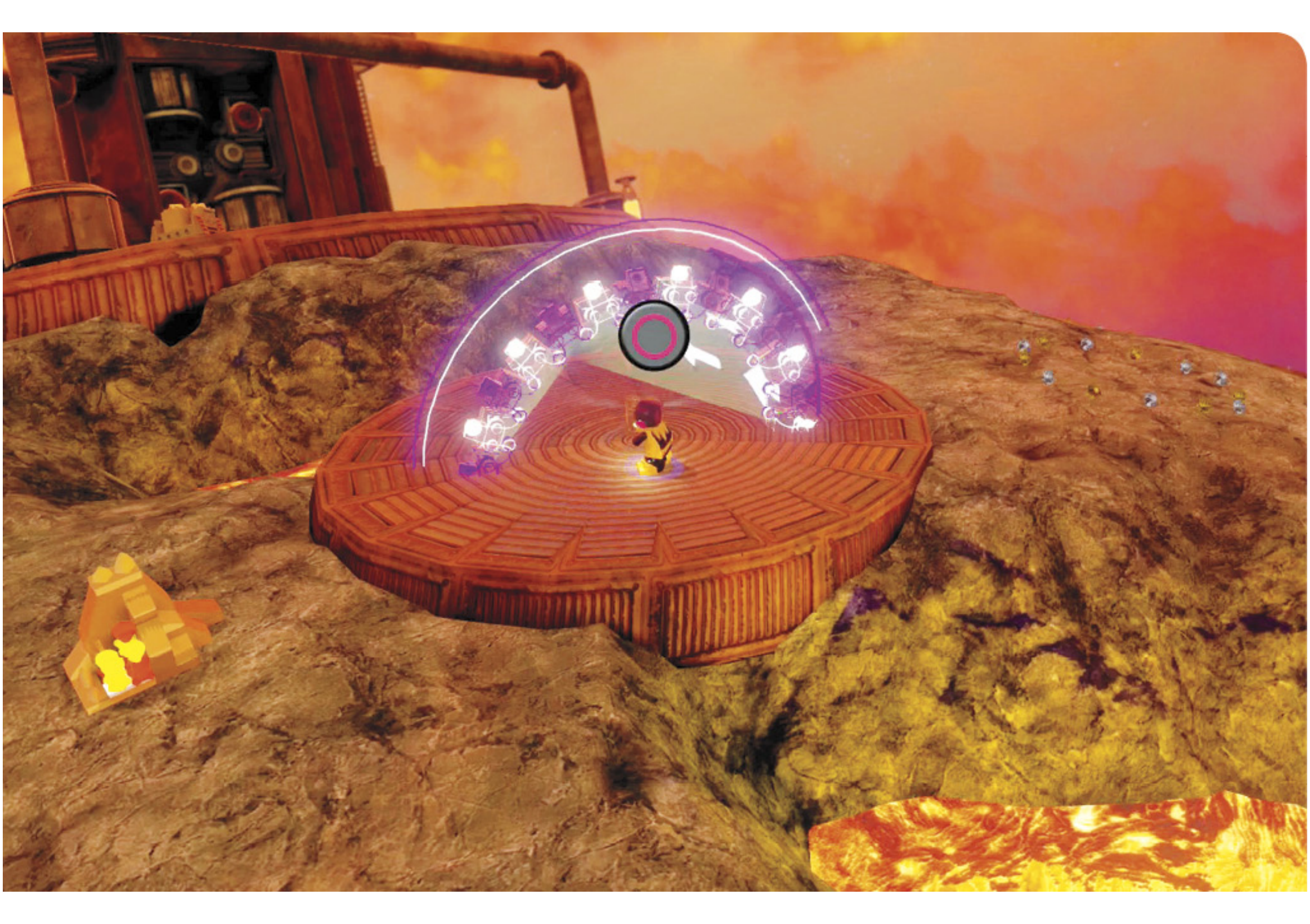
Zapping the panel open up the garage door below you. Fly down and enter the garage, then smash everything in sight to discover a lever. Pull it to open the garage's central container, then grab that lovely Gold Brick you've discovered!

RACES

Races

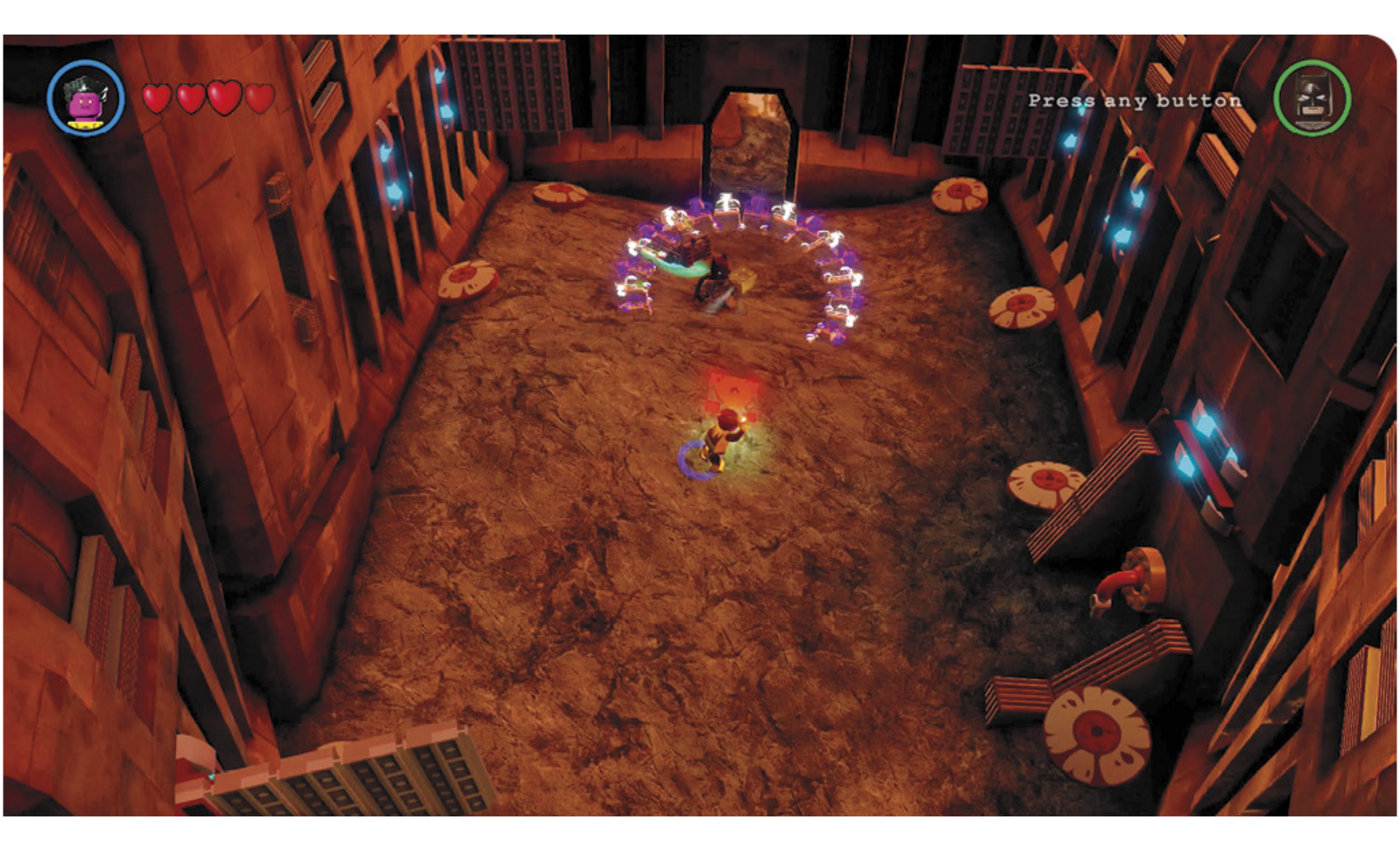
No.	Notes
1	On the ground on a circular metal platform near the entry portal.
2	On the ground inside a small, triangular arena.
3	On the ground on an oval metal platform near the big factories.

Race 1



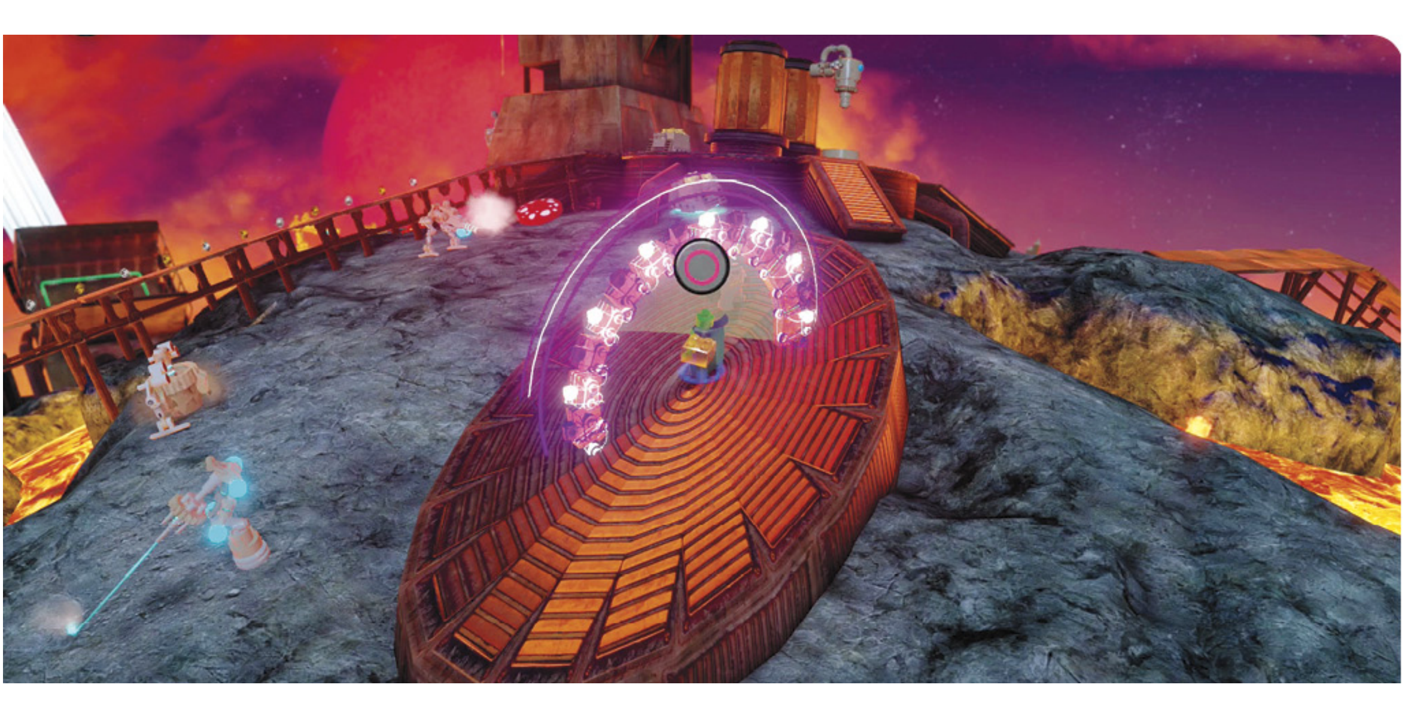
This first race around Qward begins on a circular metal platform near the entry portal. Hurry through the hoops to reach the Gold Brick at the end!

Race 2



This crazy race takes place inside the confines of a triangular arena. Hopping through the hoops with an athletic character is one option, but flying is a bit easier. Just press the button in the middle to change the wall panels whenever they're covering a ring. Zip from ring to ring and win the race to receive another Gold Brick!

Race 3



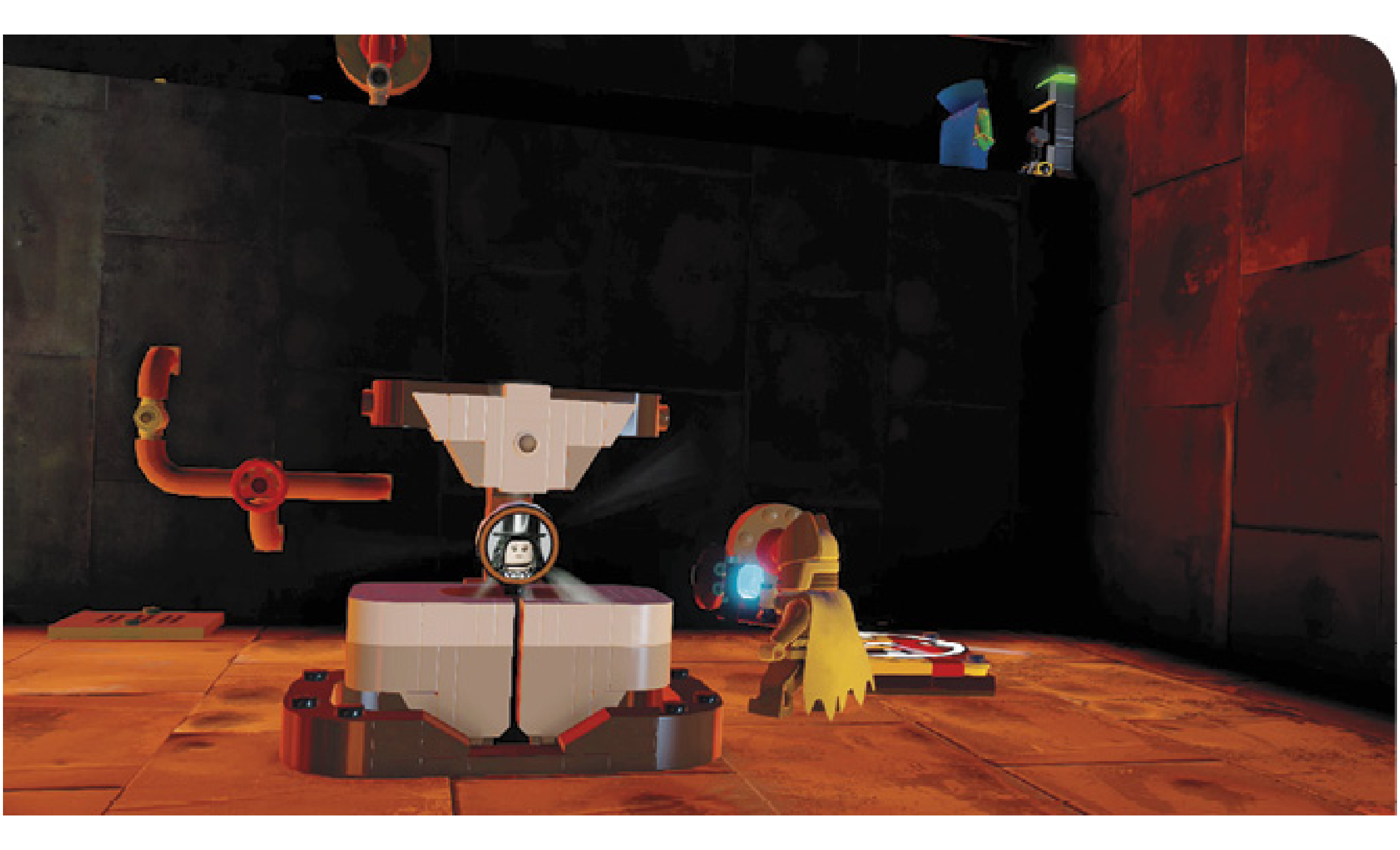
This race begins on the ground atop an oval-shaped metal platform near some of Qward's biggest factories. Make your way along the tricky track, passing through every ring to win Qward's last Gold Brick!

CHARACTER TOKENS

Character Tokens

Icon	Character	Notes
	Zatanna	Shatter the glass mechanism on the garage door, then grapple and open the garage door. Enter and pull the lever that's hidden up high inside.
	Firefly	Smash through a factory's cracked wall and then destroy the gold crate beyond.

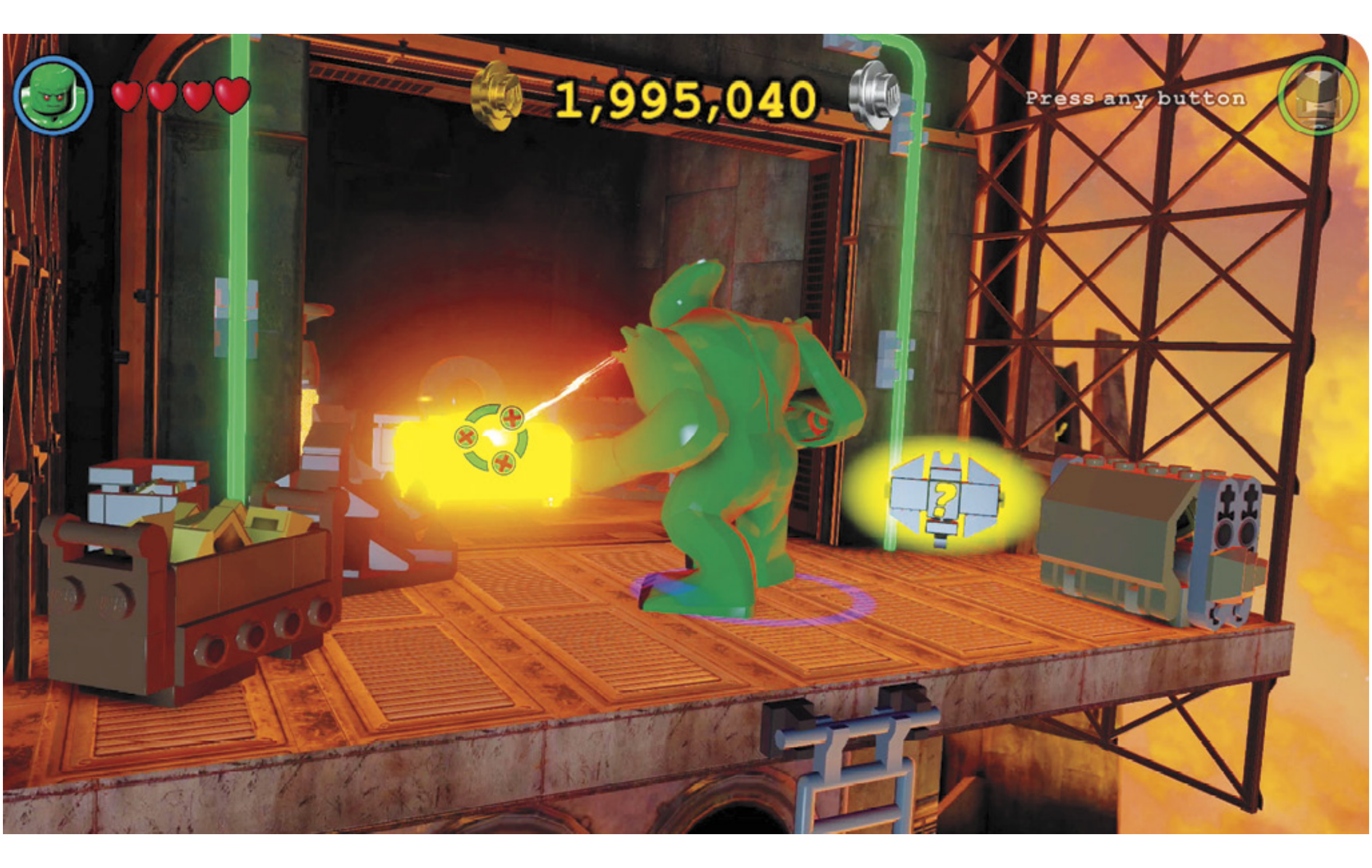
Zatanna



This Token is kept safe inside a garage of one of Qward's many factories. Look for a garage that features a glass mechanism on its door. Land and shatter the mechanism with a sonar blast to expose an orange hook, then grapple the hook to open the garage door.

Smash all of the items you discover inside the spacious garage to discover a hatch on the floor. Send a character such as Martian Manhunter through the hatch, and he emerges up on a high ledge. Fly directly across to the room's opposite side and you find a lever hidden up high, on a narrow ledge. Pull it to open the garage's central container and reveal a Character Token!

Firefly



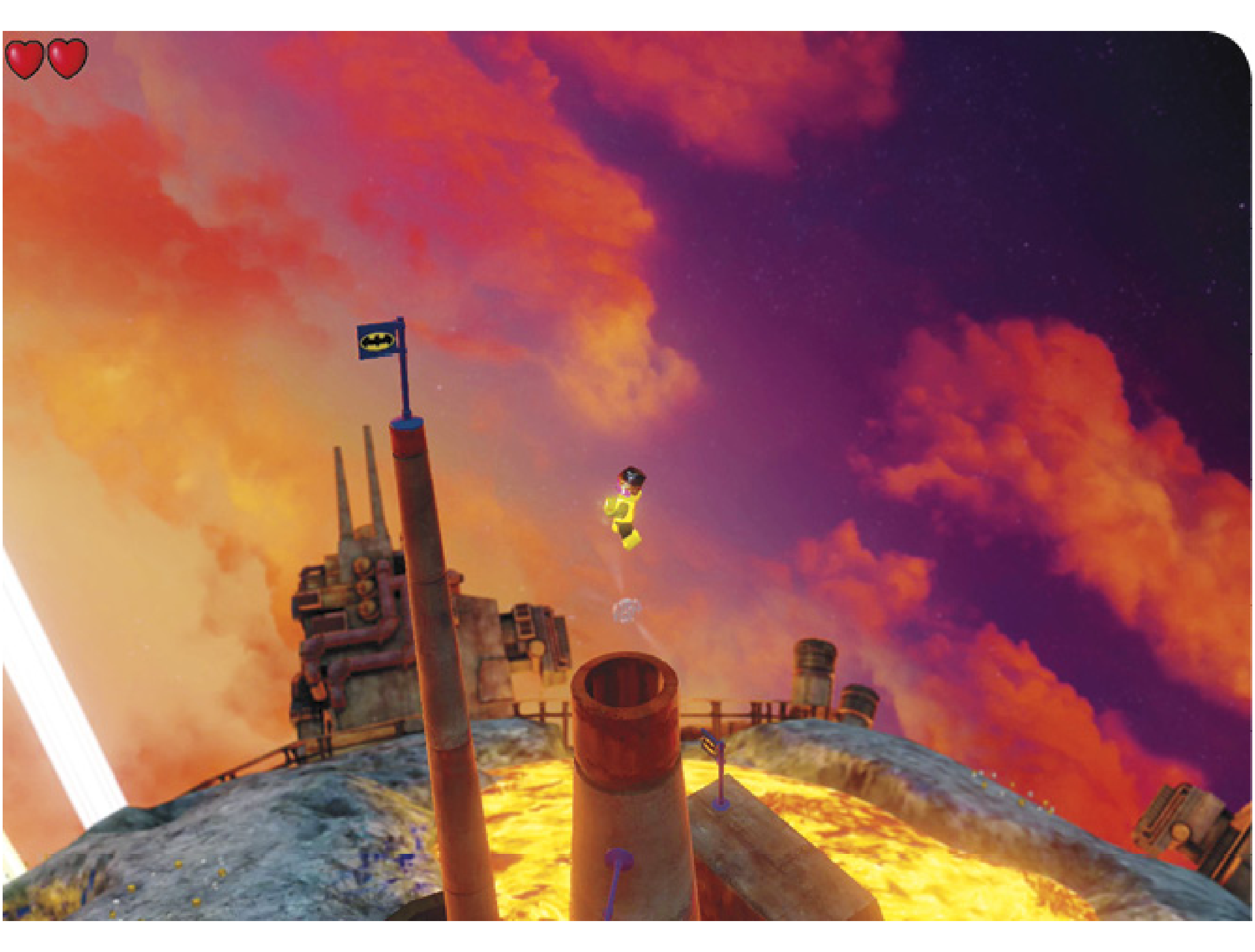
One of Qward's giant factories features a big, cracked wall. Smash through the wall with a giant or super-strength character to discover a gold crate. Aim a laser or heat vision at the crate to melt it down and expose a Character Token!

VEHICLE TOKENS

Vehicle Tokens

Icon	Vehicle	Notes
	The Batwing	Find and destroy nine blue Batman flags around the factory.

The Batwing



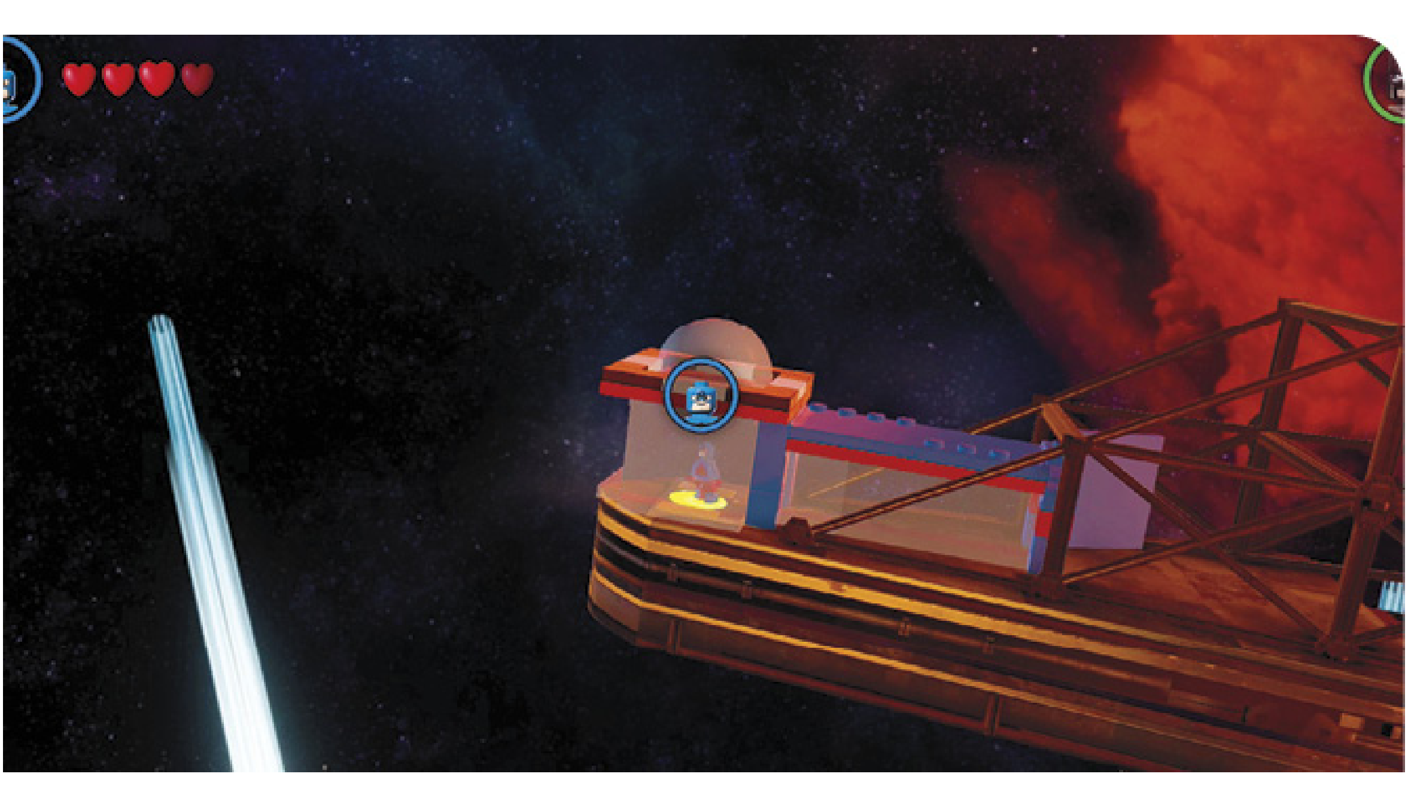
One of Qward's big, nasty factories is covered in blue Batman flags. Find and destroy all nine flags around the building before time runs out to reveal a hidden Vehicle Token!

PERILS

Adam West in Peril!

Notes
Held behind lasers (use the Atom (or Red Brick Mini Character) to press the button atop the tall factory).

Adam West in Peril!



Here on the planet Qward, our friend Adam West finds himself helplessly trapped behind a laser fence! To free him, fly up to the top of the tall building he's trapped in and then change to the Atom (or Red Brick Mini Character). Shrink down and enter the nearby pipe, then move onto the button at the end to shut off the lasers that are trapping Adam. Well done!

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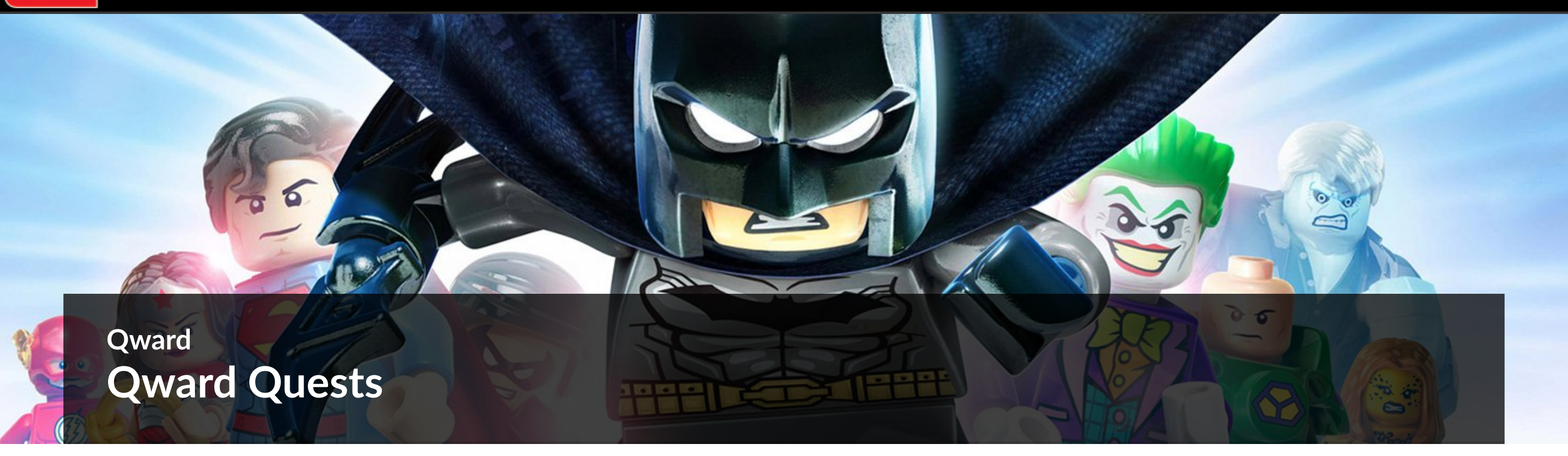


Qward

Qward Quests

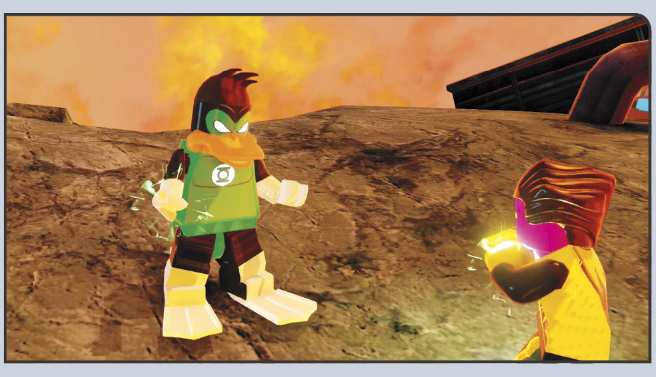
As you explore Qward, various heroes, villains, and other characters call out to you for help. These folks all have special quests to give you, but you may have to do something special in the hubs before they appear.

QWARD 1 QUEST

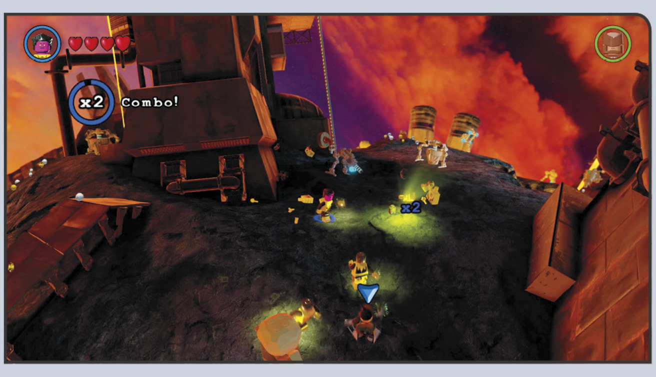
"Welcome to Qward!"

How to unlock: Available from the start

Reward(s): Gold Brick



When you first set foot on Qward, the Green Loontern is there to meet you. What a pal! Just speak with the Loontern to start off on your guided journey around Qward.



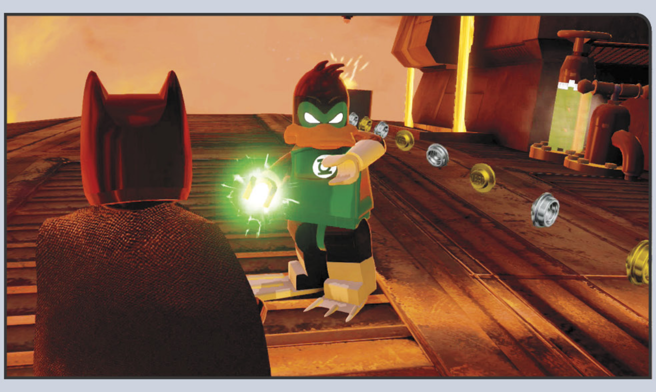
The trek is quite enjoyable—until a pack of goons suddenly decides to ruin your day! Wipe out all of the Sinestro Corps Warriors, then continue to follow the Green Loontern on the tour. Beat up more bad guys when they arrive, and keep plugging along until you complete this wild welcoming!

QWARD 2 QUEST

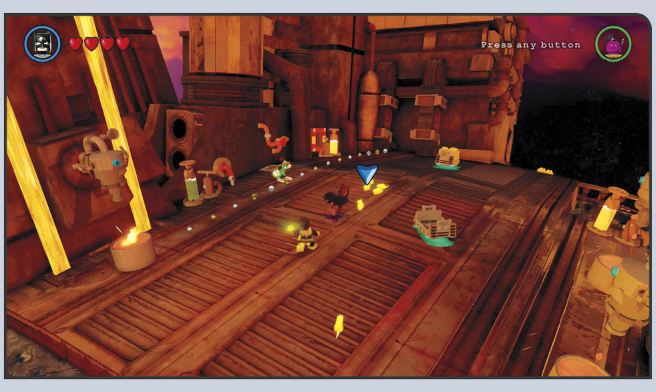
"Planetary Pest Control"

How to unlock:
Complete Quest 1: "Welcome to Qward!"

Reward(s): Gold Brick



After you complete Green Loontern's welcoming tour, you find him waiting for you in another area on the planet. And you've found him just in time, for the Loontern is being totally freaked out by a mob of spooky rat constructs!



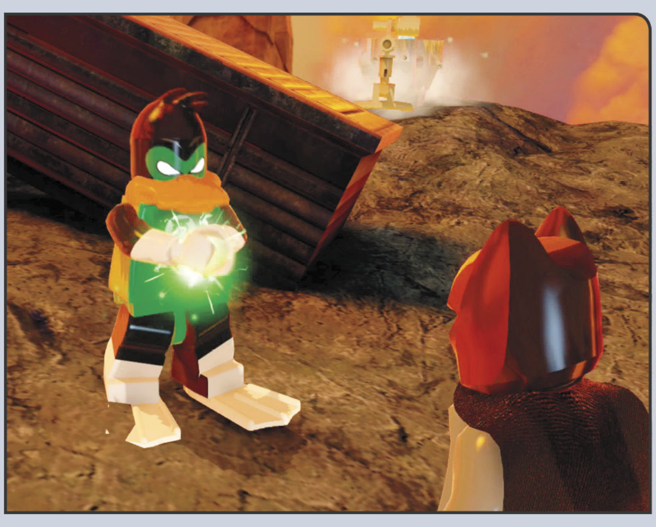
You've got to protect Green Loontern! Beat up all of the skittering rat constructs that suddenly swarm in. Just keep battling until you wipe them all out, thereby ensuring the Loontern's safety!

QWARD 3 QUEST

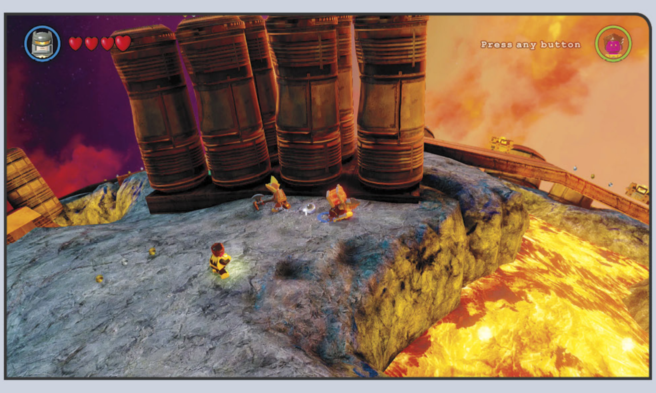
"It's a -Qward Knock Life"

How to unlock:
Complete Quest 2: "Planetary Pest Control"

Reward(s): Gold Brick



Green Lantern next appears back by Qward's entry portal, and he's heard tell that Sinestro is using his devious powers of mind control to force Qward's inhabitants to work against their will. You've got to rescue those poor workers!



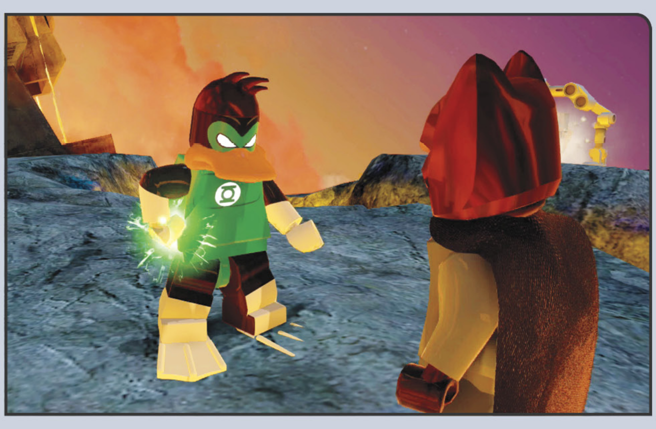
Begin searching the vicinity for Thunderers that are being forced to dig with big pick axes. You know you've spotted one when you see the big silver ball and chain that's bound to their legs! Bust the ball and chain with an explosive attack from a Power or Demolition Suit, then press the Interact button and guide each Thunderer back to the Green Loontern. You may have to lead them across narrow pathways, but don't stop until you've rescued all five!

QWARD 4 QUEST

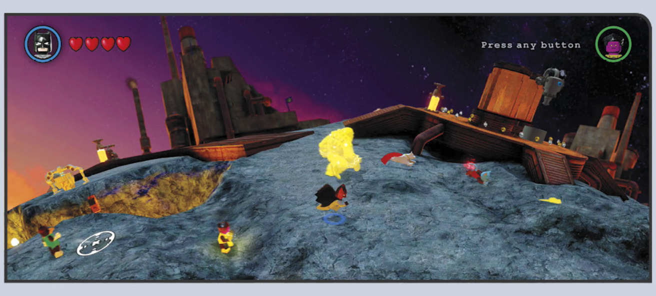
"Qward-ruped Quandary"

How to unlock:
Complete Quest 3: "It's a -Qward Knock Life"

Reward(s): Gold Brick



Green Loontern may not have many wits, but he's really at his wit's end! It seems that a number of goofy characters are running amok around Qward. Once again, the Loontern calls on you to help him keep the peace!



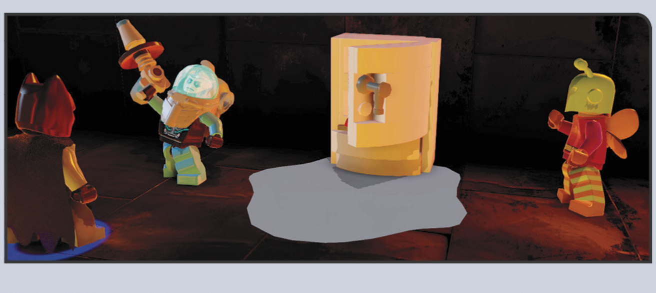
The hooligans that the Loontern mentioned are nearby, running circles around each other. Select a character with ranged attacks. Hold the attack button, take aim and then throw your Batarang at each one (or use any other ranged attack) to smack some sense into them! The target then stops running. Approach and press the Interact button, then guide the character back over to the Loontern. Do this for each character to restore some order to Qward!

QWARD 5 QUEST

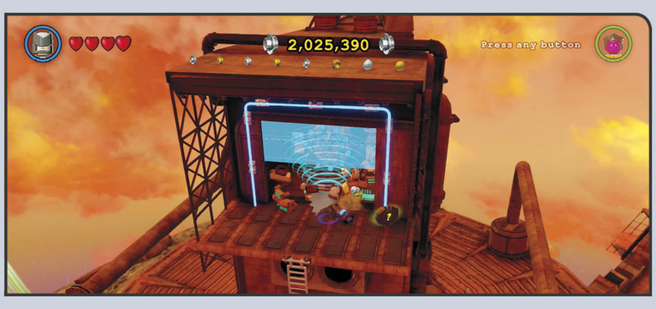
"Thaw Subject"

How to unlock:
Complete Quest 4: "Qward-ruped Quandary"

Reward(s): Gold Brick, Mr Freeze



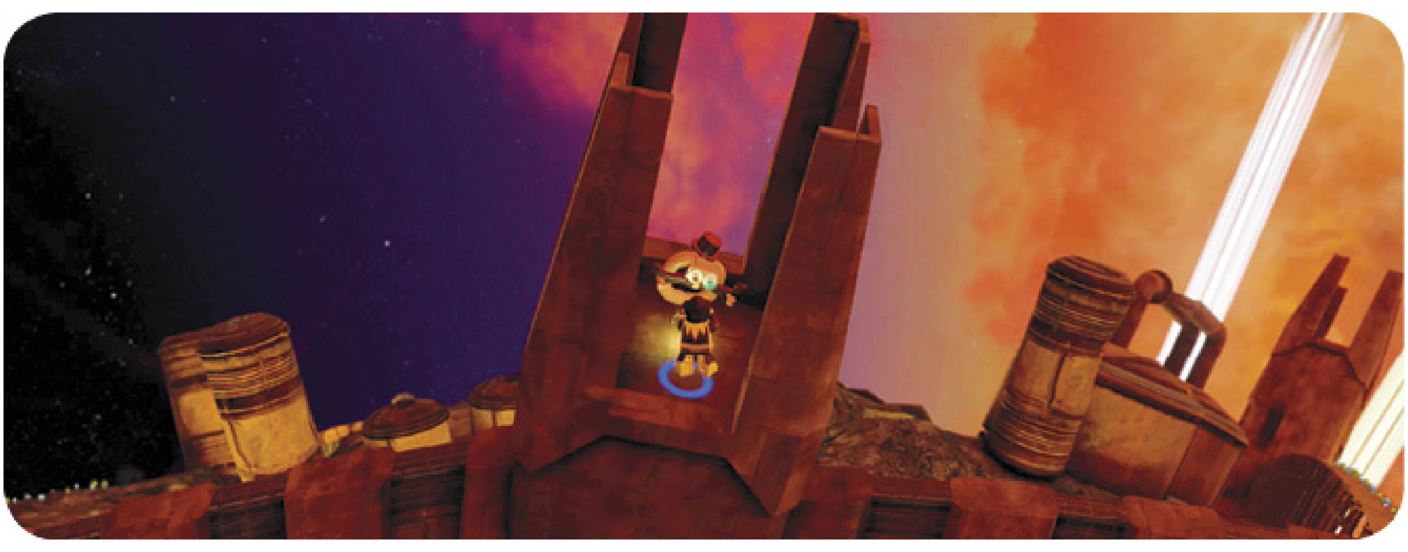
With all four of the Green Loontern's quests completed, search Qward to find one final quest—offered by the coolest villain of all, Mr Freeze! To find Mr Freeze, fly around the planet and look for a garage that's sealed with a silver lock. Blast the lock with an explosive attack to enter the garage. It seems that the fuel cell on Freeze's fridge has gone kaput, and he desperately needs you to find him another. Sure thing, Freezy; you just chill here for a moment!



Fly around Qward and look for a tall factory with a big glass window up high on its loft. Smash the window with sonar blasts to expose a big, blue engine. Blast the engine as well to discover the fuel cell that Mr Freeze needs! Fly back to Freeze and hand him your find to fix his fridge, and save his fish sticks! If you have trouble finding the fuel cell, use super senses to uncover an arrow pointing the way.

> DONUT DETECTIVE!

Qward's devious donut is hiding way up high, in one of the arena's lofty towers. This is the same arena in which one of Qward's three races takes place. Find the donut hiding up in the tower and smash it at your leisure!



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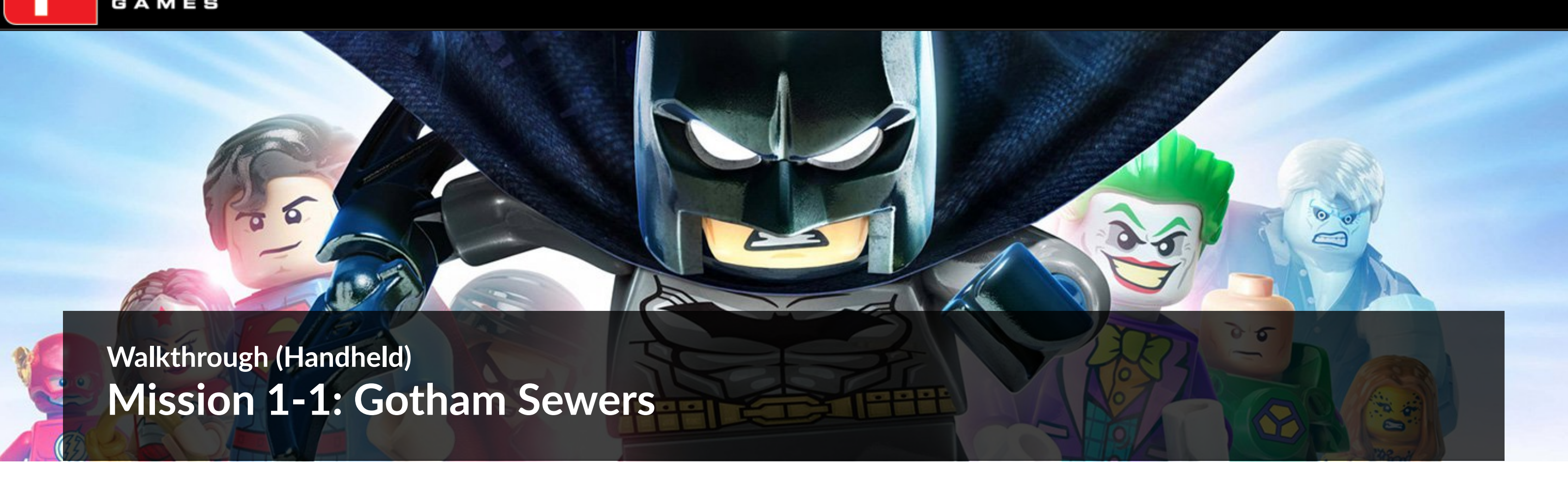


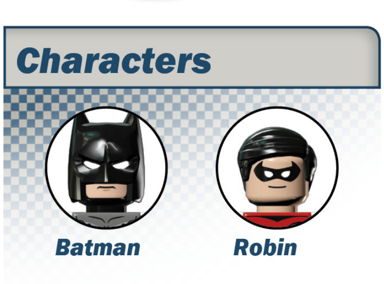
Walkthrough (Handheld)

Mission 1-1: Gotham Sewers

WALKTHROUGH 1-1 MISSION

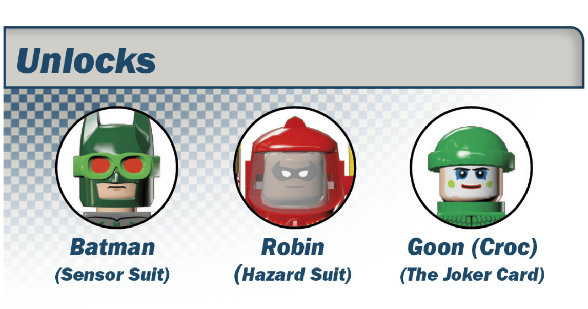
Gotham Sewers

Characters



Batman Robin

Unlocks



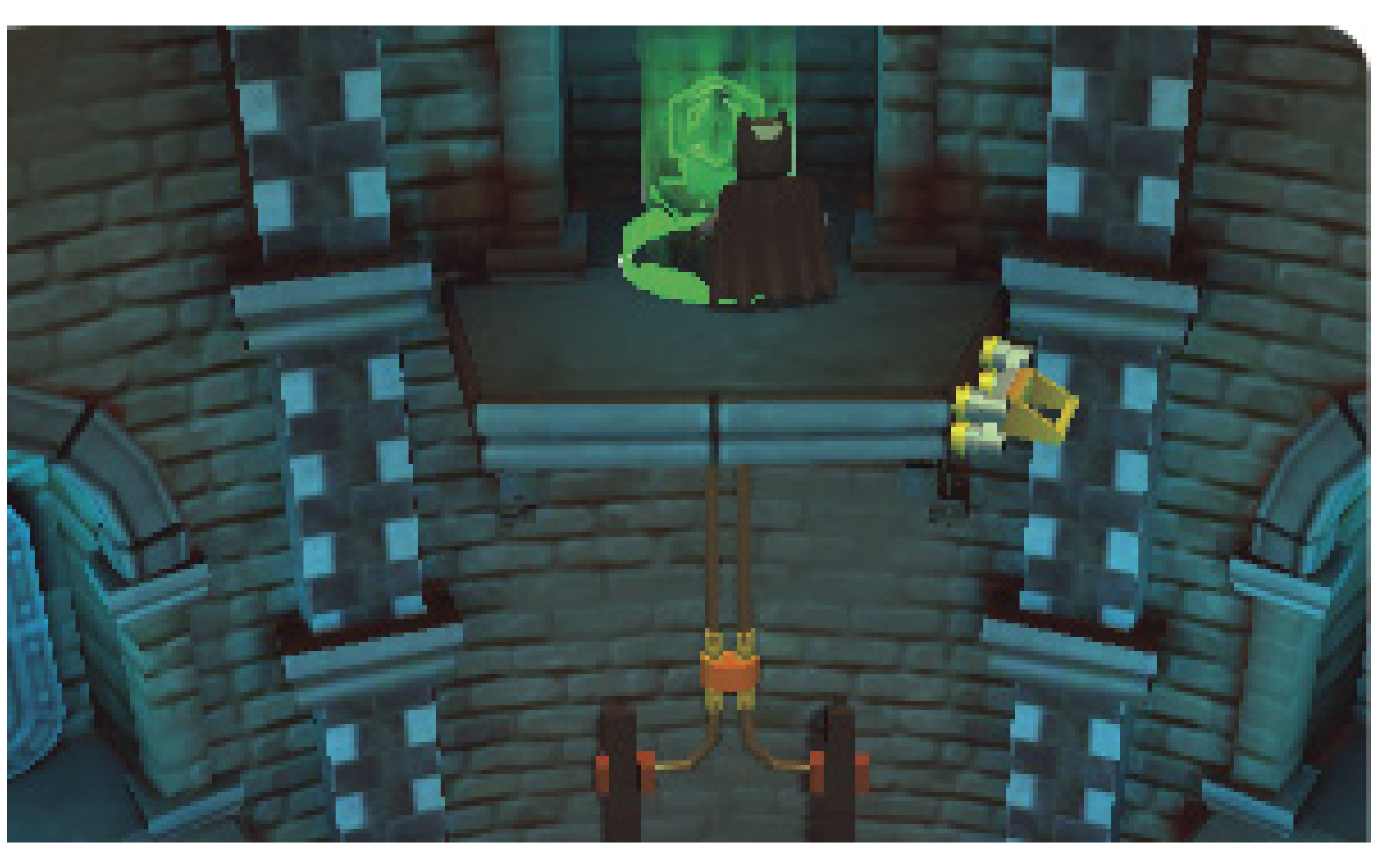
Batman (Sensor Suit) Robin (Hazard Suit) Goon (Croc) (The Joker Card)

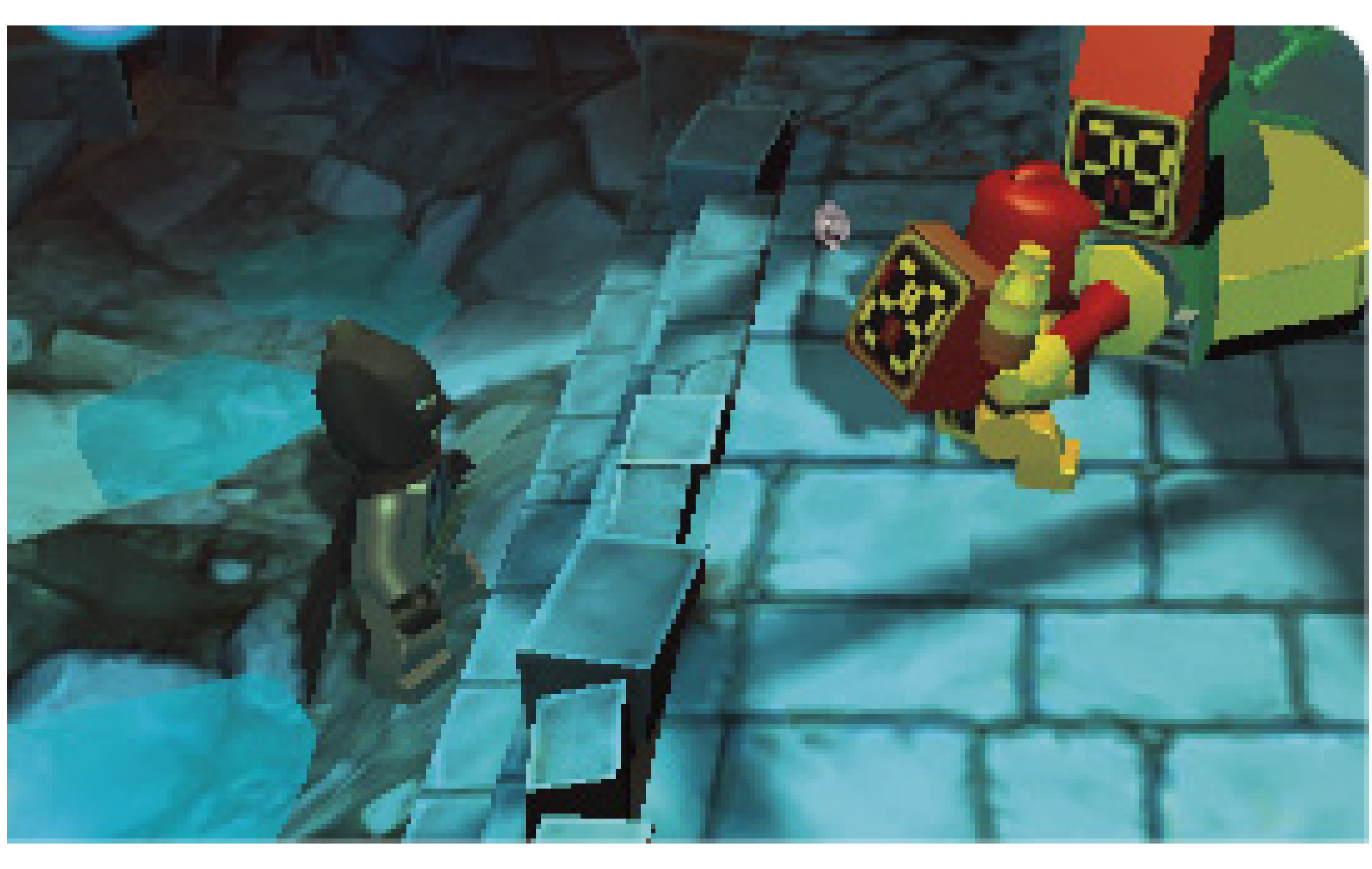
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 30,000 studs.
Batman Smash Challenge	Any	Destroy 2 Batman props. Before raising the water level, jump down to find the first Batman prop. The second is to the left of the steam pipes above the catwalk.
The Joker Smash Challenge	Free Play	Destroy 3 Joker props. The first is on the platform below the train car, the second is beneath the grapple point to the right of the steam pipes, and the third is submerged beneath the bridge near the toxic spill. Use an underwater character like Killer Croc to smash it during Free Play.
The Joker Card	Free Play	Destroy the gold LEGO duck floating in the toxic waste below the walkways to reveal it. Requires a character with the Laser ability.

OBJECTIVE 1: FOLLOW KILLER CROC

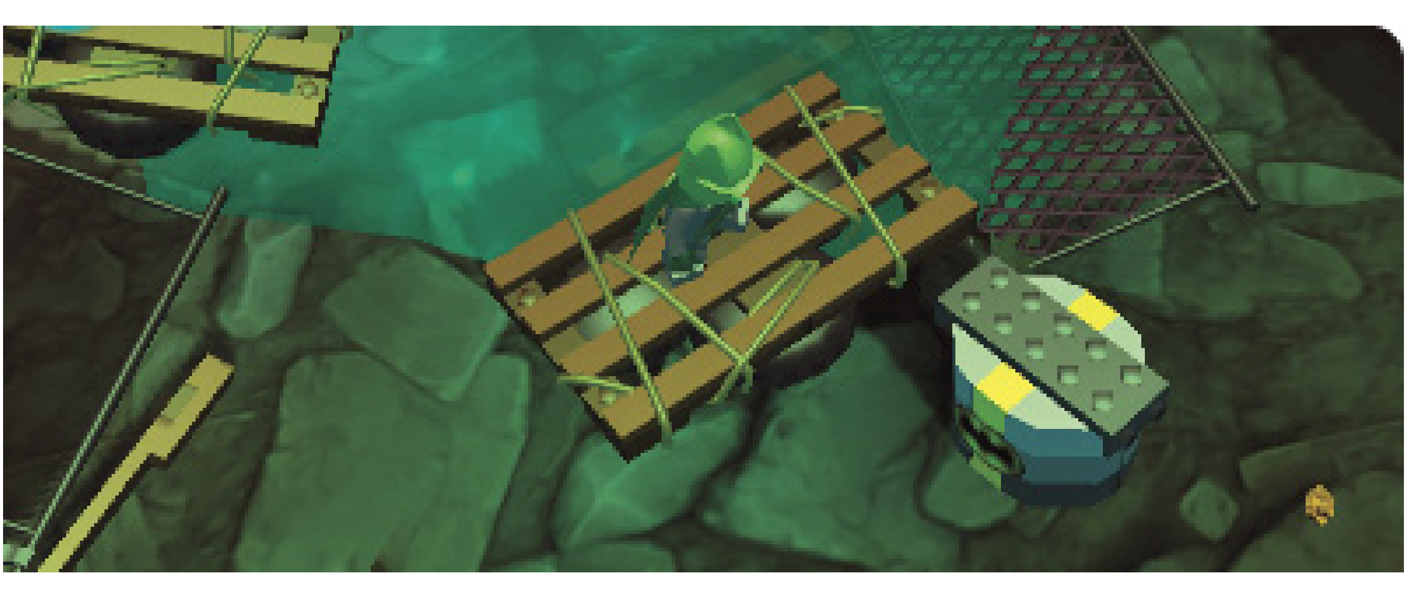
While Killer Croc may find these digs hospitable, the Boy Wonder certainly doesn't—and who could blame him? Make this trek underground a quick one and start by smashing the green boxes just above where you dropped into the sewers. Then, use the fallen bricks left behind to fashion yourself a handy little grapple handle that can be used to reach the ledge above you. Once on the ledge, glide over to the right, following the trail of floating studs. Take advantage of the other grapple handle above you to access yet another ledge. On this ledge, you find a handy valve against the back wall. Give the wheel a few turns to drain the water from the area below you.





Now that the water has been drained, pick up the Token that appears nearby to outfit Robin with the Hazard Suit. Next, smash all of the containers in the area to reveal a myriad of Attract pieces (36 in all). Once you've collected all of the Attract pieces, deposit them into the Attract Station in the upper right corner of the area. Doing so causes a small red cannon to appear nearby. Simply stand behind it and grapple the handle on it to blast through the fence barring your way forward.

> Unlocked: Hazard Suit

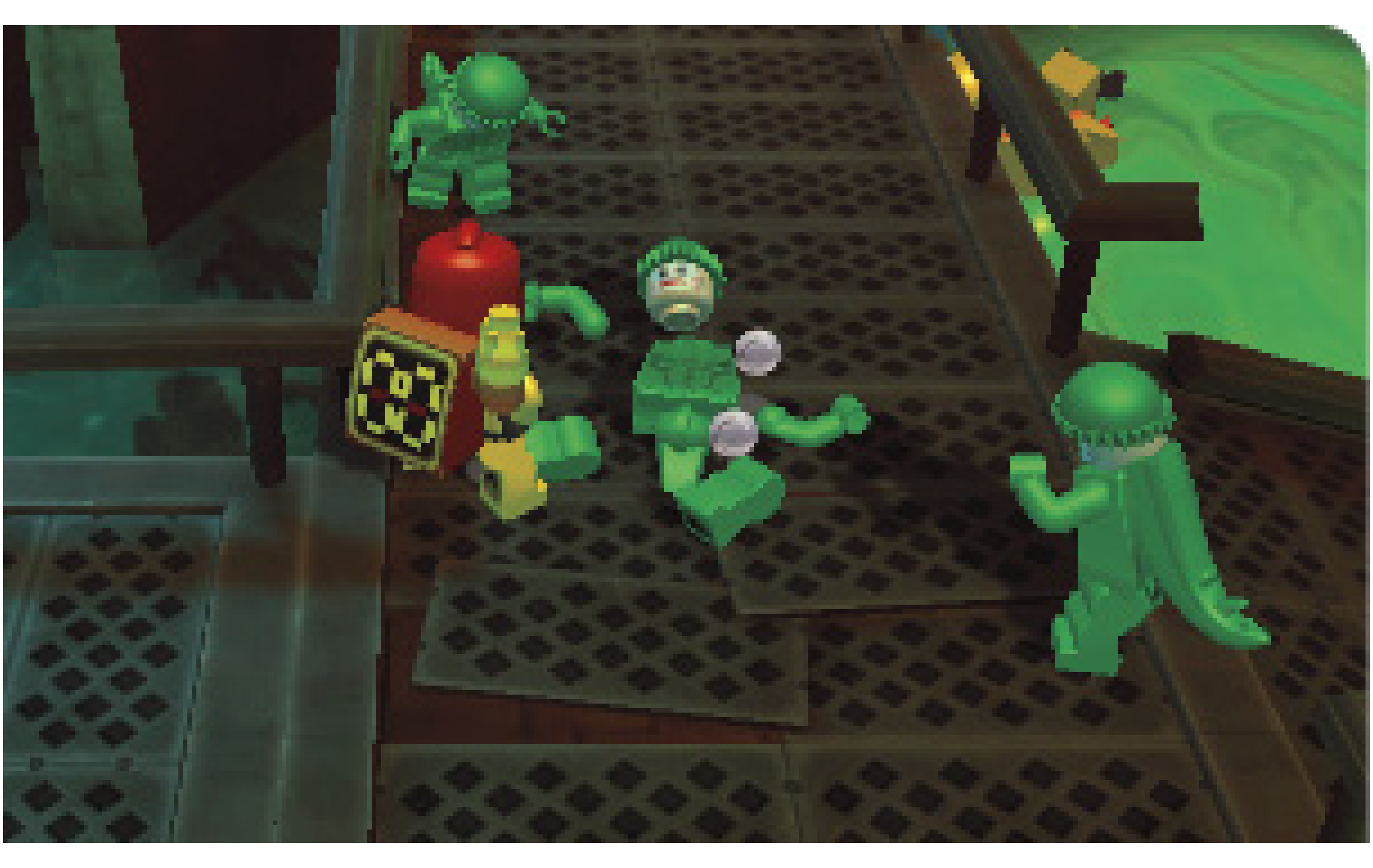


Another Token appears where the fence once stood. Grab this one and Batman is able to don his Sensor Suit, which will be useful very soon. Before heading over to examine the nearby green LEGO wall, drop down into the currently empty holding area to the right and smash the Batman prop in the far right corner. With the prop thoroughly smashed, use the ladder to climb back up to the green LEGO wall and peer through it using Batman's Sensor Suit vision. While Batman peers through the wall, switch to Robin and take hold of the nearby valve and give it a twist until the rods within the wall align and lock into place.

This floods the empty holding area, allowing the wooden pallets within to float to the surface. Use them to clear the pool you just made.

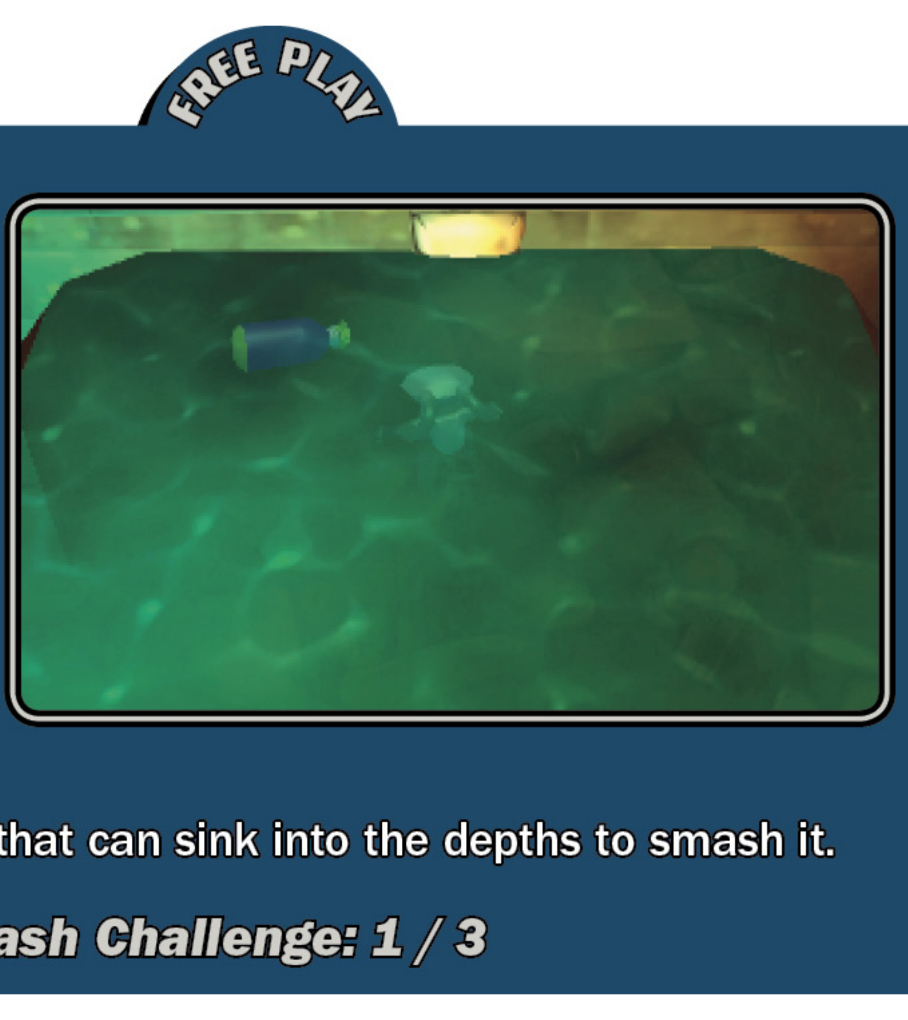
> Unlocked: Sensor Suit

> Batman Smash Challenge: 1 / 2



Continue onward and you soon encounter Killer Croc. As he makes his escape, Killer Croc rips apart a pump assembly, contaminating the walkway and the water below with nasty, neon green toxic goo. Lucky for you, Robin's Hazard Suit means that he is more than equipped to pursue the villain. Before you follow the reptilian menace, prepare to engage some of Croc's Goons.

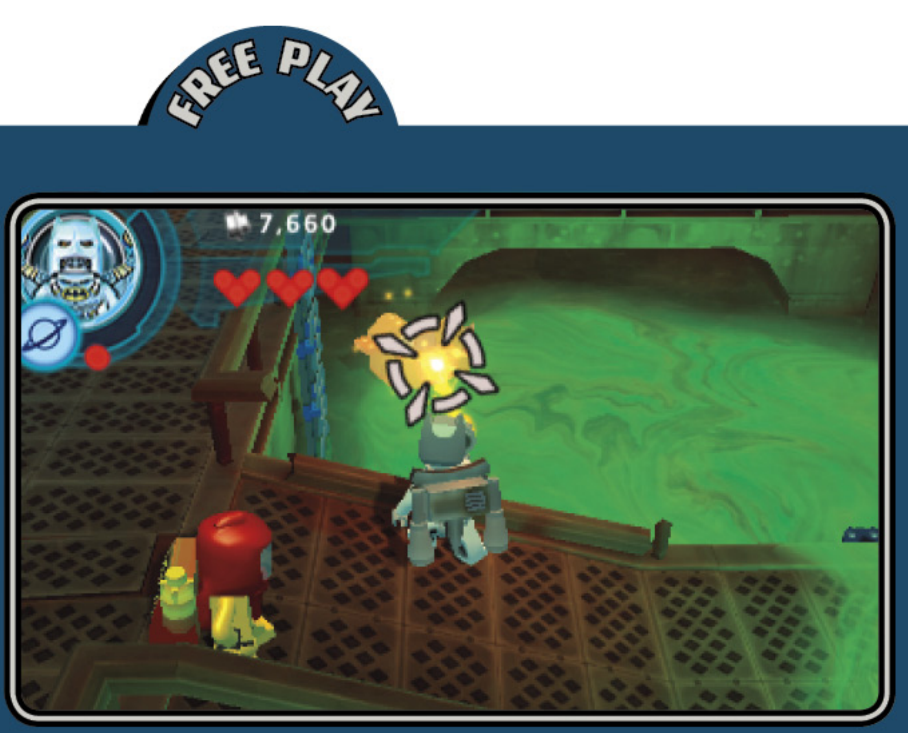
FREE PLAY



Just below the bridge where Croc spilt the toxic goo, you find a Joker prop submerged beneath the murky water. Use a character that can sink into the depths to smash it.

The Joker Smash Challenge: 1 / 3

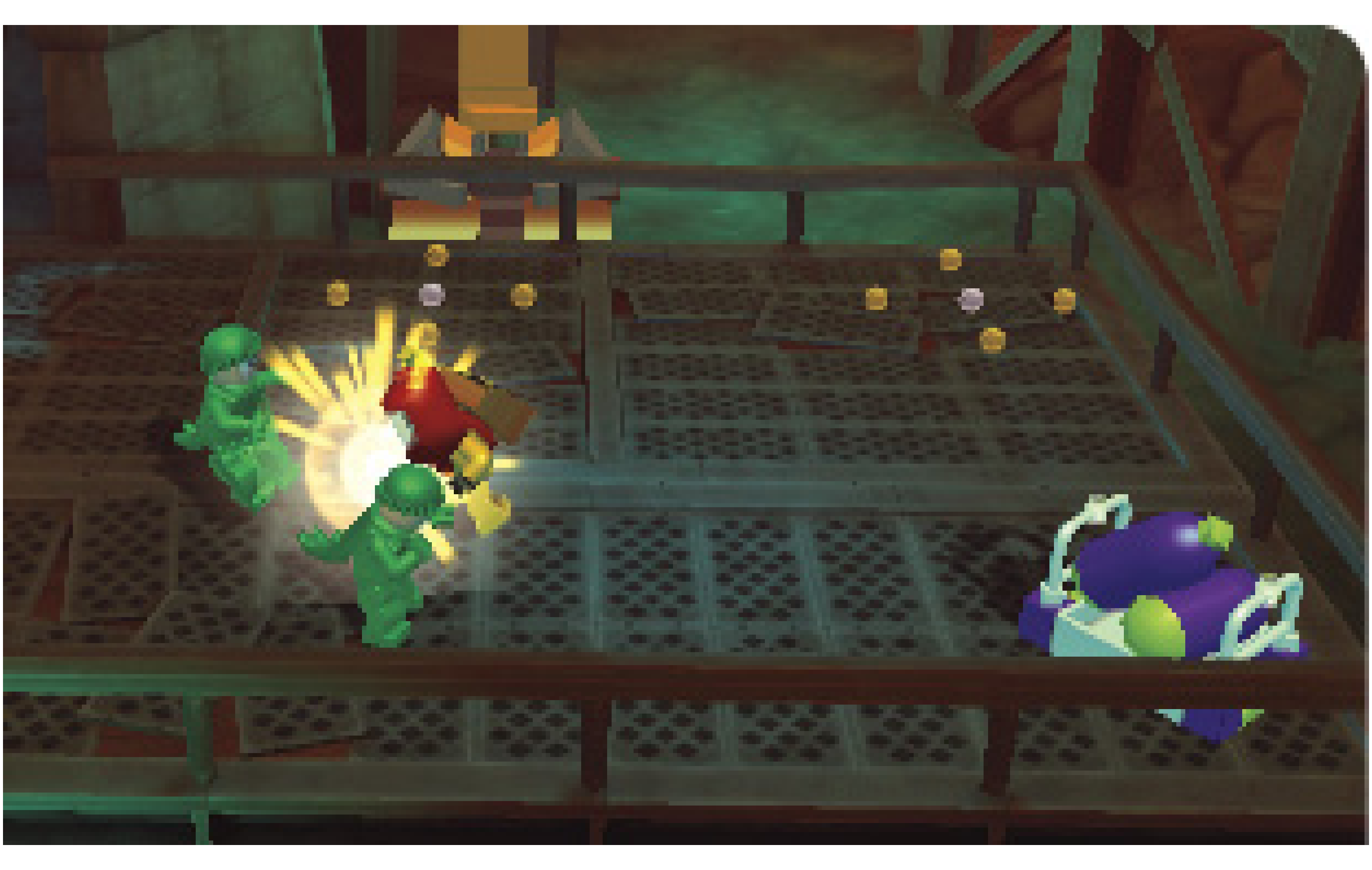
FREE PLAY

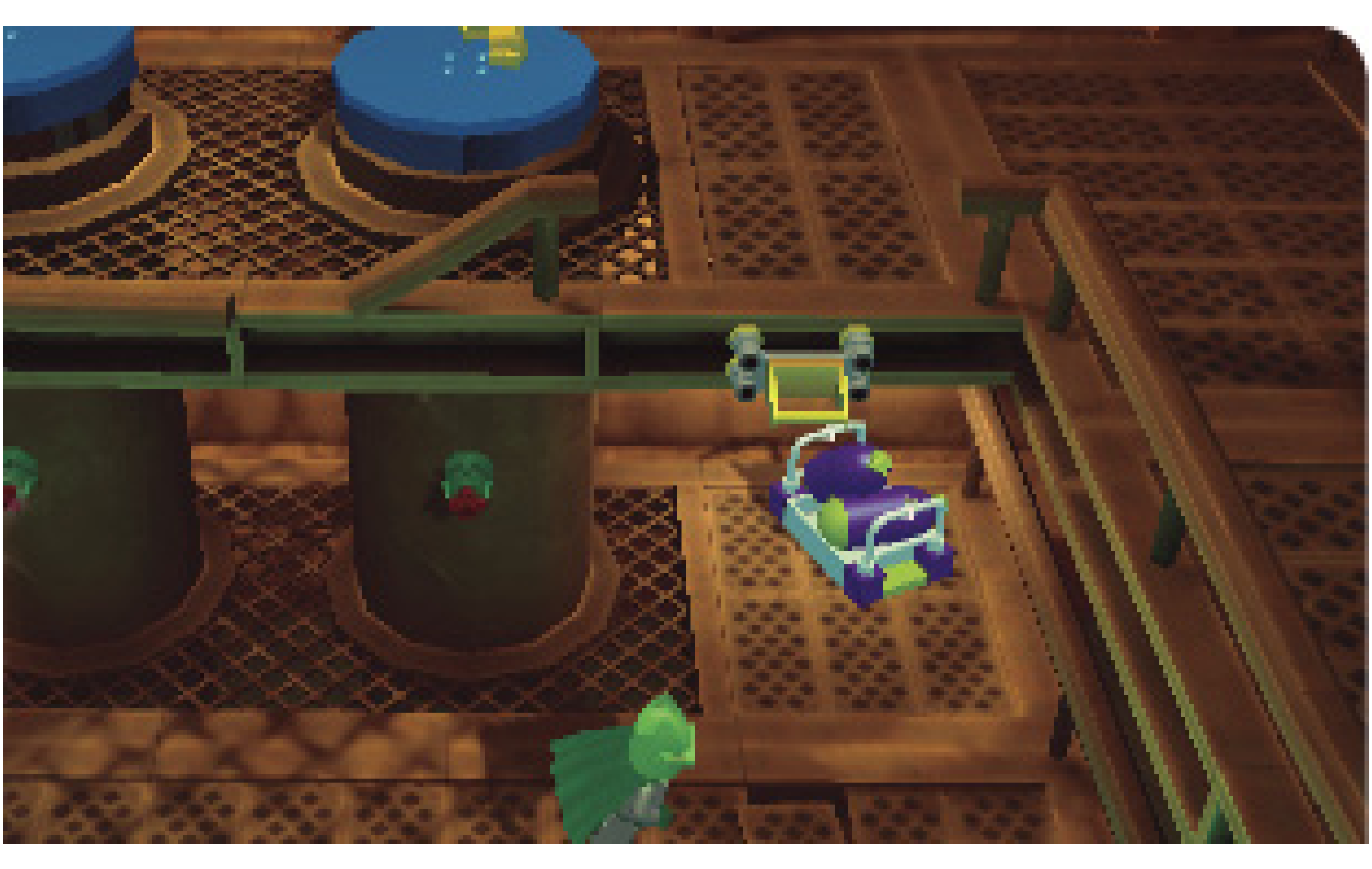


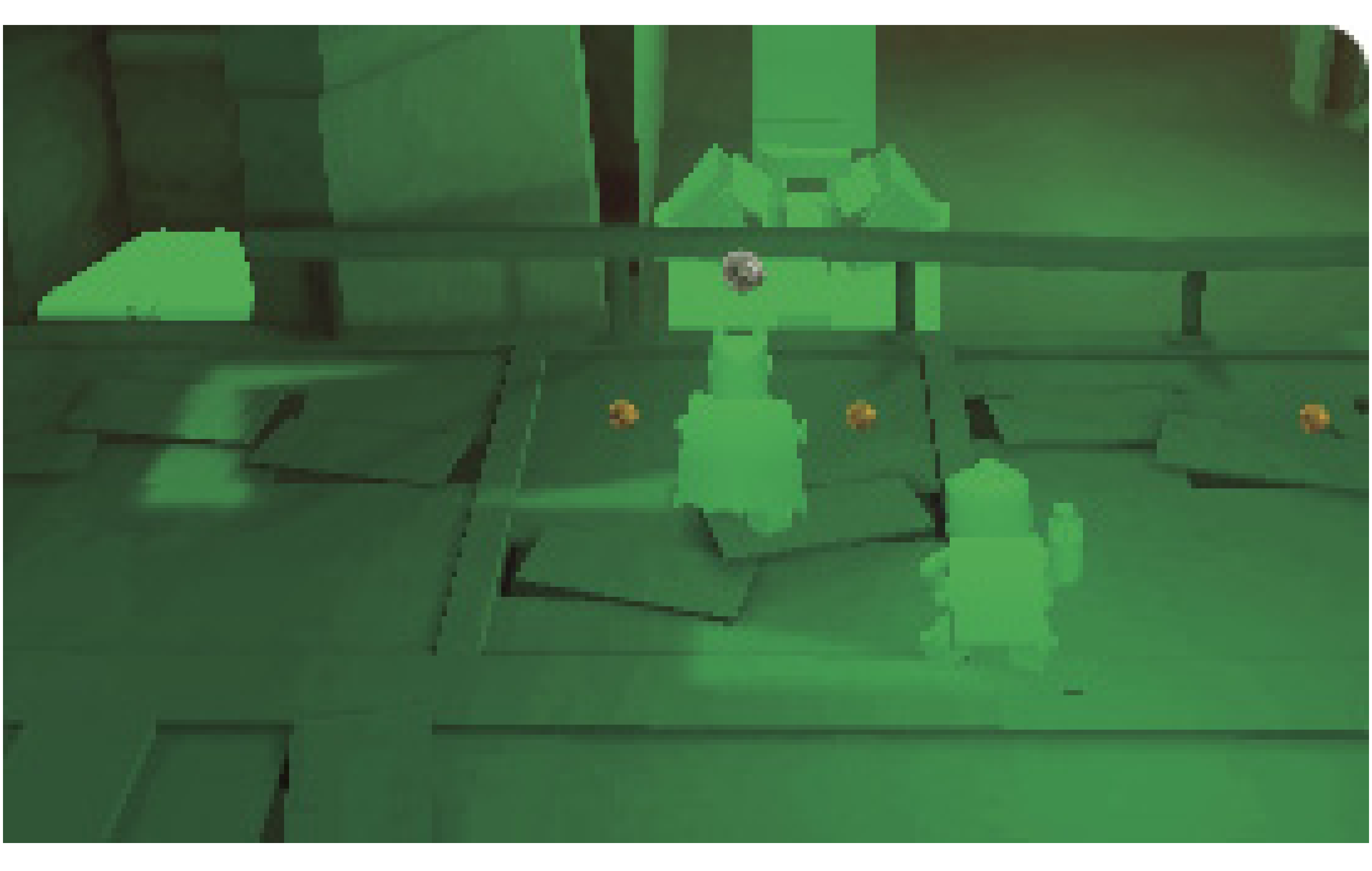
See the gold LEGO duck floating in the neon green cesspool below the walkways? Use a character with the Laser ability to destroy it, revealing a Joker card that any character with Hazard Protection can grab.

The Joker Card

OBJECTIVE 2: FIND A SAFE PATH







Once the baddies have been dealt with, walk through the toxic goo and make your way to a platform which is being overlooked by Killer Croc and his lackeys (who Croc is more than willing to volunteer to fight you in his place). After you've dealt with the wannabe crocodiles, don't forget to smash the nearby Joker prop. Once you've smashed the prop, use the grapple hook in the upper left corner of the platform to reach an elevator that can take you to the catwalk above.

> The Joker Smash Challenge: 2 / 3

Follow the walkway, taking out Croc's Goons in the process. At the end of the walkway, you find two blue pads that control the flow of the steam jets below you, as well as a Batman prop. Smash the Batman prop first, so you don't forget it. With that out of the way, drop down from the ledge to the right of the blue pads (look for the grapple handle). Once on the level below, smash the nearby Joker prop and then use your grapple to climb back onto the catwalk.

Now, depress the blue pad on the left first, then switch to Batman and pass the now steamless pipe. Stand between the two pipes and switch back to Robin; this time stand atop the right blue pad to shut off the steam below it. Switch to Batman again and grapple up to the catwalk.

> Batman Smash Challenge: 2 / 2

> The Joker Smash Challenge: 3 / 3

> While playing through the Story, keep in mind that you are not able to access the first Joker prop.

Now that the Dynamic Duo is reunited, follow the path of the catwalk back to Killer Croc. Drop down to the floor below and use the Detective Mode of Batman's Sensor Suit to reveal a grapple handle on the gold LEGO pillar that is supporting Killer Croc's subway car. Pull on the grapple handle to send the track crashing down. Use the rubble to construct a ramp and enter the car to end the level.

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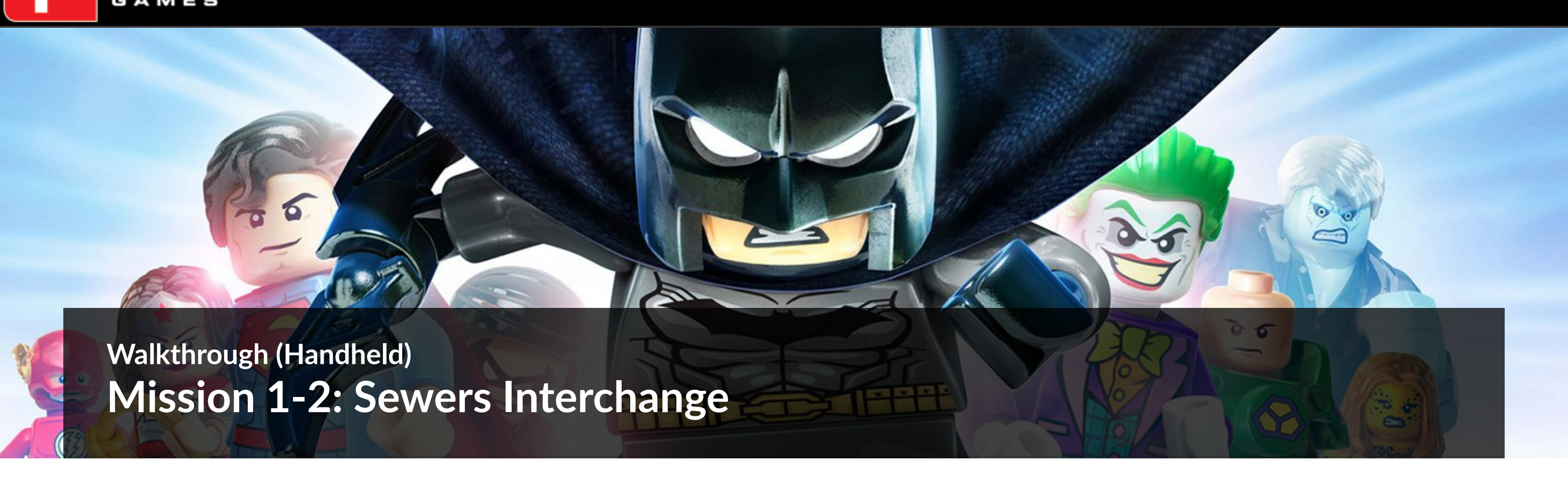


Walkthrough (Handheld)

Mission 1-2: Sewers Interchange

WALKTHROUGH 1-2 MISSION

Sewers Interchange

Characters

Batman

Robin

Unlocks

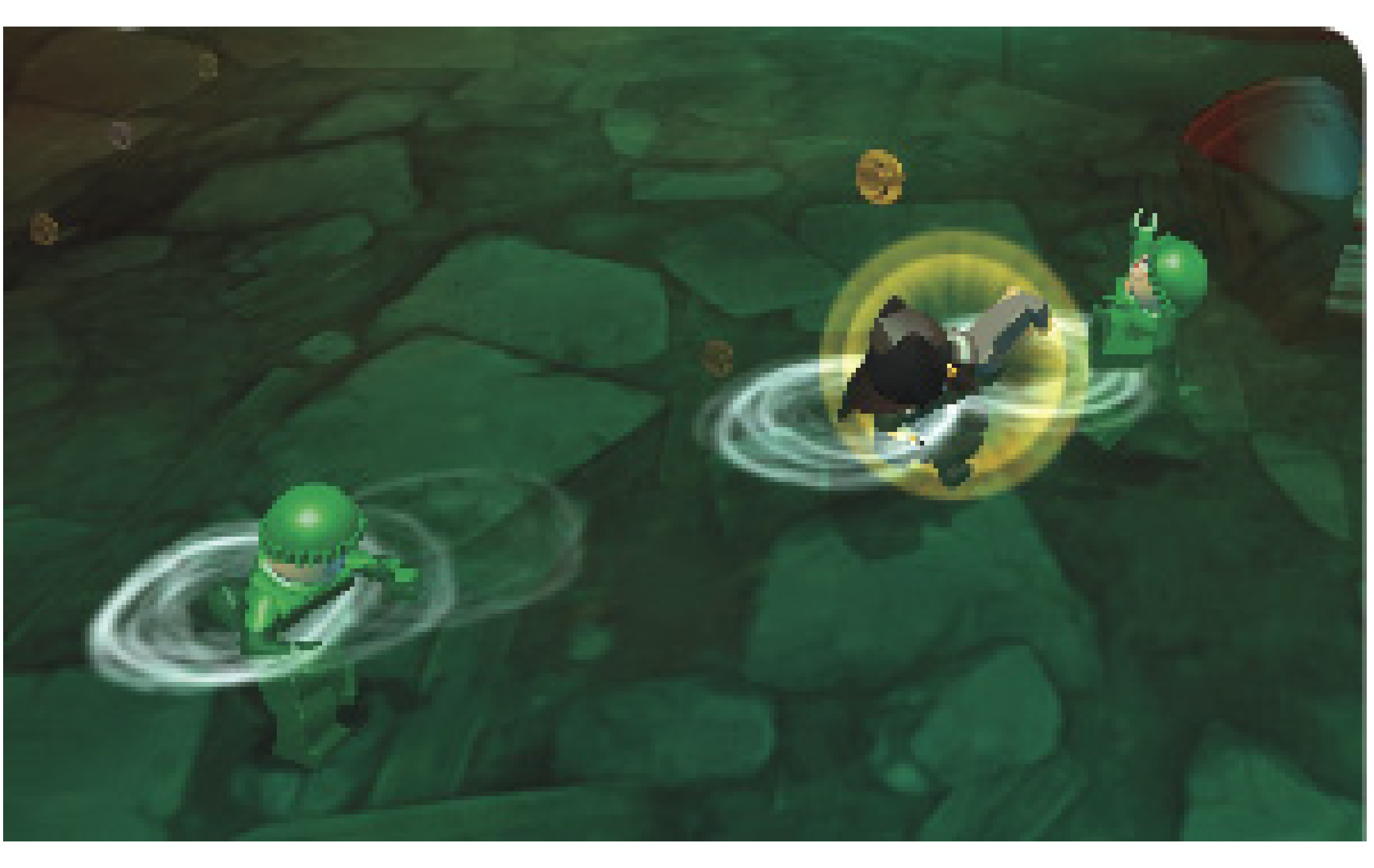
The Question
(The Joker Card)

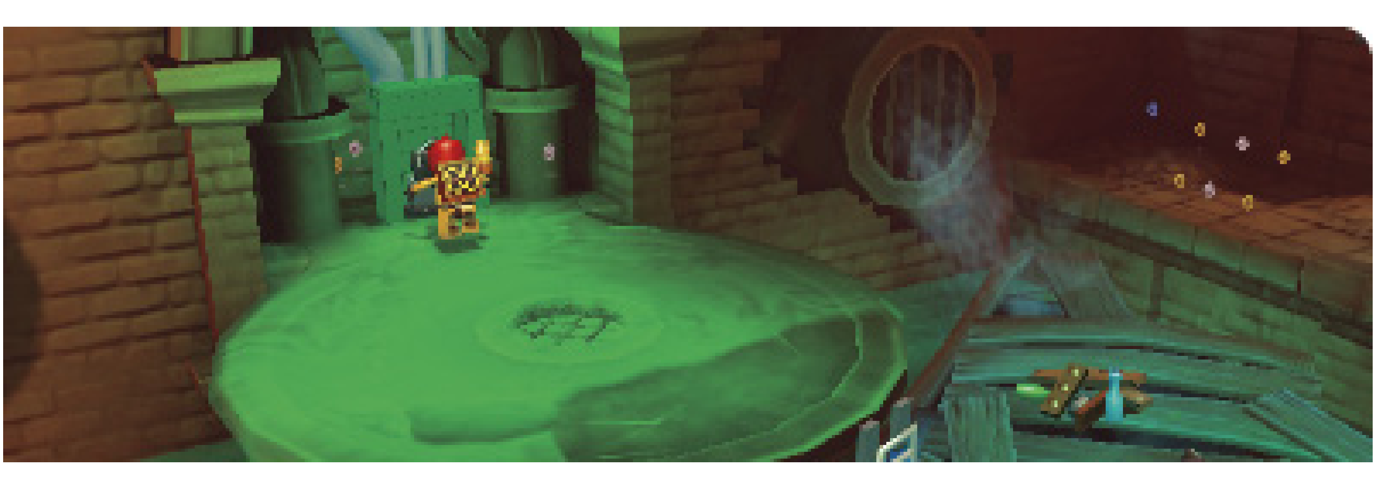
Helium Voices
(Red Brick)

Gold Brick Challenges

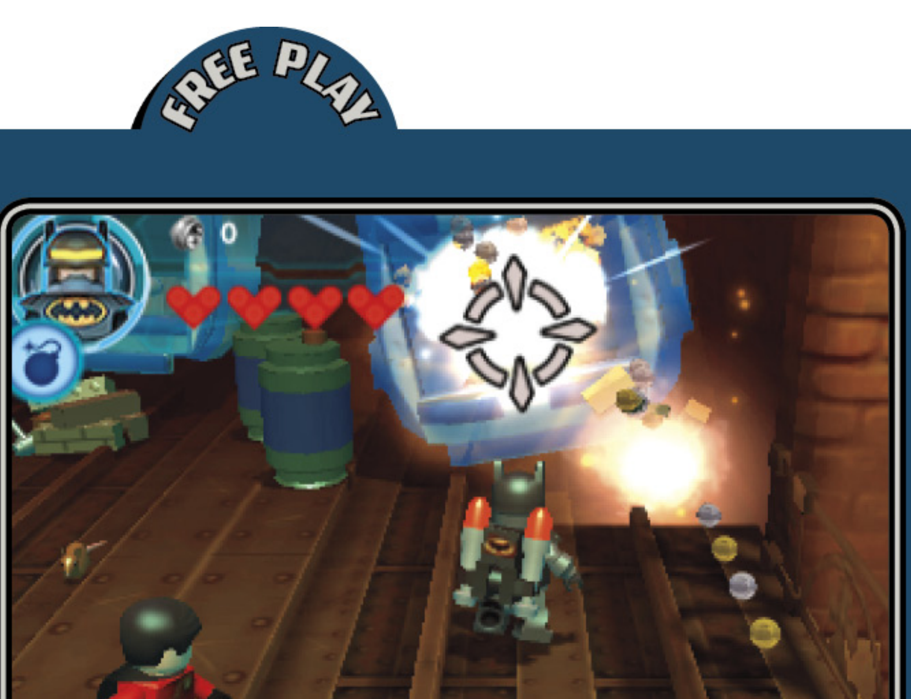
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 23,000 studs.
Combat Challenge: Counters	Any	Perform 3 counters during the level.
Red Brick	Free Play	Use a flying character to float up to where Killer Croc was standing at the end of the level. Smash the orange container against the back wall to pick up the Red Brick.
The Joker Card	Free Play	With an explosives-wielding character, destroy the silver LEGO door on the subway car at the start of the level. The Joker Card is inside.

OBJECTIVE 1: RAISE THE WATER LEVEL





FREE PLAY



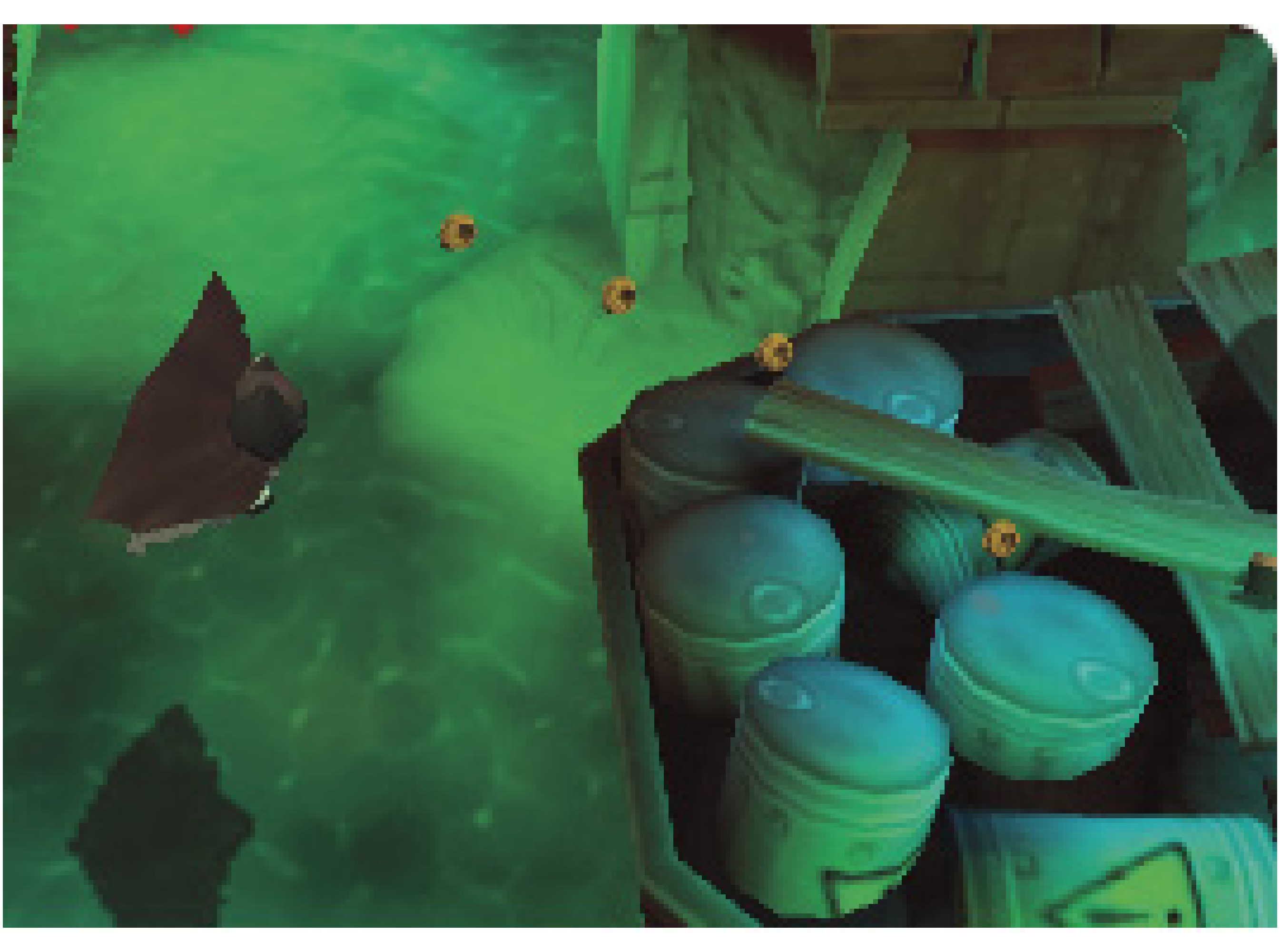
See those broken down train cars at the entrance? Well, one of them contains The Joker Card for the stage. To grab it, enlist the aid of a character with explosives to blow the silver LEGO door off of its hinges.

The Joker Card

Follow the rickety platform past the wrecked train cars to find a silver platform that you can jump down from. As you step onto the platform, it collapses out from beneath you, dropping you into the shallow pool below. Down here, two of Croc's goons are waiting for the Dynamic Duo. Make quick work of them before hopping onto the nearby pile of debris (which will serve as a raft in just a moment.) Destroy the junk piles atop the debris to reveal some LEGO bricks. Build these bricks to complete a ladder nearby.

Before climbing the newly constructed ladder, be sure to equip Robin with his Hazard Suit. Now, climb the ladder as Robin and beat down the Croc goon waiting for you atop the toxic goo polluted platform. Now that you've dispensed some justice, turn the valve against the back wall to raise the water levels, along with the junk-pile raft in the process.

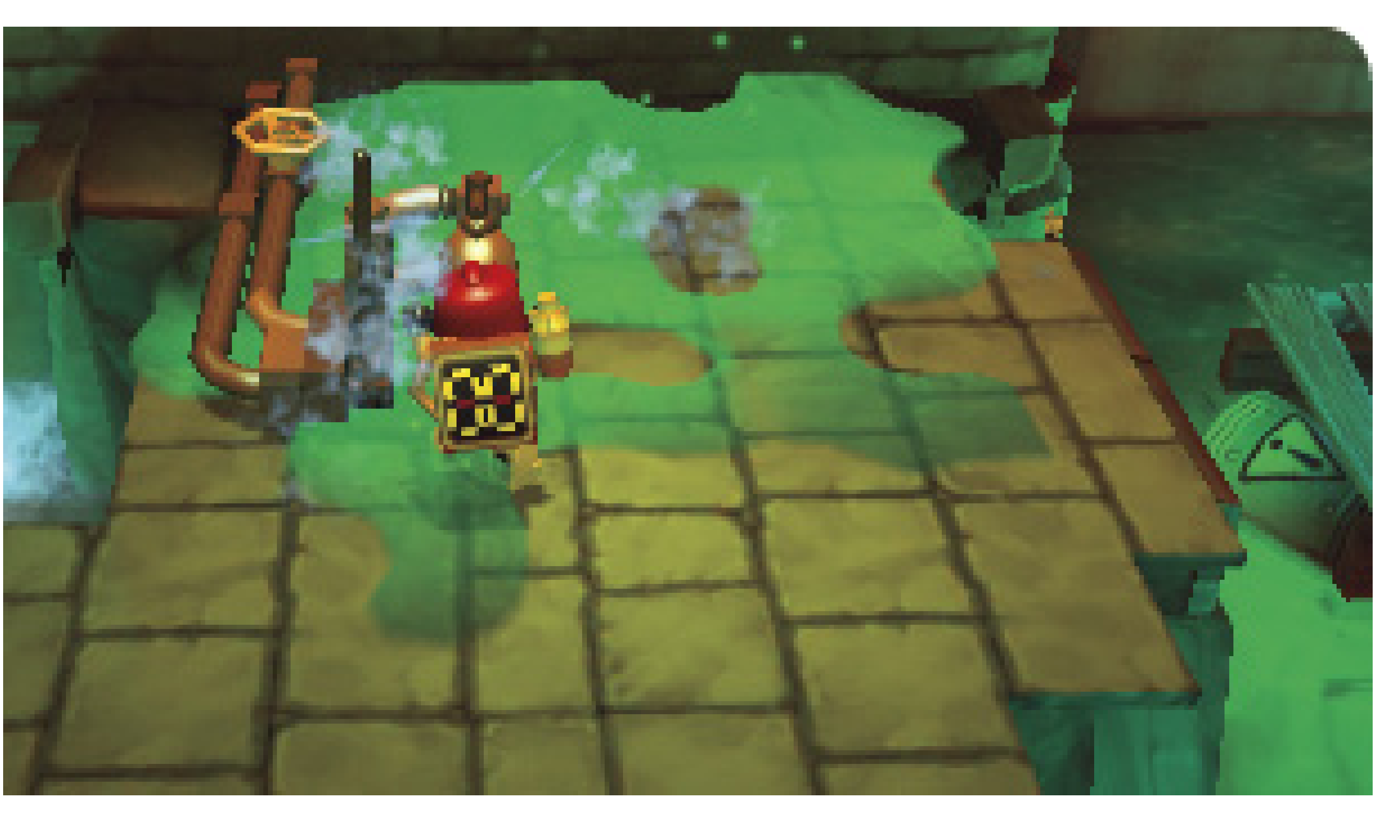
OBJECTIVE 2: CROSS THE CESSPOOL

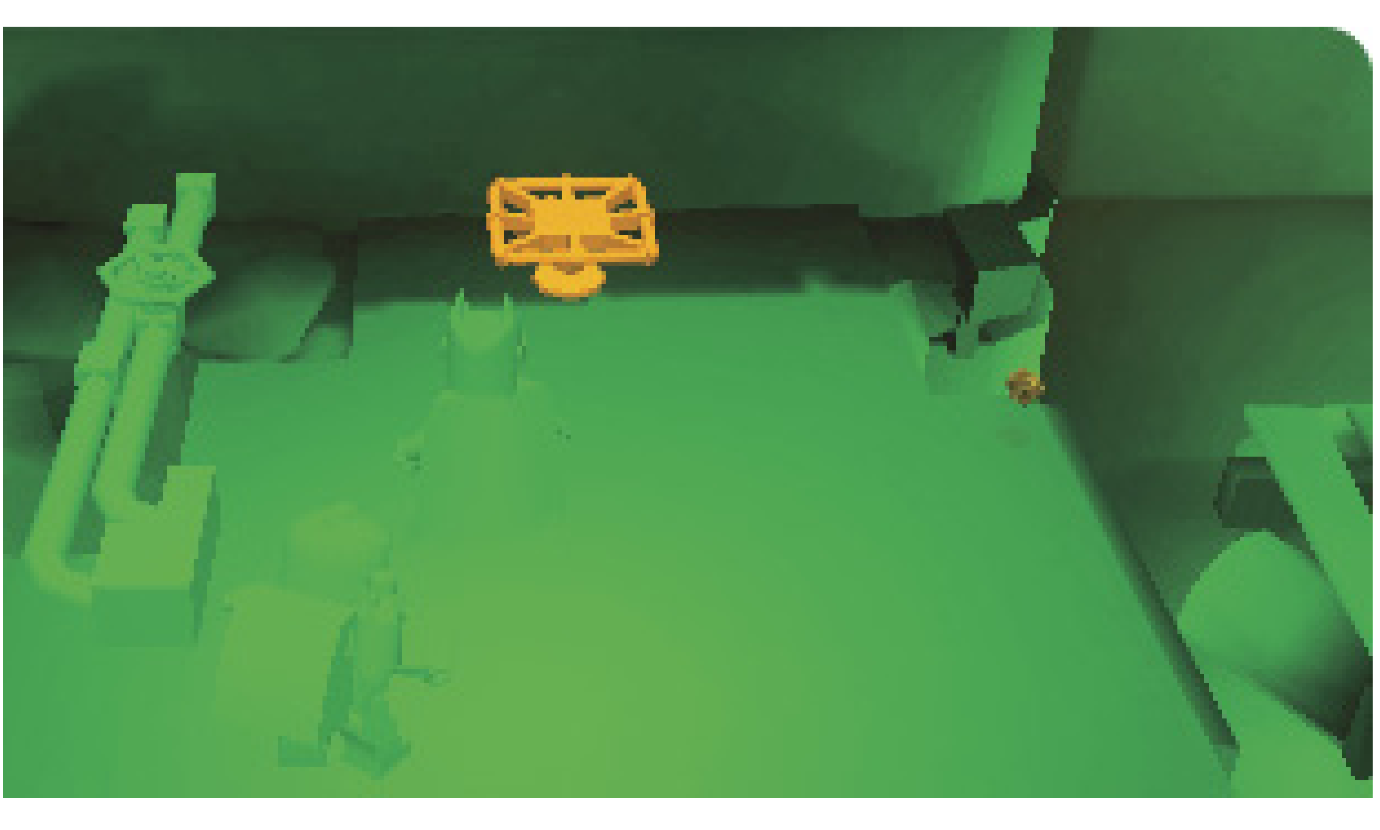


Use the raft to make your way to the right, where another wannabe reptile tries to get the jump on you. After handing out some justice, cross the polluted pool to your right. The easiest way to do this is to use Batman to glide across the pool and land on the small barge floating in the neon green pool.

If you need help finding from where to jump, there is a trail of studs floating in the air a short way down from where the stairs descend into the murky water. Glide along the path to land safely on the barge.

Once you're on the barge, smash everything to find some bricks that can be built into a propeller. With the propeller built, the barge lurches forward, allowing the Boy Wonder to leap on board.





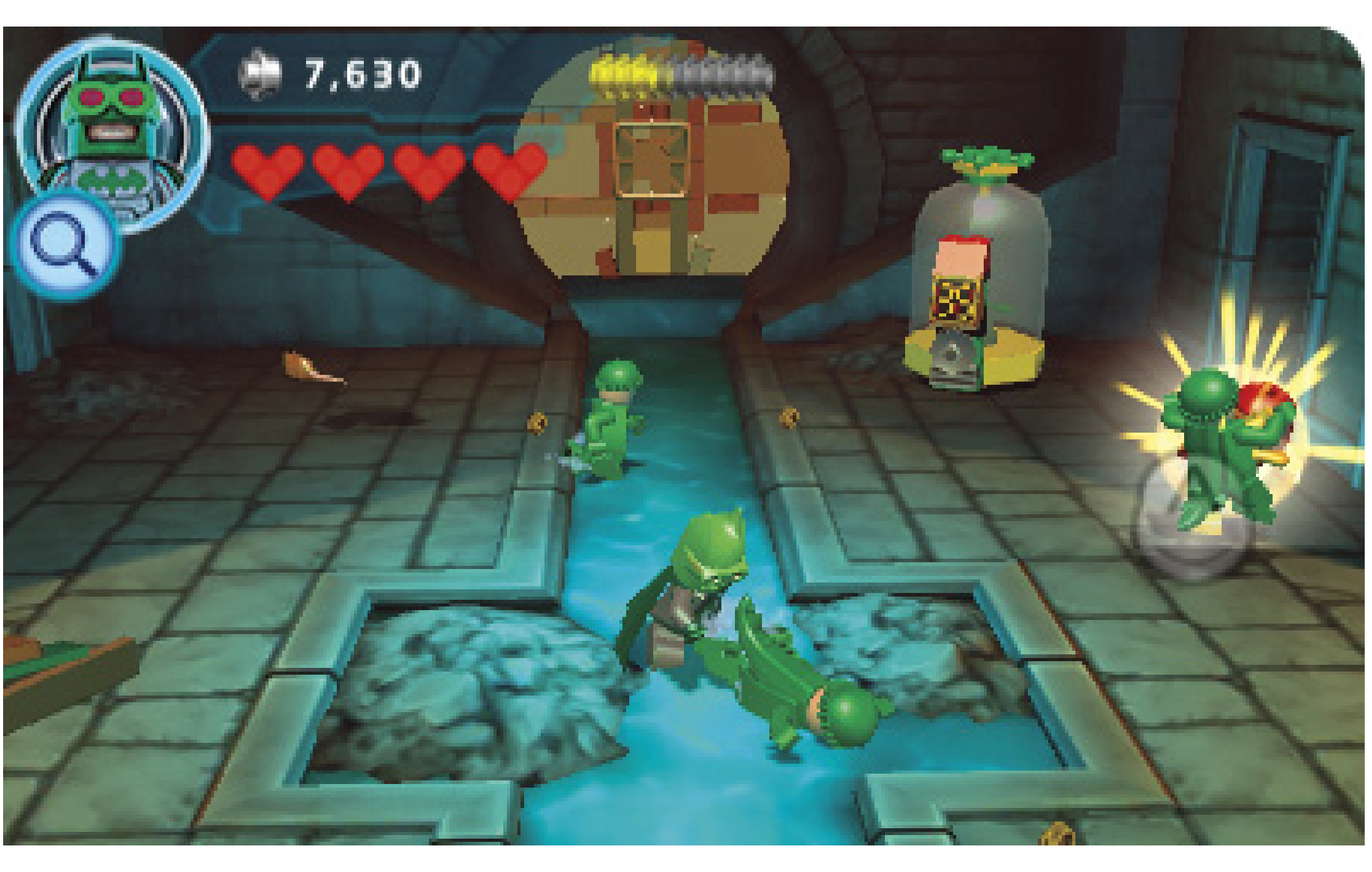
Switch back to Robin—who still should be equipped with his Hazard Suit—and leap from the barge to the platform overlooking the cesspool. On the platform, there is a fair amount of junk, as well as some spillover of toxic goo. Before you can clear the goo, you have to smash all of the junk. This leaves behind some LEGO bricks that you can build into a water valve. It explodes soon after you use it, but at least it washes away all of the nasty goo!

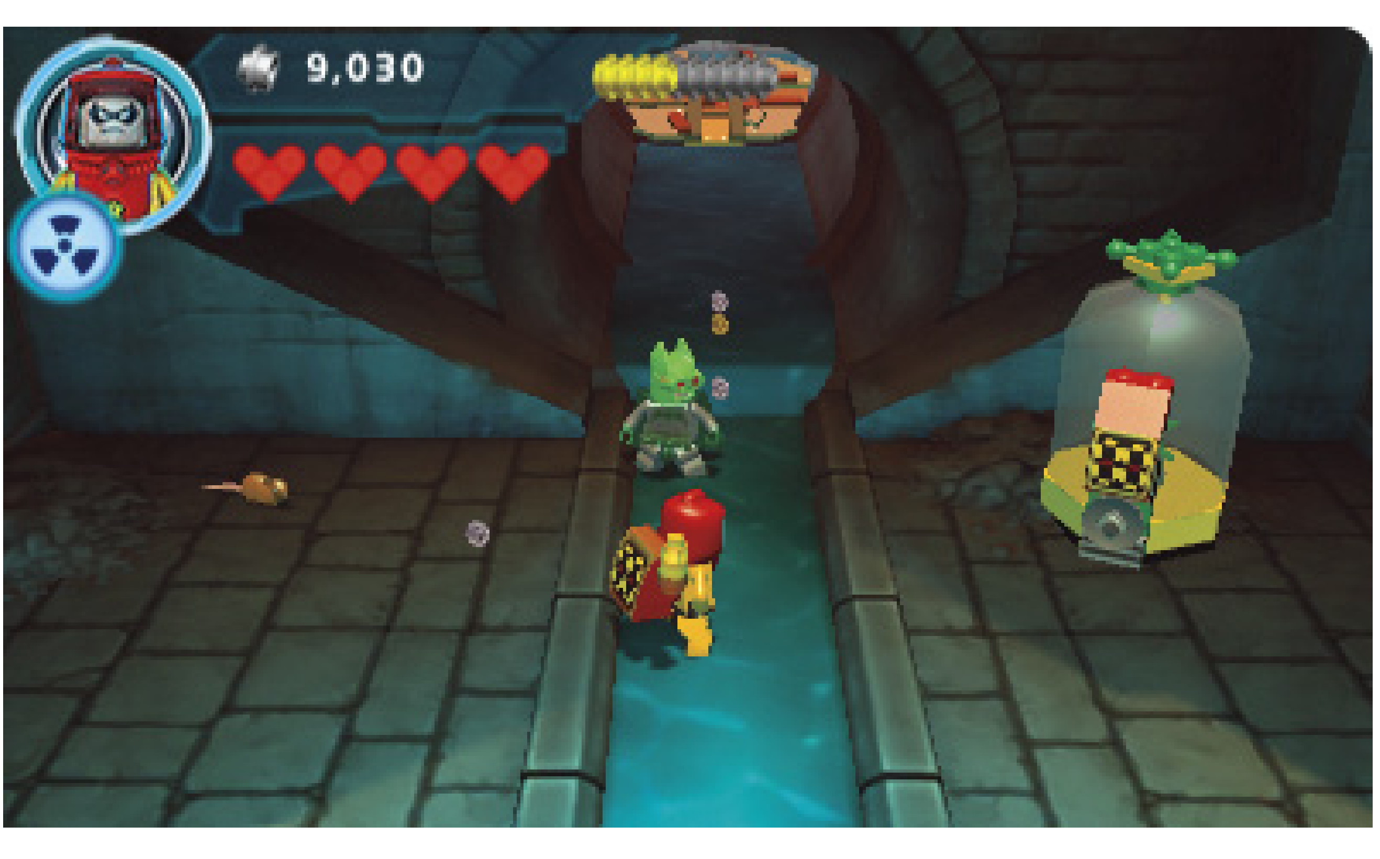
Now that the toxic goo has been cleared. Switch to Batman and equip the Sensor Suit. Turn on the suit's Detective Mode to spy a hidden trampoline. Use it to jump up to the next level, just be ready to fight off an ambush.

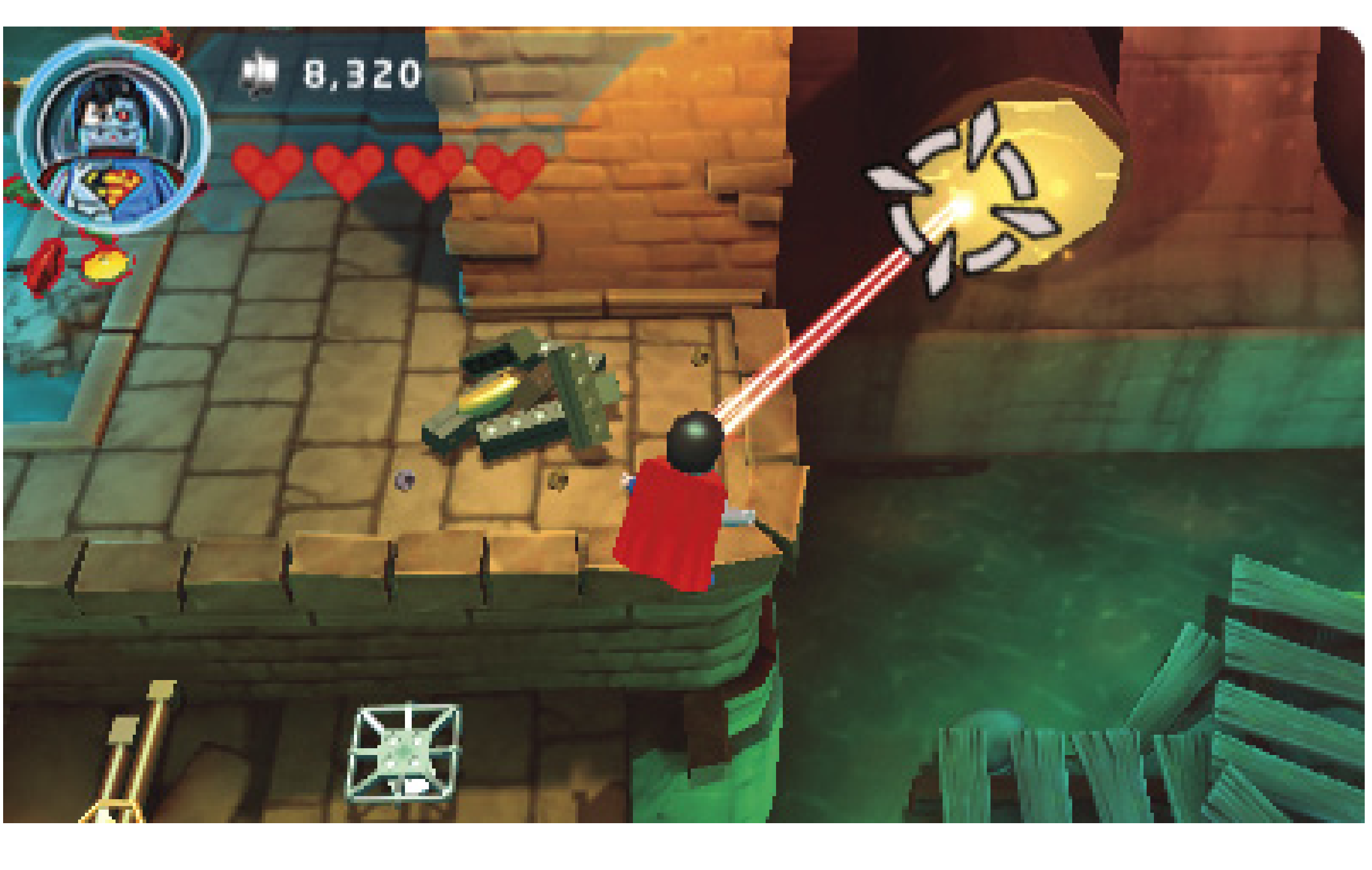
OBJECTIVE 3: FIGHT YOUR WAY OUT

Croc may have gotten the jump on the Dynamic Duo this time, but it's nothing they're not already used to. While the rush of enemies may be frustrating, be sure to make use of your counter skills to incapacitate foes, leaving you able to deal with other threats while they shake off the counter you just dealt out. If you haven't been making use of your counter fighting skills up to this point, this is a great chance to go for the Combat Challenge in the process. It only requires you to counter three attacks.

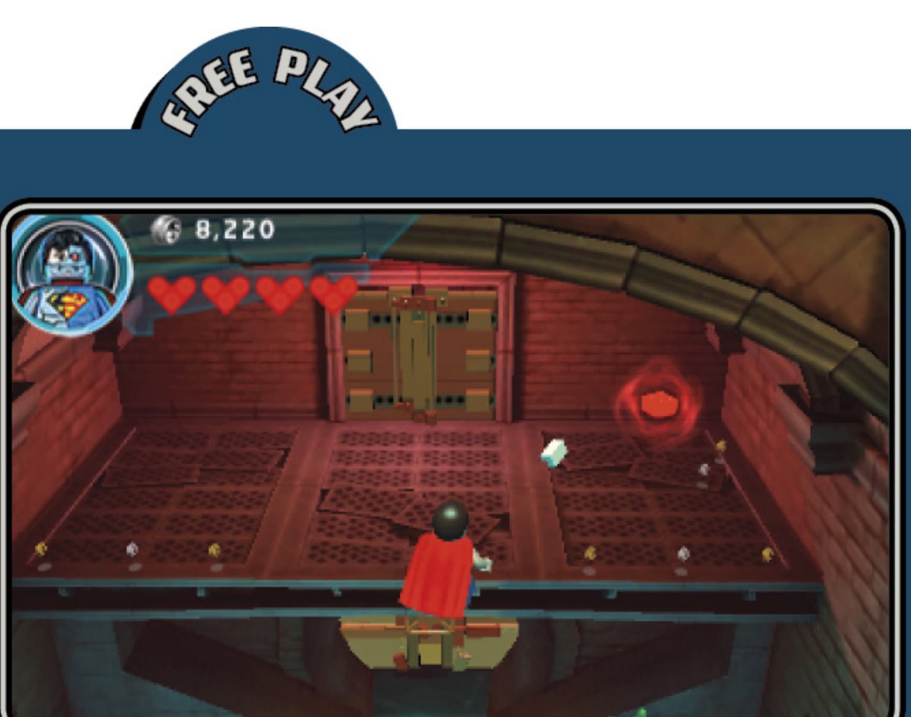
> Combat Challenge: Counters







FREE PLAY



If you're in Free Play, there is one thing left to do before you vacate the premises. Use a flying character to float up to where Killer Croc was standing. Against the back wall, you see an orange container with a Red Brick inside. Break the container to free the Red Brick so you can claim it.

Red Brick

After you've beat down all of Croc's baddies, the villain flees the scene in a thunderous rage. His dramatic exit also causes more Attract pieces to fall around you. Use Robin's Hazard Suit to collect these pieces, then place them into the nearby Attract Station. Doing so forms a giant hammer at the door to the stage exit. To make it swing down and smash open the path for you, simply pull on the grapple handle above the door. With the path cleared, step through.

If you're in Free Play, there is a gold LEGO plate covering a nearby drain pipe. Destroy it to send a torrent of water below, knocking down the fishing goon in the process. Doing this leaves a purple stud where the bad guy was sitting—very useful if you're having trouble with the Stud Collect Challenge.

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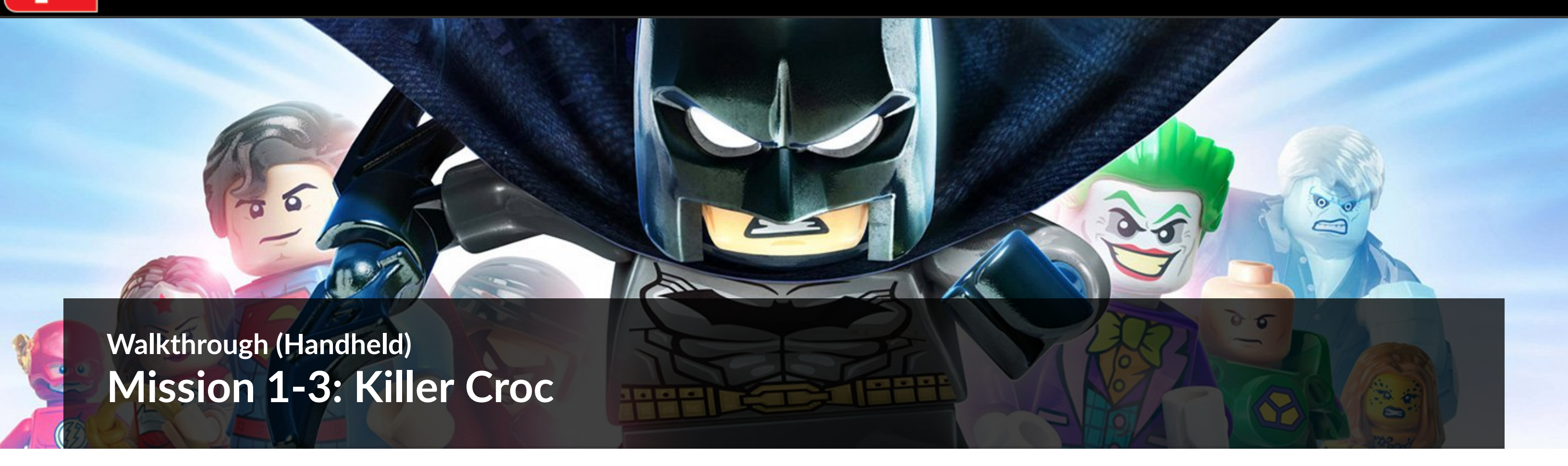


Walkthrough (Handheld)

Mission 1-3: Killer Croc

WALKTHROUGH 1-3 MISSION

Killer Croc

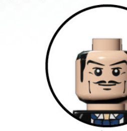
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 23,000 studs.
The Joker Smash Challenge	Free Play	Destroy 3 Joker props. The first prop is located at the start of the level, the second is on the far right from the start of the level, and the third is against the back wall (use a flying character) in the far right corner.
Combat Challenge: Finishers	Any	Perform 3 ground finishers during the level.
The Joker Card	Free Play	Against the back wall of the stage (past the platform where you fight Killer Croc), The Joker Card is tucked into the far left corner. Use a flying character to reach it.

Characters

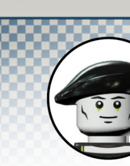
Batman

Robin



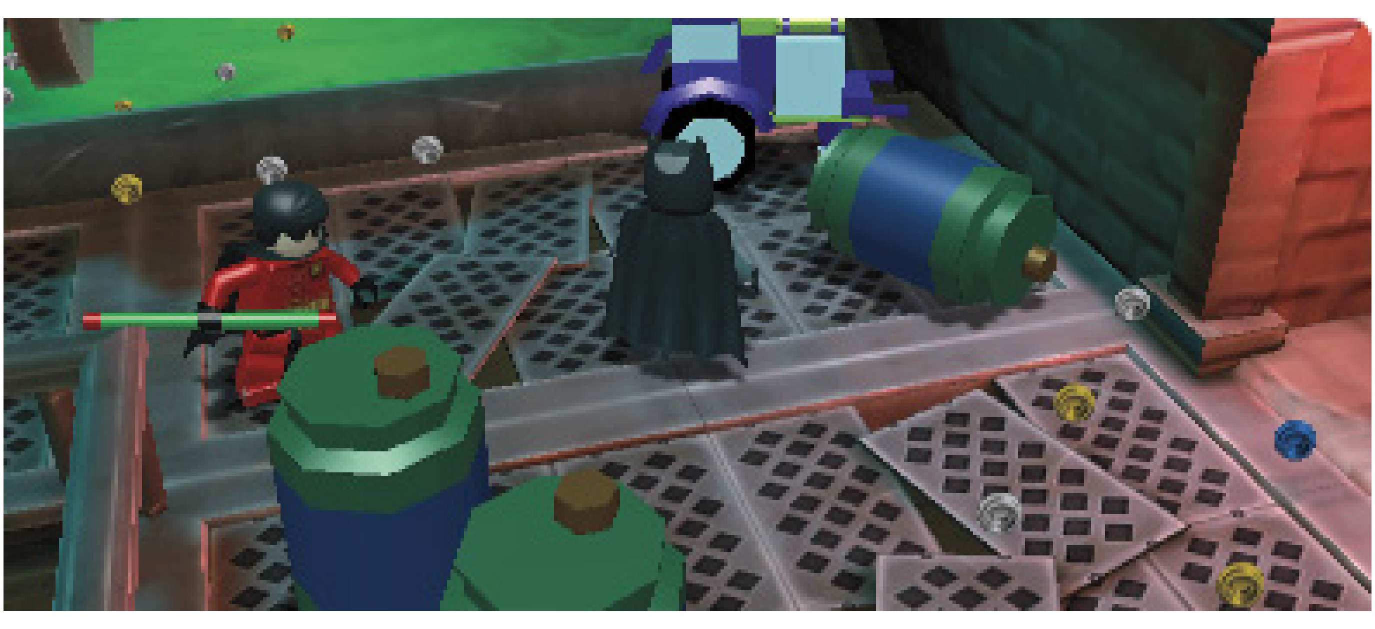
Alfred

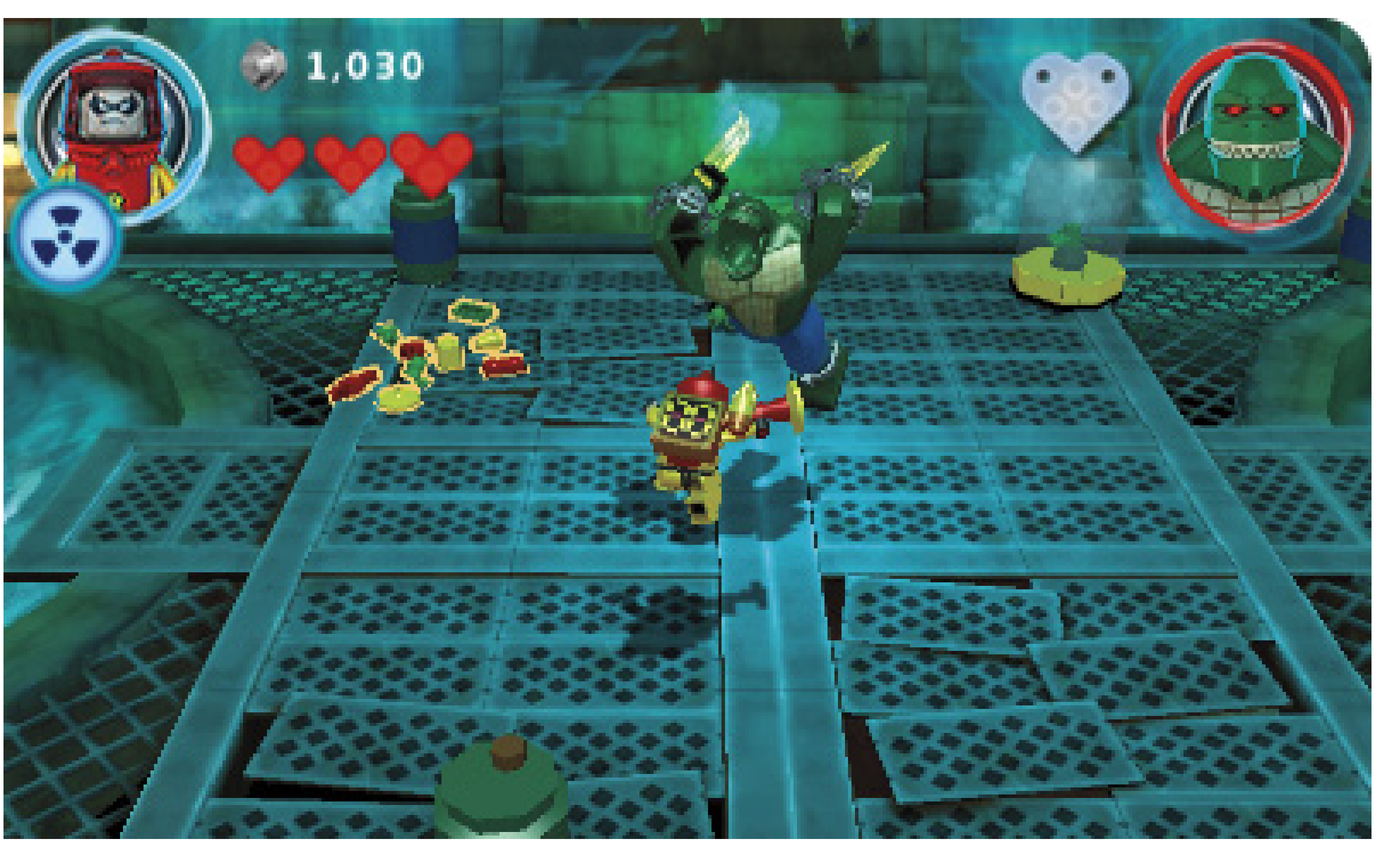
Unlocks

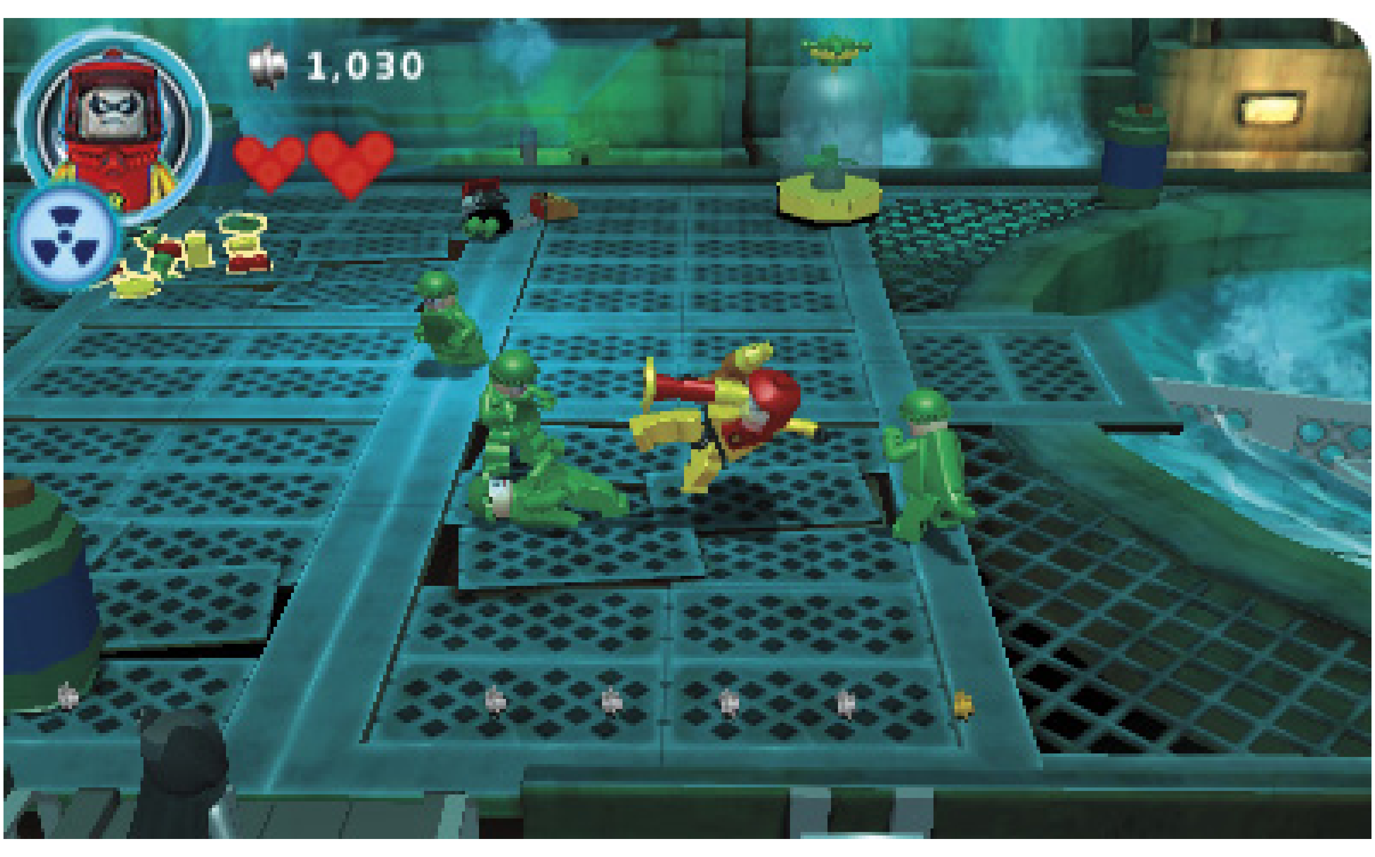


Goon (The Joker Mime)
(The Joker Card)

OBJECTIVE 1: DEFEAT KILLER CROC







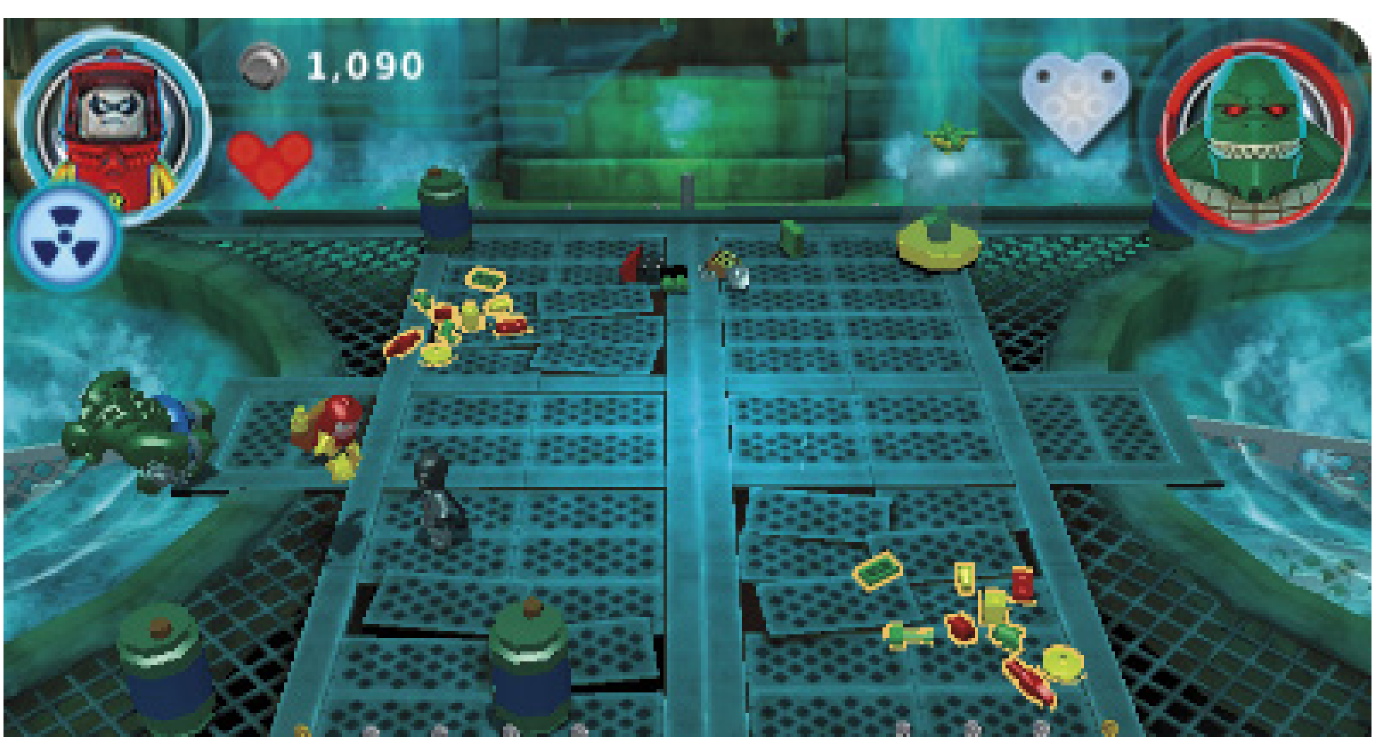
Right off the bat, you see a Joker prop. Smash it! Now with that out of the way, follow the path to the right until you come to another dead end. Here, you find another Joker prop to smash. Along the way, destroy all of the items you can to claim some studs. Once you're ready, head back to the left and follow the bridge leading up toward Killer Croc.

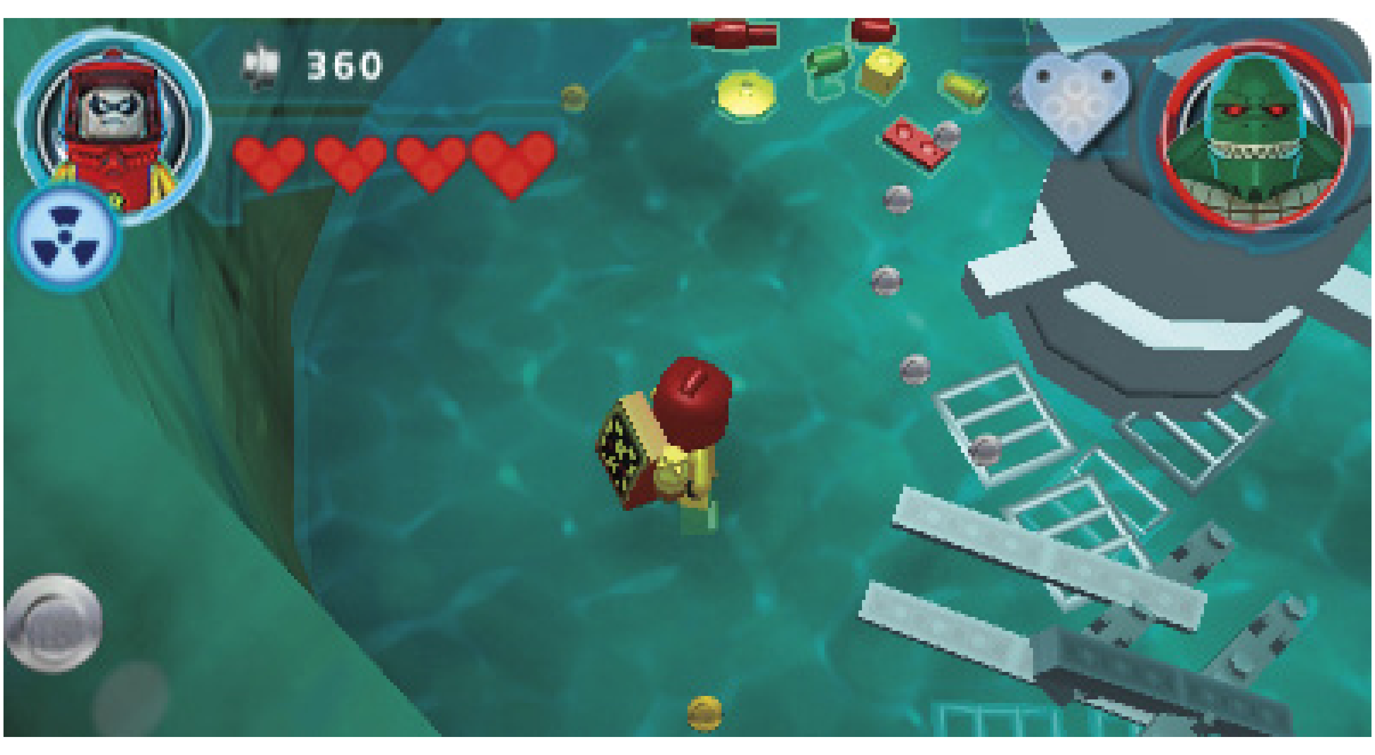
> The Joker Smash Challenge: 2 / 3

After crossing the bridge, Croc appears from the water, crashing through the bridge in dramatic fashion. Switch to Robin and don his Hazard Suit, as this helps to protect you if you fall into the murky water during the fight. For now, ignore the Attract pieces scattered about and take on the oversized reptile. Keep your distance, waiting for Killer Croc to perform his ground smash attack. As he is about to land the attack, jump to avoid the shockwave. After successfully dodging the villain's attack, take the opportunity to whale on him while he is down.

Don't expect Croc to stay down for long. He is quickly joined by some of his goons, giving him a chance to escape. This is the perfect opportunity to begin racking up ground finishers to complete the combat challenge for the stage as well.

> Combat Challenge: Finishers





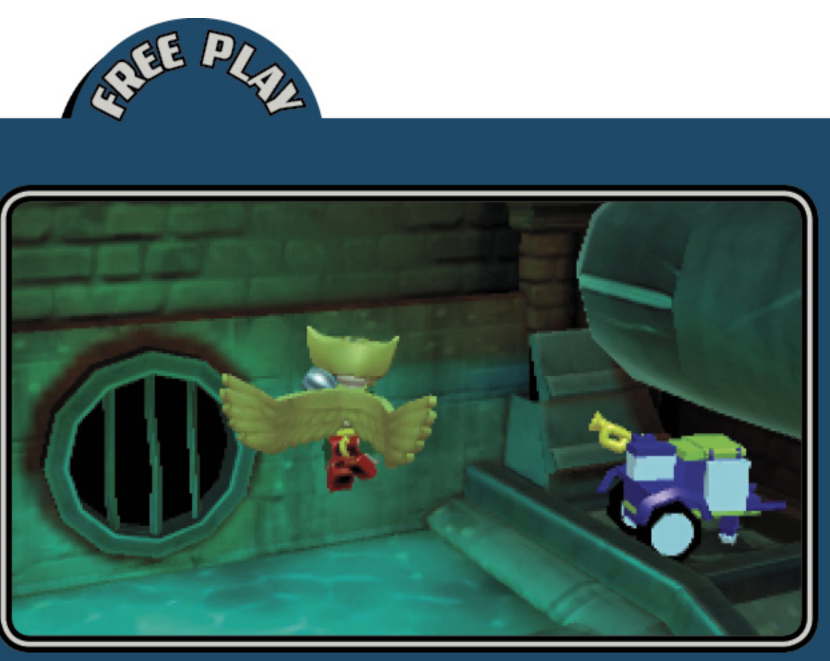
After you've cleared out all of Croc's goons, Killer Croc returns to dish out some damage himself. Batman has a plan though. It involves tricking Croc into taking a dive into the turbines on each side of the platform. To do this, stand near one of the ladders at the edge of a turbine pool. When Killer Croc charges you, quickly double-jump out of the way to send the villain careening into the turbine.

After Croc's little swim inside of the turbine, most of the water has drained from it. As Robin, jump down into the shallow water and pick up the Attract pieces at the bottom. Nearby, you find some bricks that can be built into a ladder to climb back up to the platform.

Despite smashing through a turbine, Killer Croc is not nearly done with the fight. Again, beat down Killer Croc after he has tried to attack you with his ground smash attack and dispatch the goons that come to back him up. Once you've dealt with the goons, Croc reappears. Once again, lure the villain so that he dives into the other turbine.

This time, Killer Croc flees, letting his goons attempt to finish the fight for him. Once you dispense your fair amount of justice, collect all of the available Attract pieces from the platform and inside of the turbines. After you've collected them all, place them into the Attract Station. Doing so builds a cannon. Simply grapple the rear of the cannon to fire a net at Killer Croc, ending the stage.

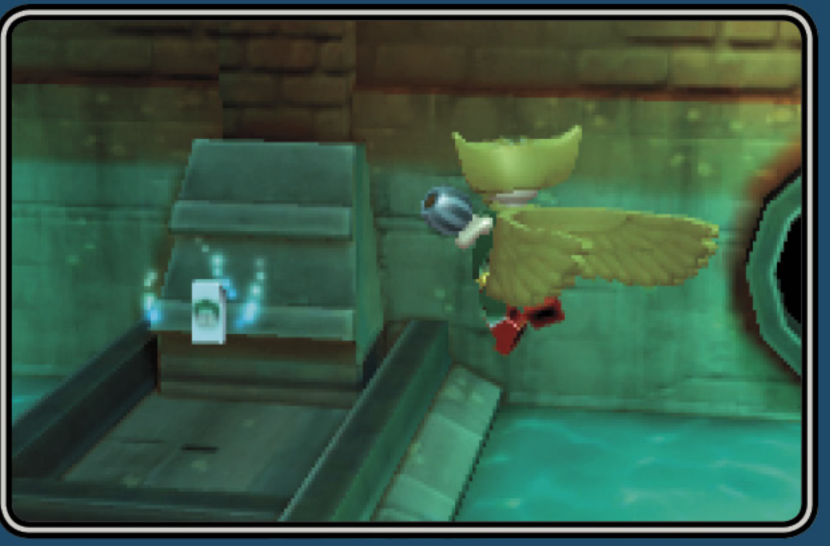
FREE PLAY



Looking for the final Joker prop? While in Free Play, use a flying character to fly toward the back wall of the stage. On the far right corner, you find The Joker prop tucked away and ready to be smashed.

The Joker Smash Challenge: 3 / 3

FREE PLAY



As for the elusive Joker Card, you also need a character that can fly to access it. It is also located along the stage's back wall, in the far left corner of the stage.

The Joker Card

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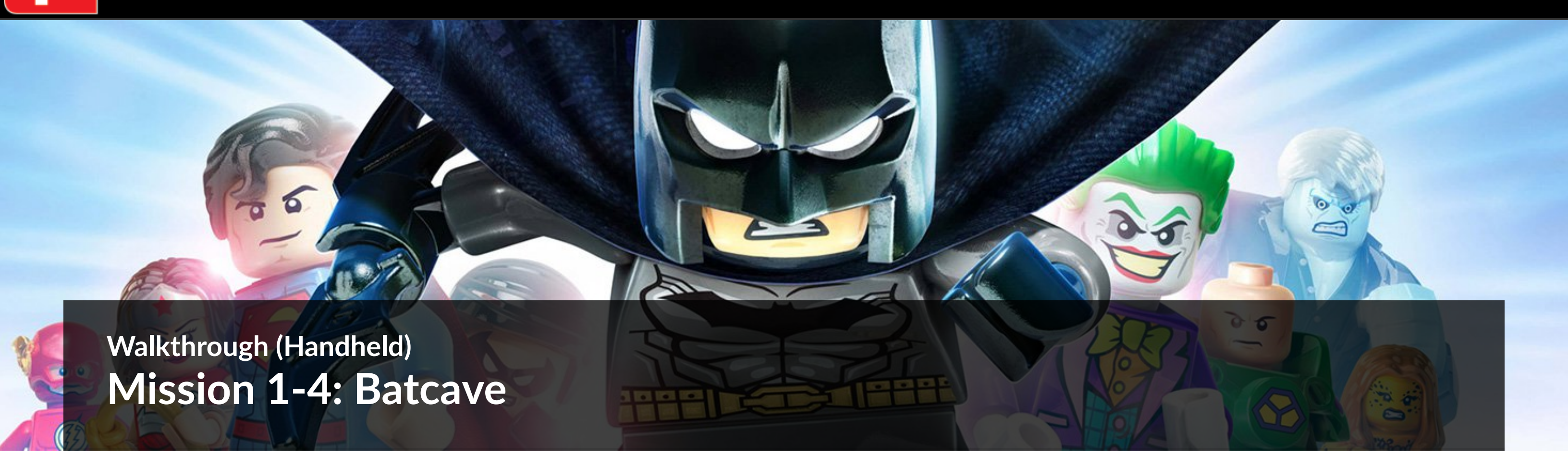
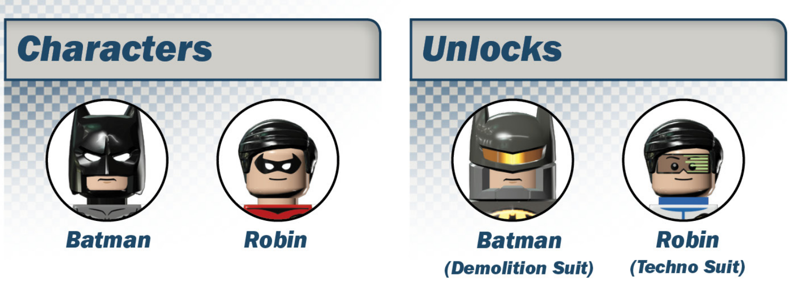


Batcave

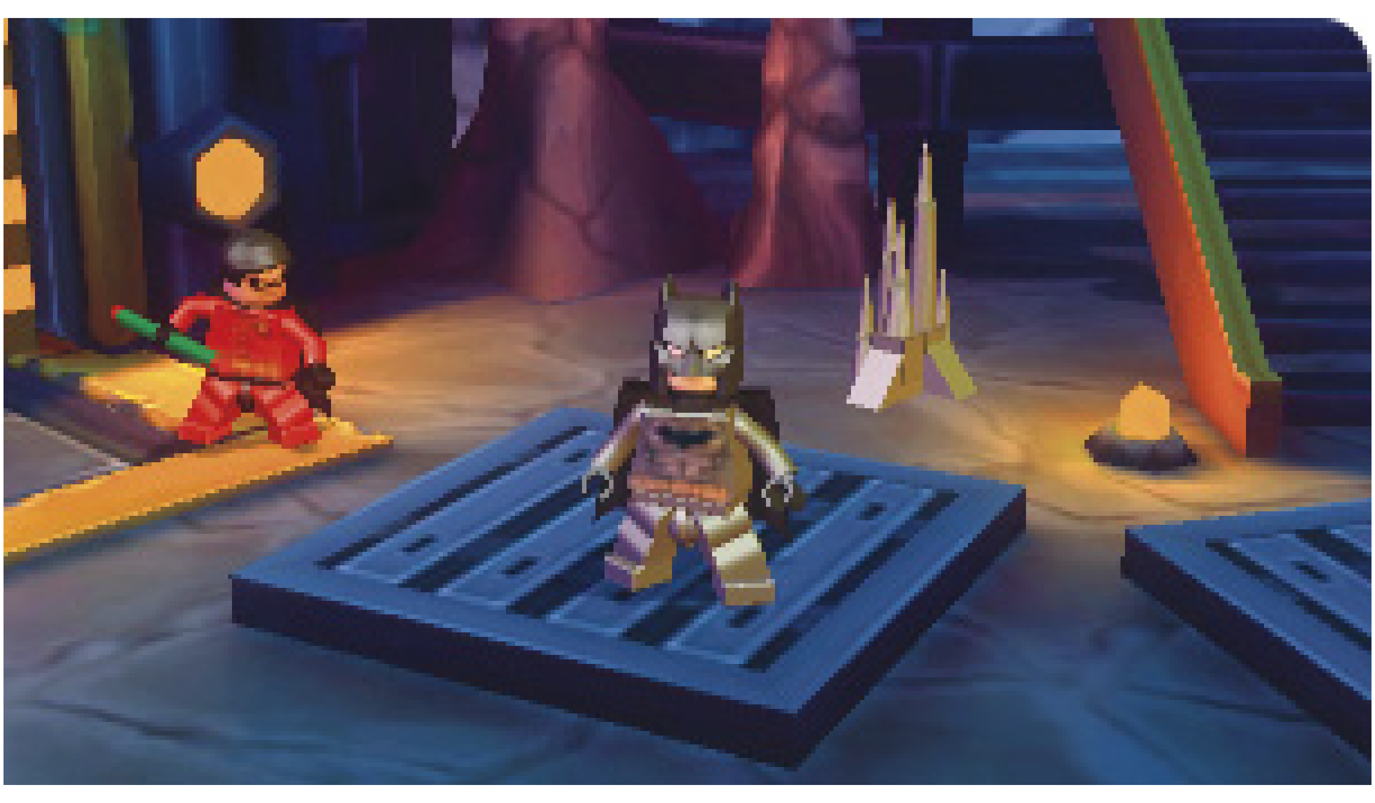
WALKTHROUGH 1-4 HUB VISIT

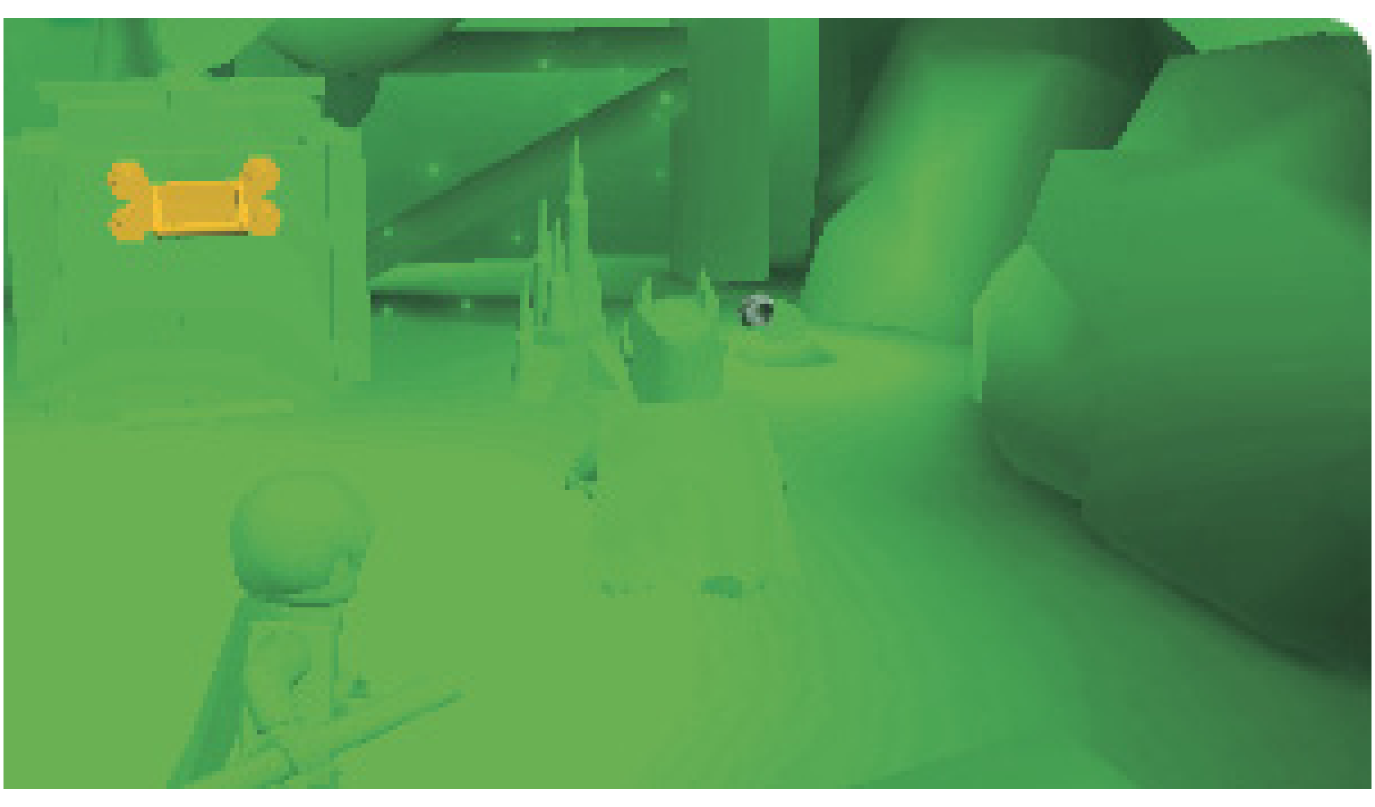


Characters
Batman
Robin

Unlocks
Batman (Demolition Suit)
Robin (Techno Suit)

OBJECTIVE 1: FIND THE DEMOLITION SUIT



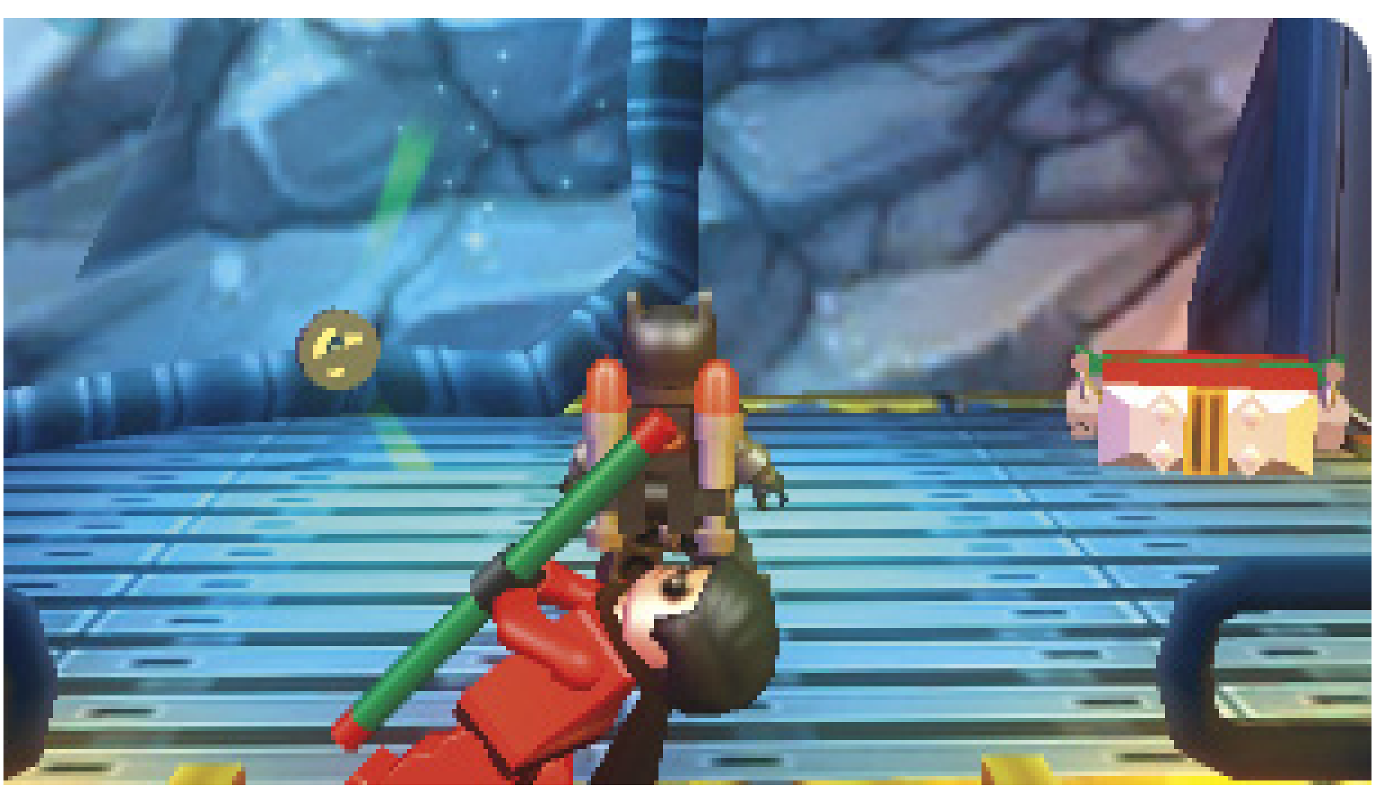


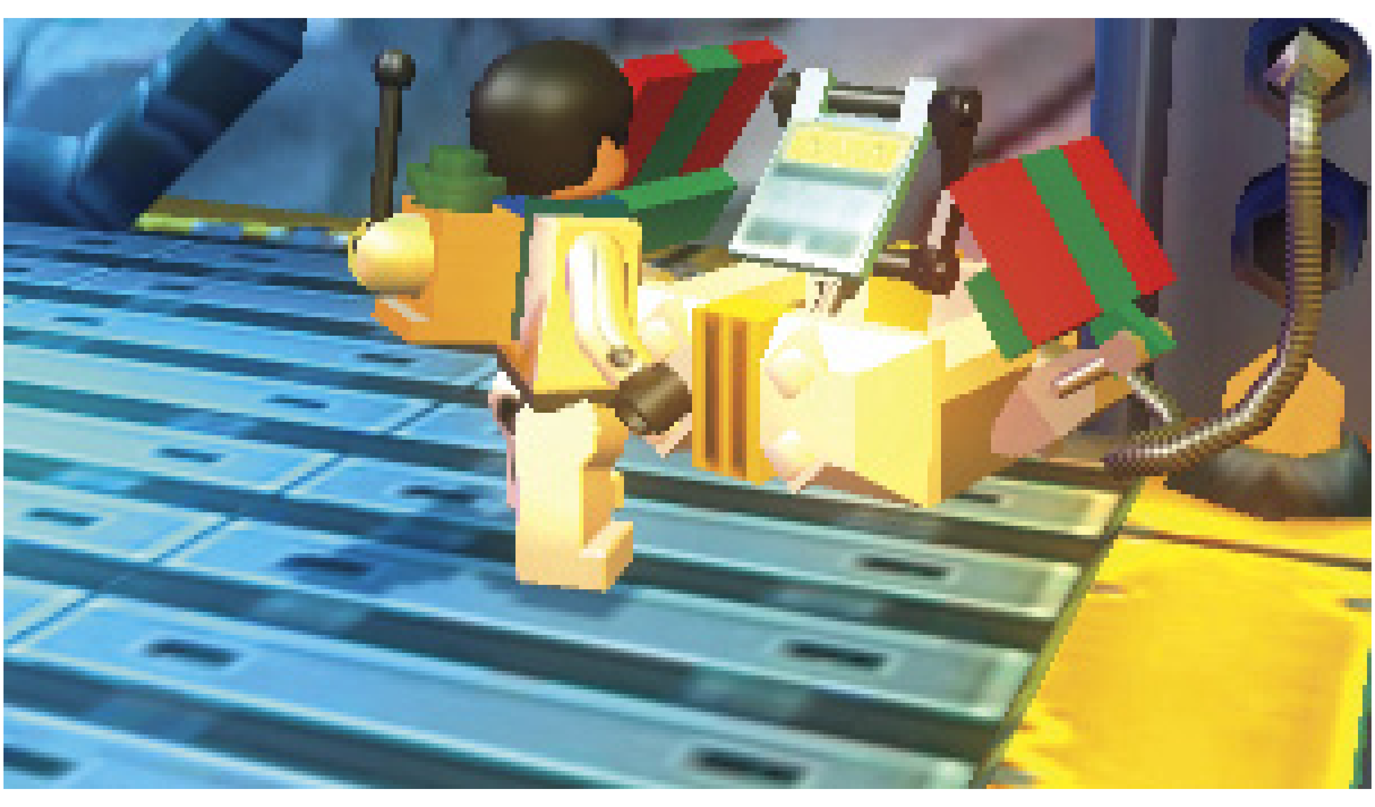
Back in the Batcave, Alfred lets you know about a shipment of new suits for the Dynamic Duo. The only problem is that the crates they have arrived in are disguised. Time to track them down! Equip Batman with his Sensor Suit and head to the right.

See the super discreet black and yellow present, complete with tag, at the dead end? Activate Batman's Detective Mode to locate the grapple handle on the side of the box. Grapple it and give it a tug. Congratulations! The Demolition Suit is now yours!

> Unlocked: Demolition Suit

OBJECTIVE 2: FIND THE TECHNO SUIT





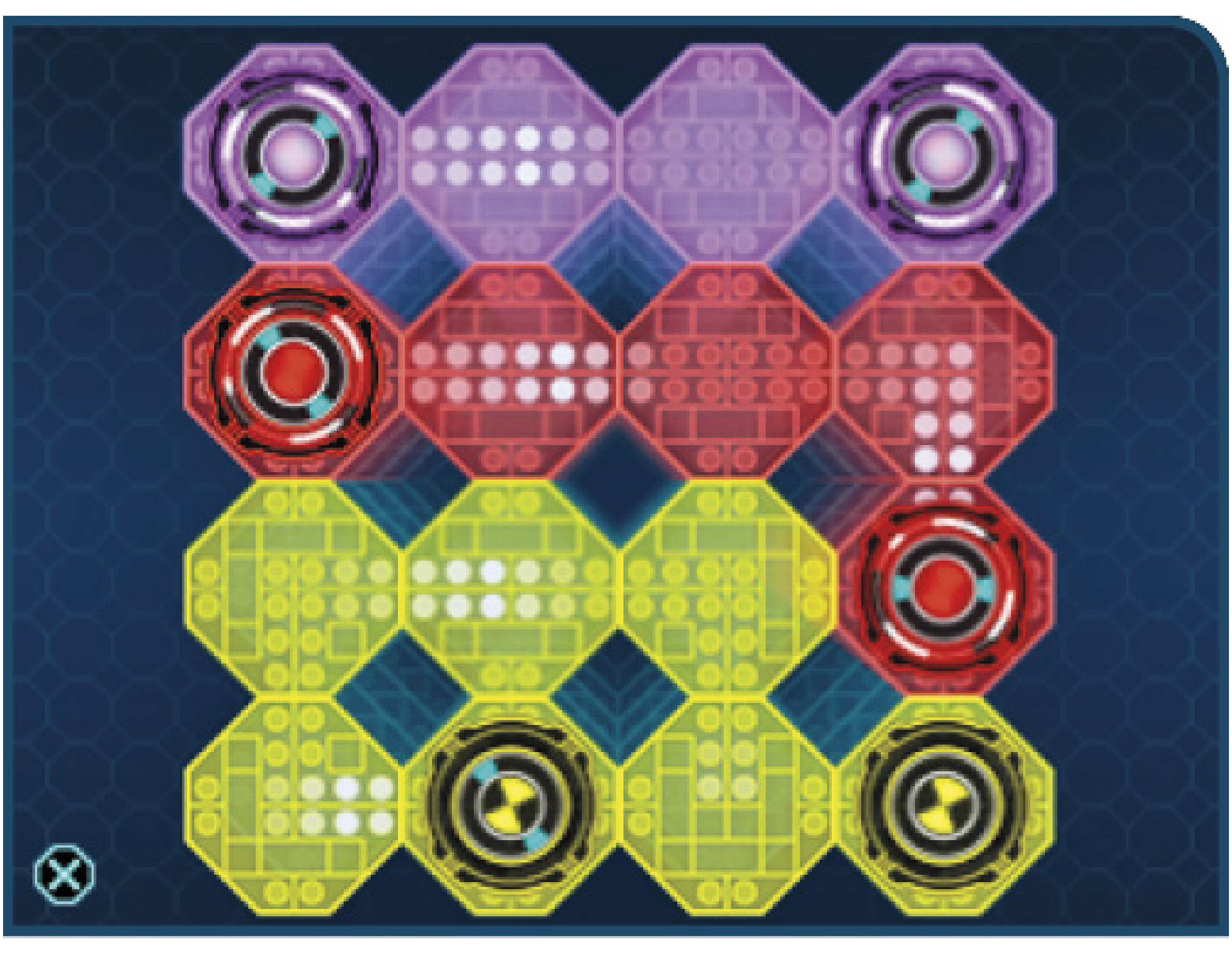
Let's give the new suit a test run! Head back to Alfred and make your way up the stairs there. Those silver LEGO boxes that are blocking the top of the stairs are no longer a problem for you. Simply target them while wearing the Demolition Suit and let the missiles fly!

At the top of the stairs, you find another large present-shaped LEGO object. Above it, you see a silver LEGO panel on the wall. Use your missiles to destroy it and send a charge flowing into the red and green LEGO box to reveal the Techno Suit Token. Pick it up to equip Robin with his Techno Suit.

> Unlocked: Techno Suit

OBJECTIVE 3: HACK THE COMPUTER

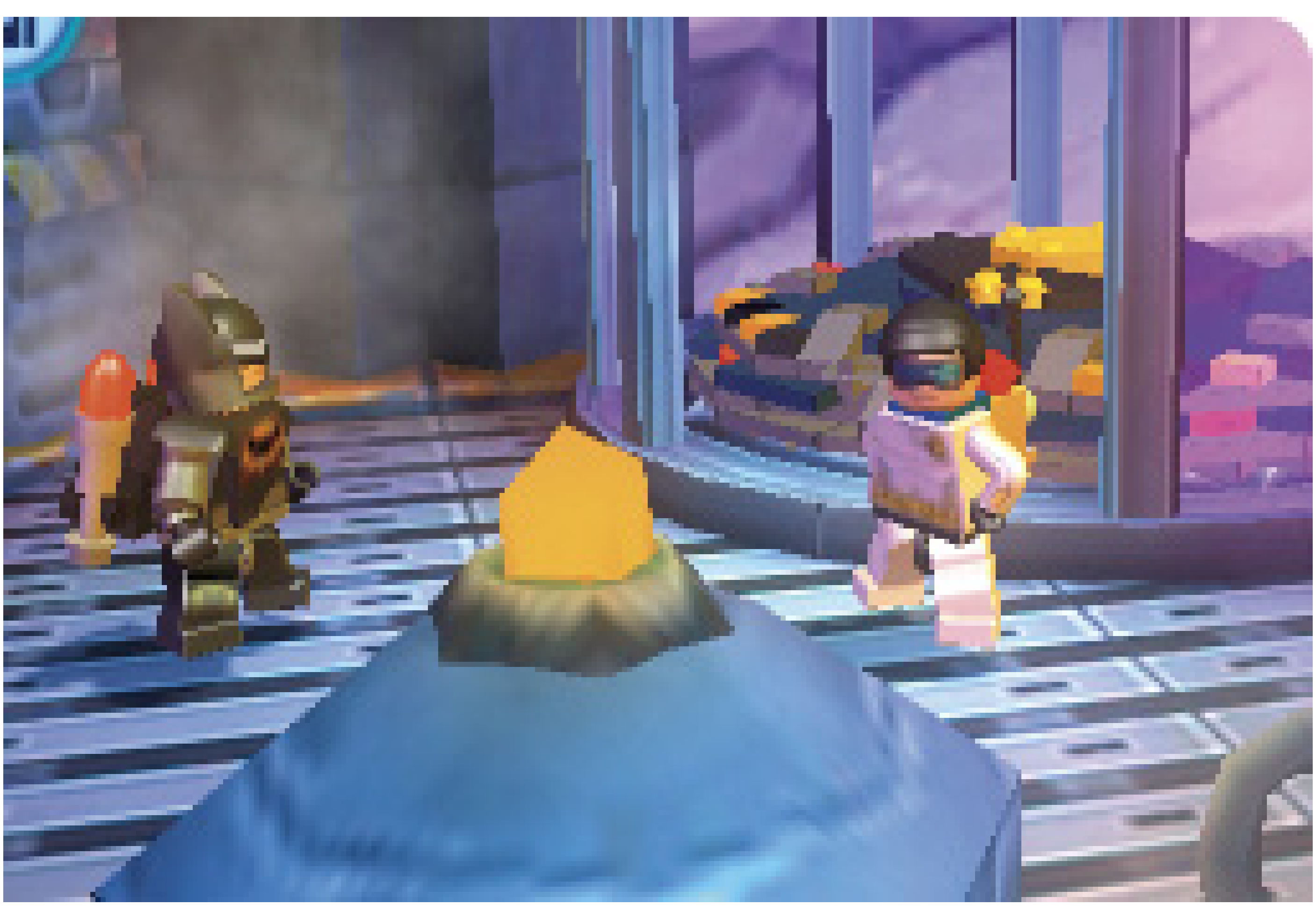
Now that Robin is a master hacker, interact with the nearby computer console. When you do, a small puzzle begins. Simply draw a line between the colored nodes to successfully hack into the computer console. This always changes something in the environment, while at the same time earning you some valuable studs!



Computer Hacking Solution

> While you can simply hack a computer console and proceed with the mission, don't forget to maximize the amount of nodes that you highlight in the process. For each highlighted node, you receive some extra studs when the hack is complete. Need a hint? Just check each "Computer Hacking Solution" caption that appears through the walkthrough as you encounter each hacking opportunity.

Hacking the computer console has extended a bridge to the right of the platform. There's nothing left to be done in the Batcave at this point, so step onto the yellow level pad to begin the next mission.



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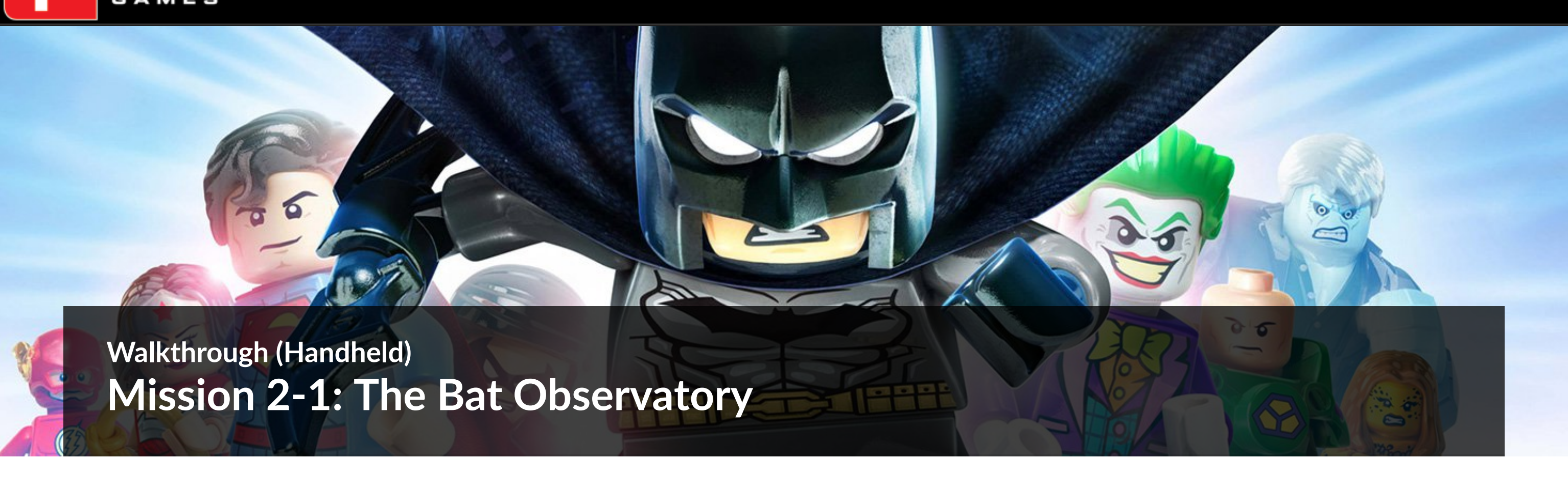


Walkthrough (Handheld)

Mission 2-1: The Bat Observatory

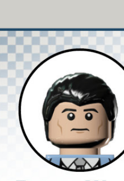
The Bat Observatory

Characters

Robin

Unlocks

Robin
(Illumination Suit)



Bruce Wayne
(The Joker Card)

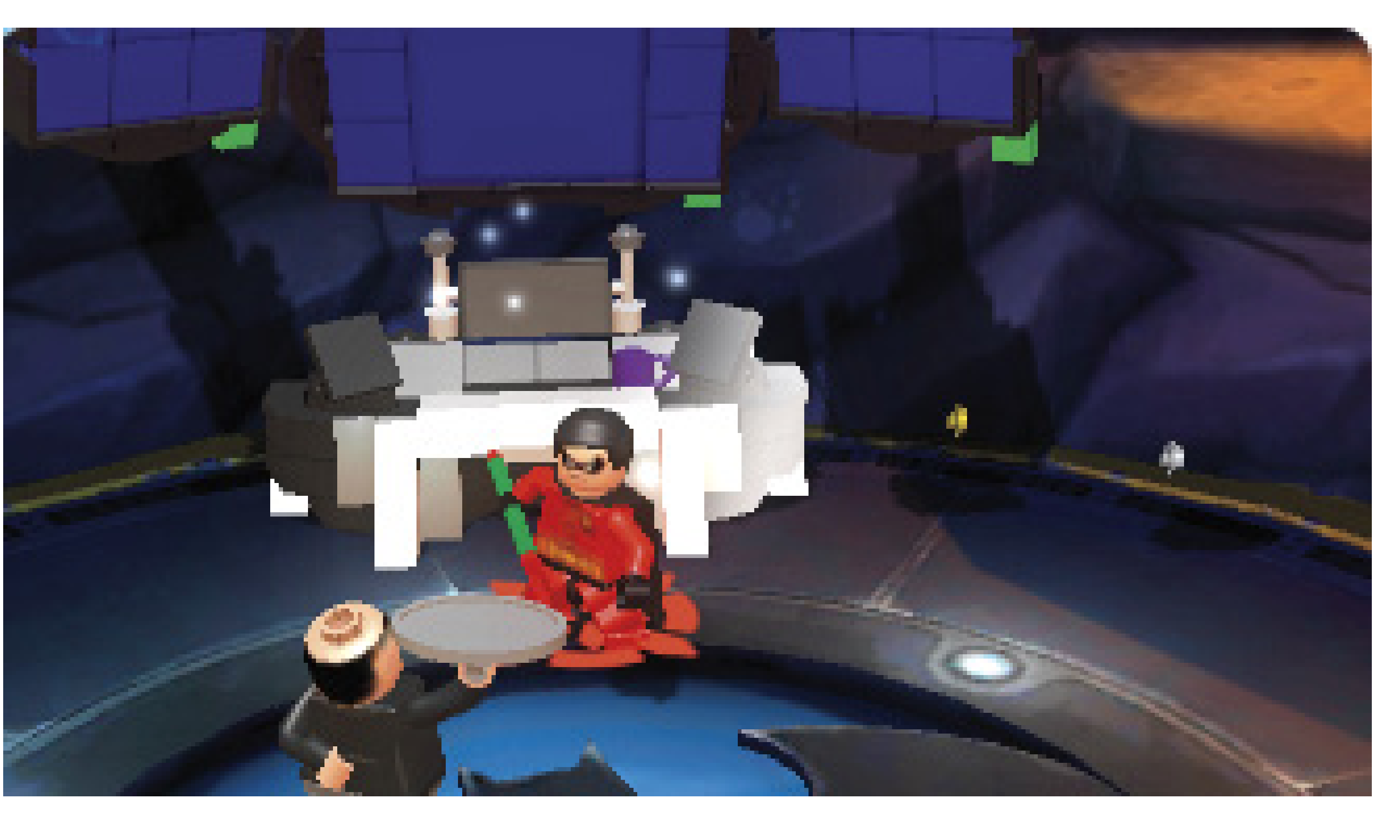
Gold Brick Challenges

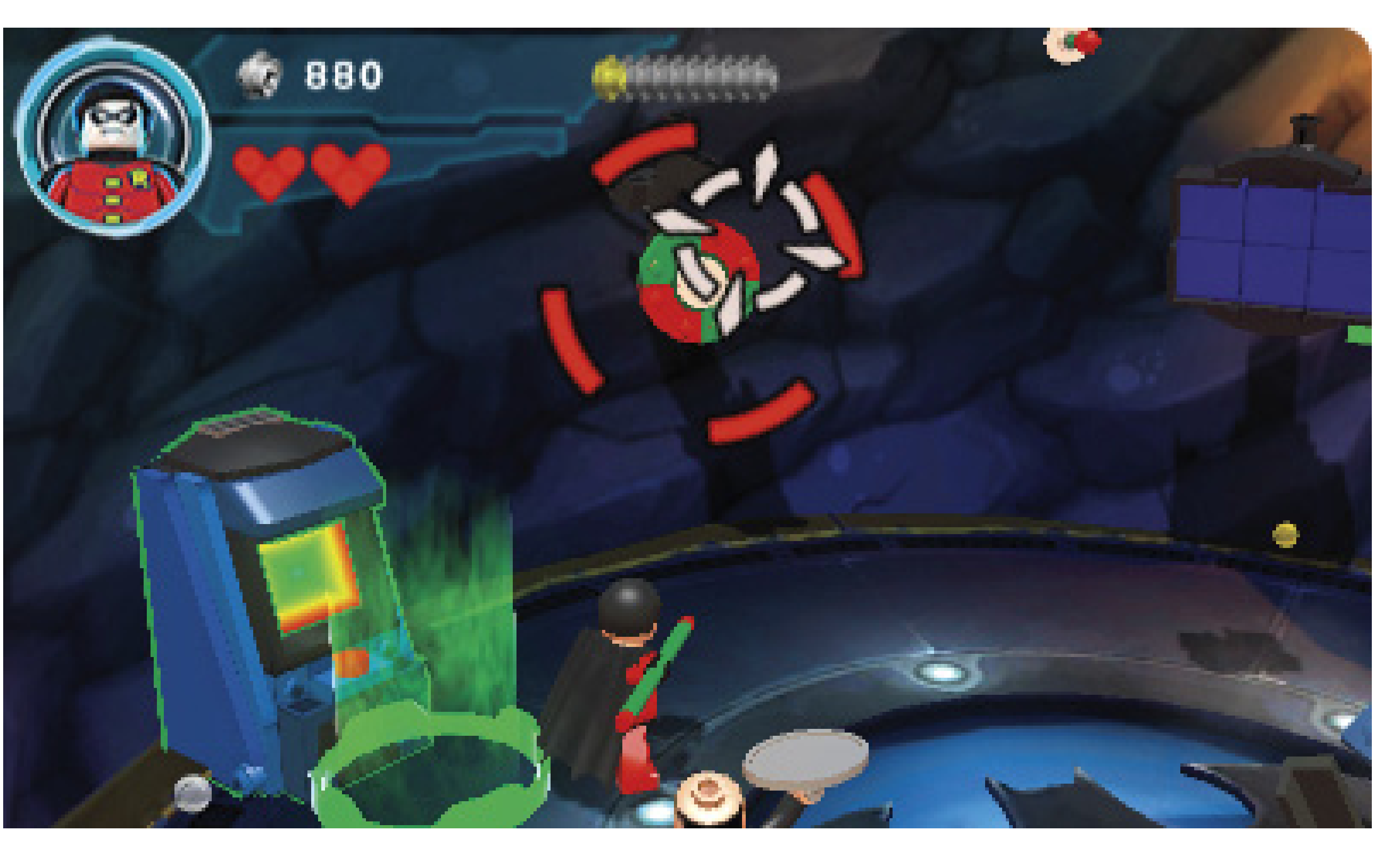
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 15,000 studs.
The Joker Smash Challenge	Free Play	Destroy 3 Joker props. The first prop is to the left of the fire, the second is in the far right corner of the hidden area past the gold LEGO tank, and the third is found to the right of the elevator platform at the end of the stage.
Batman Smash Challenge	Free Play	Destroy 2 Batman props. The first is located past the gold LEGO tank, in the hidden area of the Batcave on a ledge. The second is to the left of the stage exit where Robin needs his Illumination Suit.
The Joker Card	Free Play	After running on the speed spot in the hidden area, stay swinging on the middle twirl pole to make the card appear on the ledge nearby.

OBJECTIVE 1: REACH BATMAN

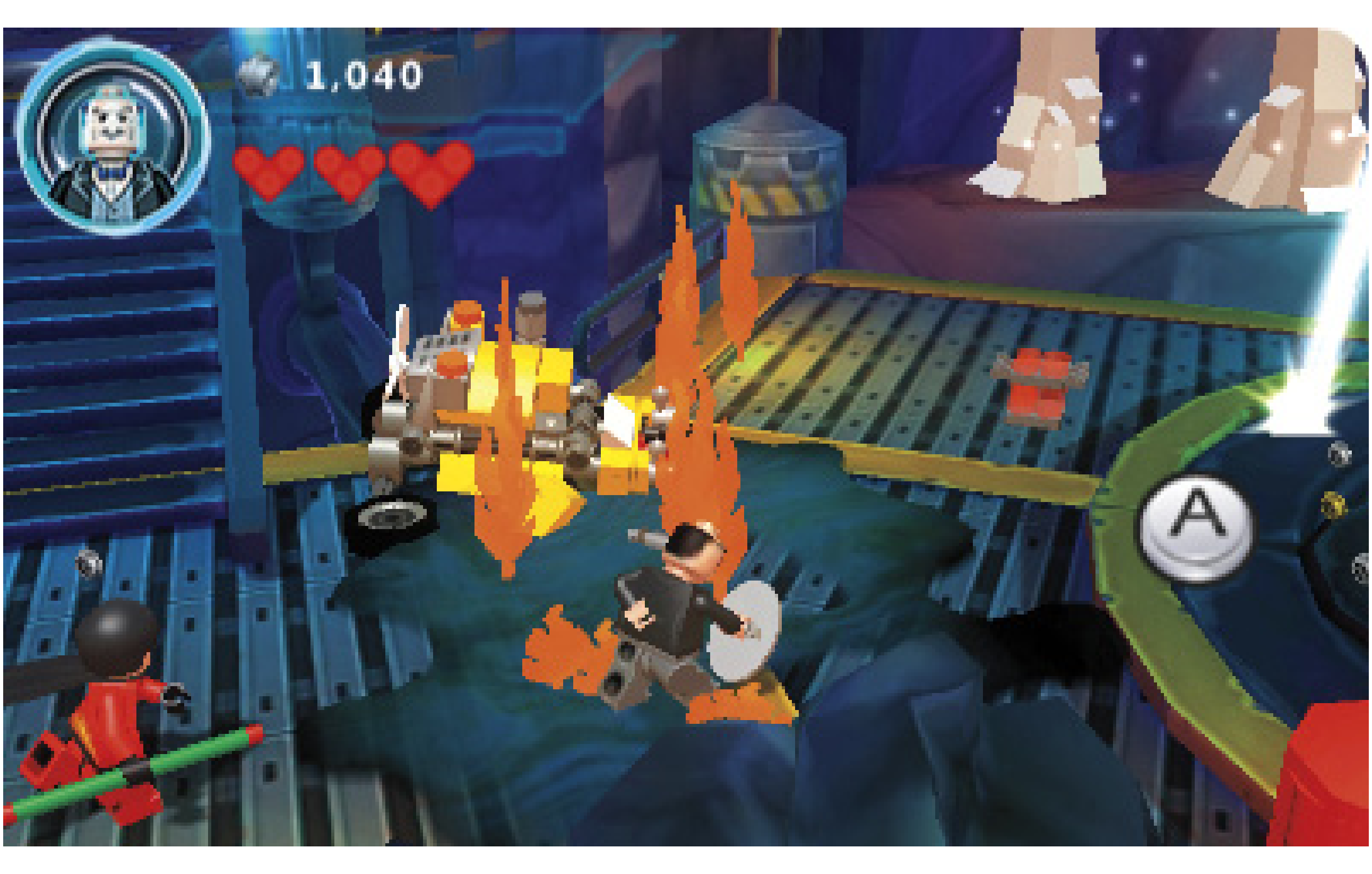
Batman's gone batty! … and he's launching missiles all over the Batcave. First things first, you have to get him off of his perch overlooking you and Alfred. To do this, stand next to the Batcomputer. A red reticle appears on the ground, indicating where Batman will fire his missiles. Wait to see the reticle appear next to you while standing near the computer. When it does, move away quickly, letting Batman destroy the Batcomputer in the process.

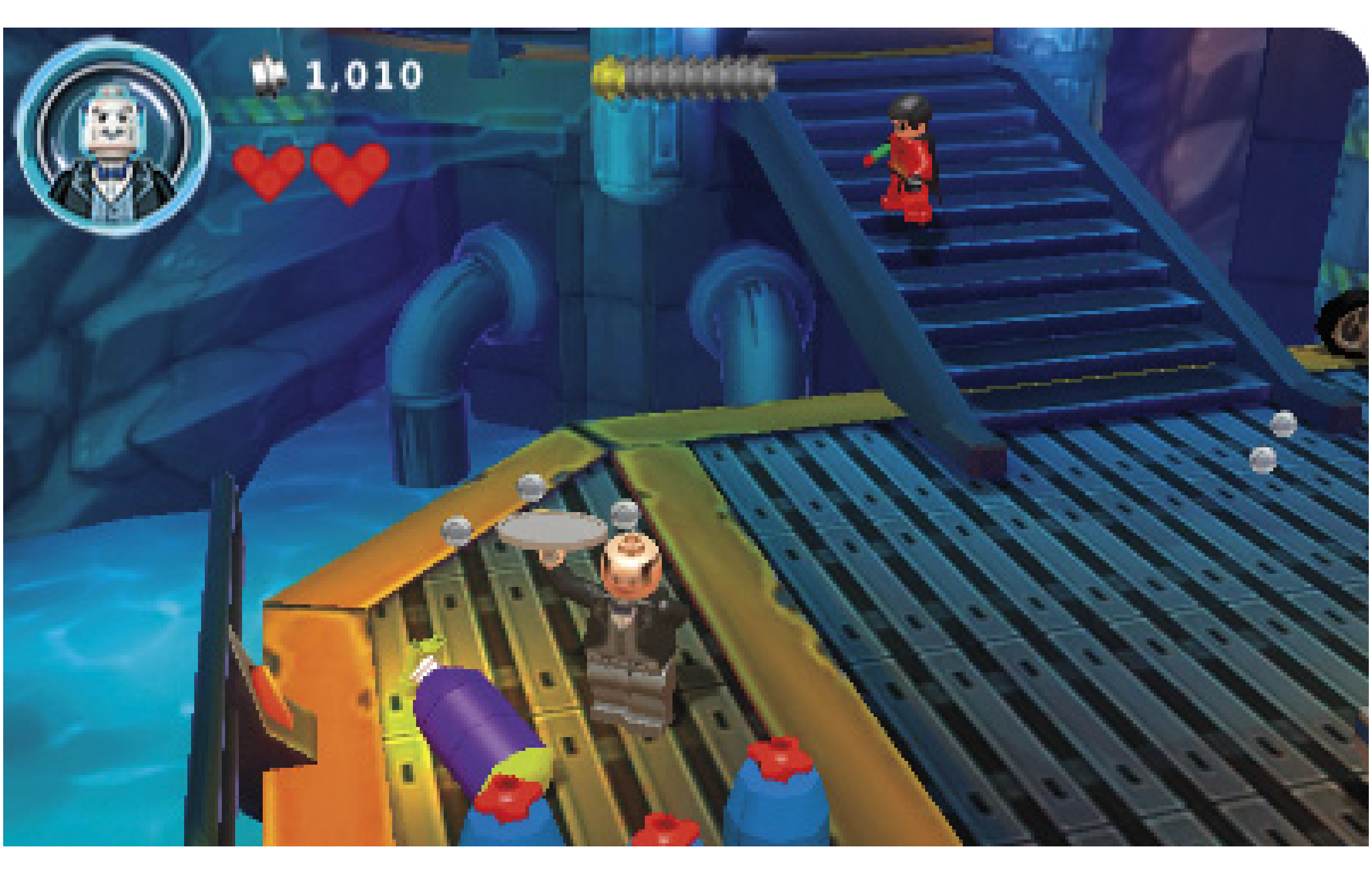
Build the LEGO bricks from the broken Batcomputer into a wall plug. Target the wall plug as Robin to throw your baton into it. Now, jump up to the baton to swing from it. Swing to the right to jump to a second wall plug, then onto an outcropping near Batman. The Dark Knight flees the scene though, but not before leaving an explosive device. Robin quickly flees as well, so don't worry about running from it.





OBJECTIVE 2: REFLECT THE LASERS

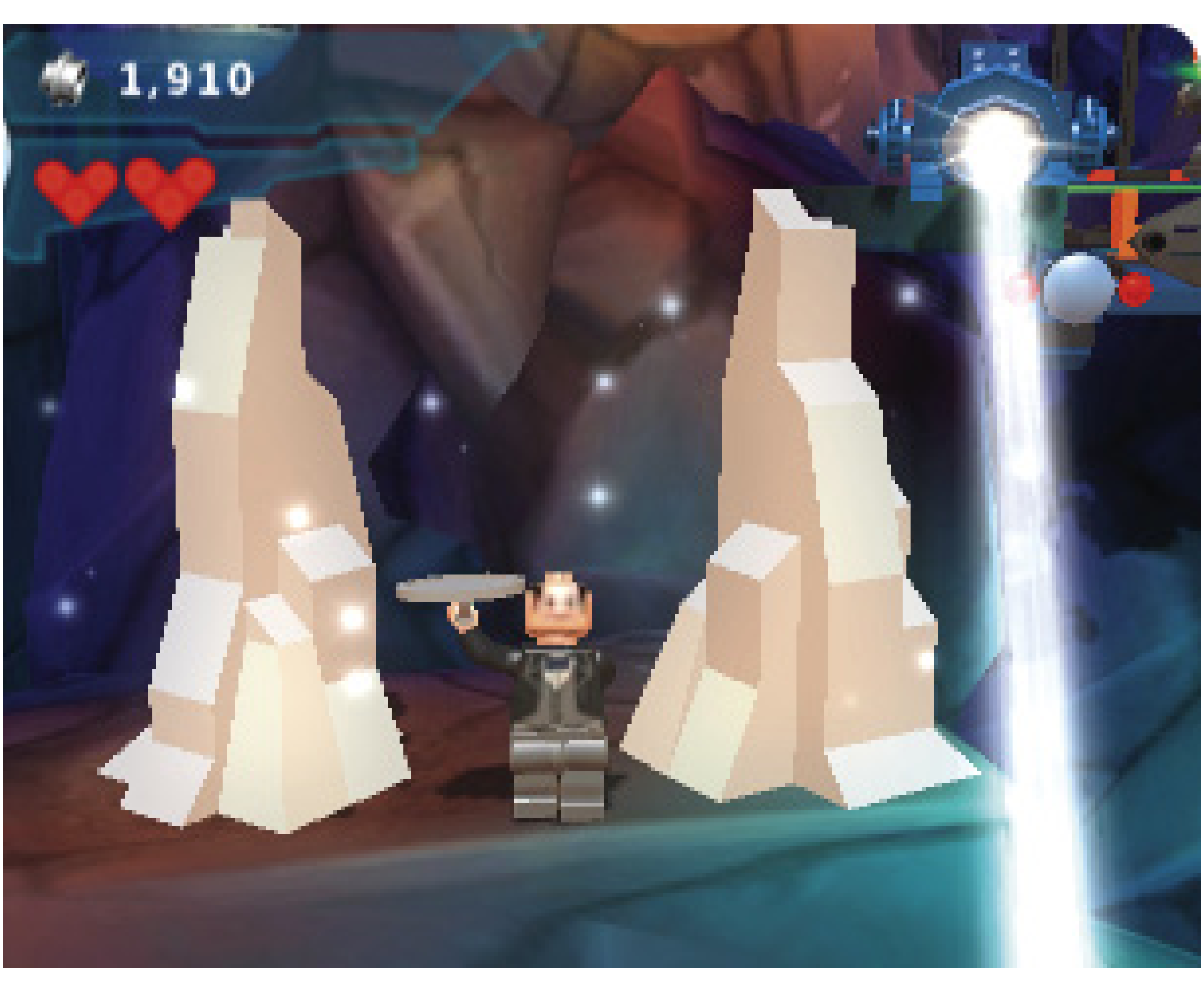


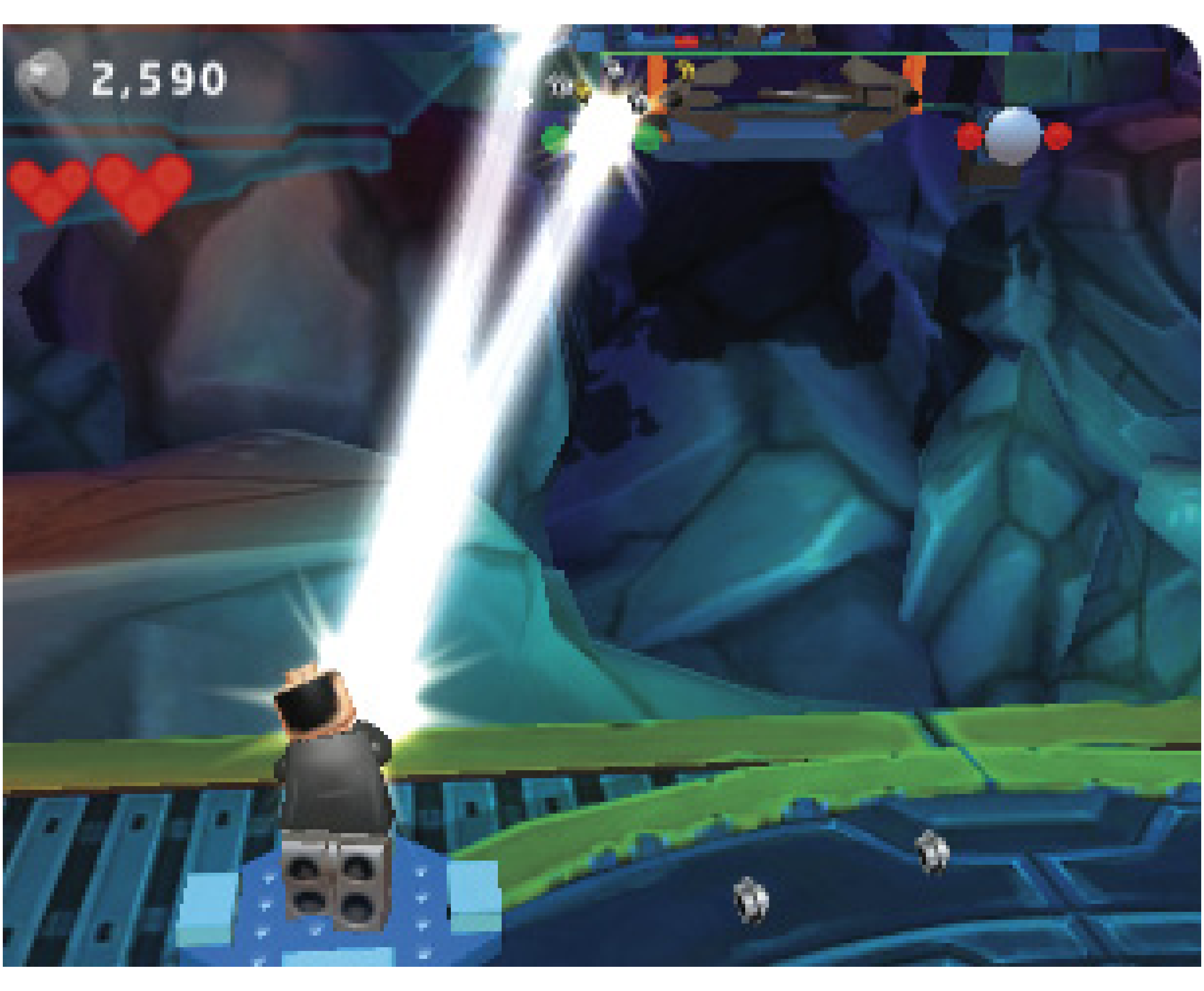


Batman has taken position atop a high perch overlooking a nearby platform. To get to him, you have to make your way down the stairs at the bottom of the Batcomputer area. Your path is blocked by flames. Luckily, Alfred has a particularly handy tool to help him traverse flames, his trusty serving tray. As Alfred, use the tray as a shield to cross the flames.

Before crossing the flames, be sure to destroy The Joker prop in the left corner of the area.

> The Joker Smash Challenge: 1 / 3

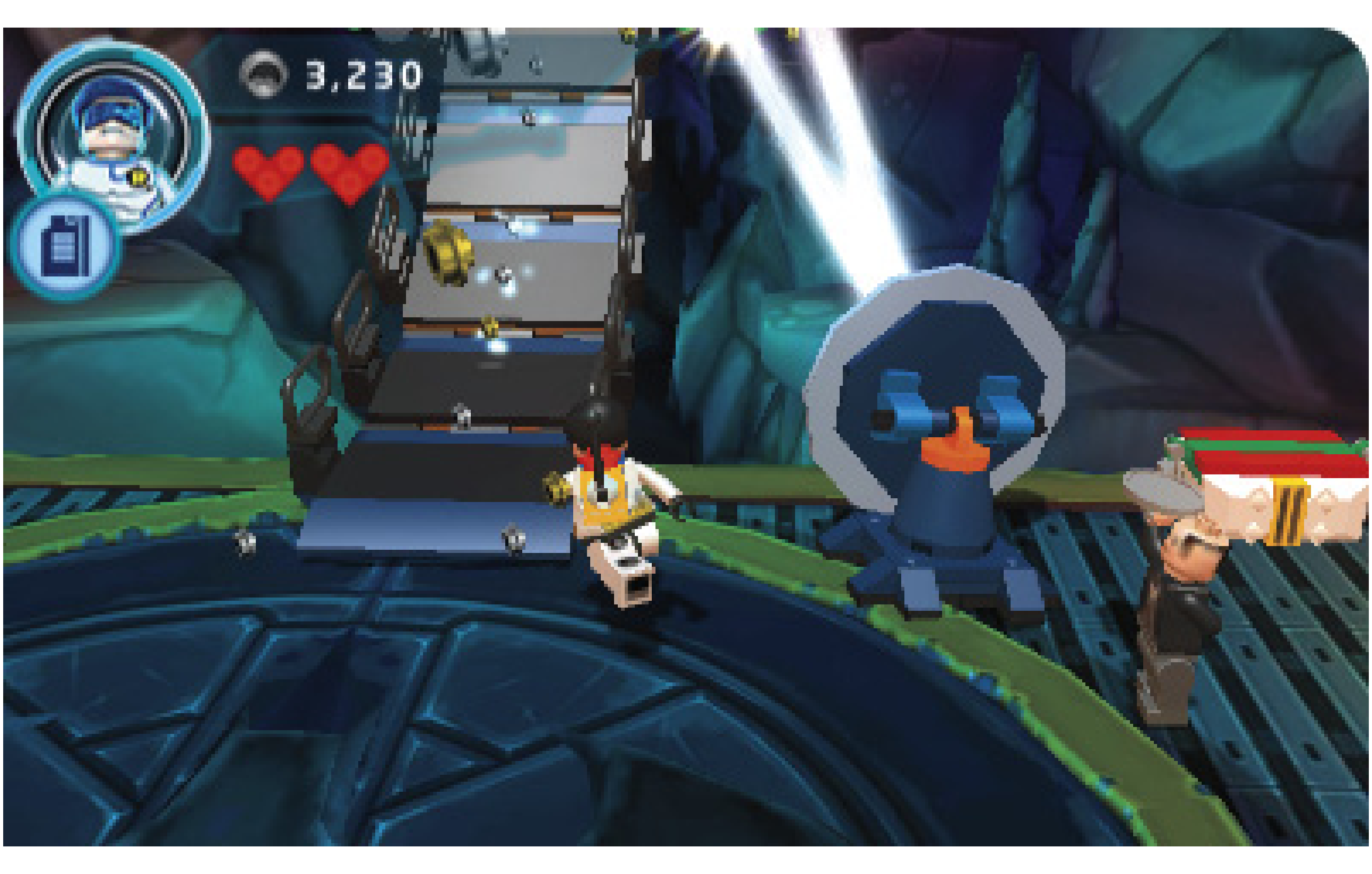


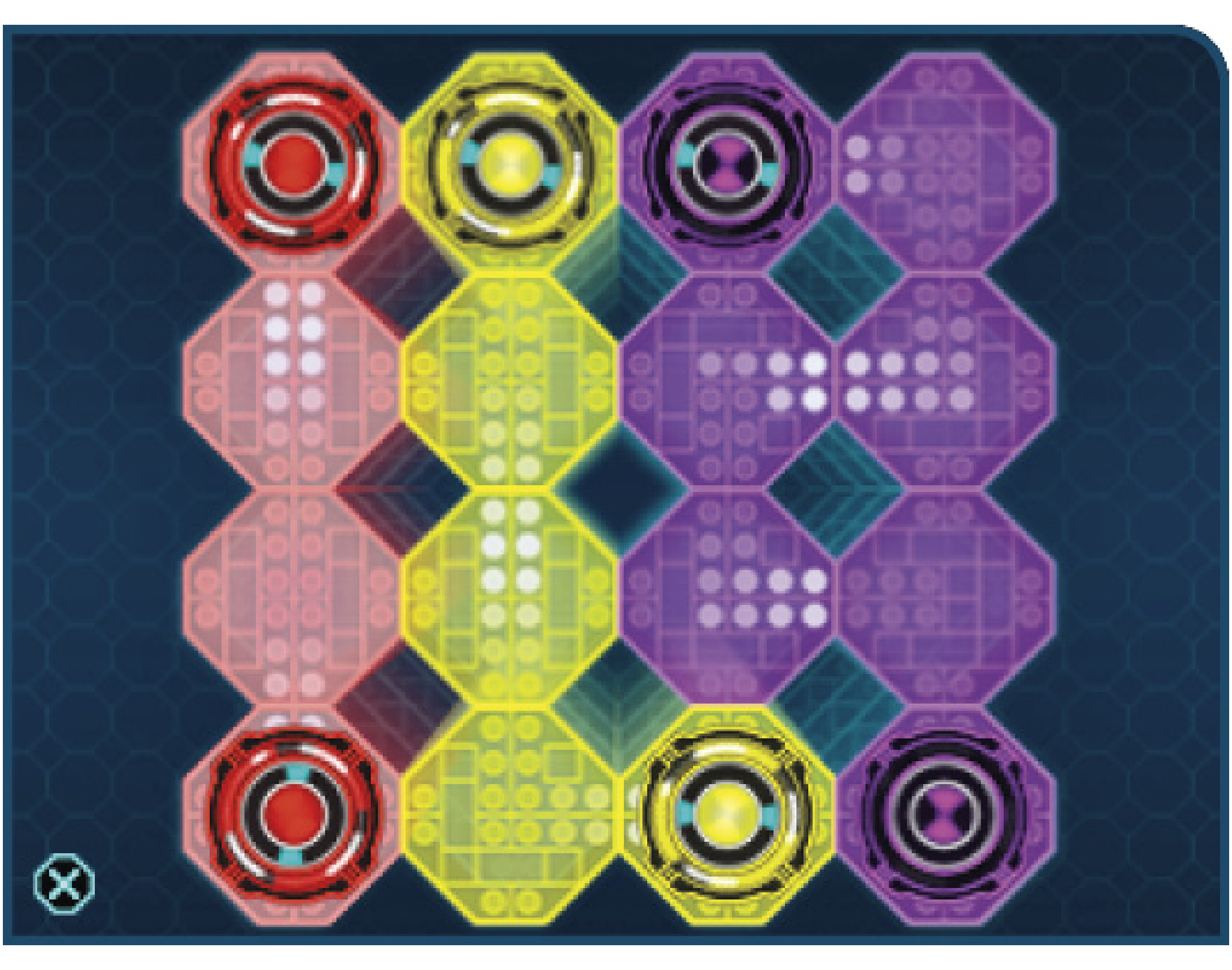


Now on the other side, destroy the red tank near the flames at the bottom of the stage. Use the LEGO bricks that litter the ground afterwards to build a fire extinguisher to put out the flames. Once the flames are out, head to the upper left portion of the platform and you see two silver stalagmites. As with the Batcomputer, lure Batman to target the stalagmites so that his missiles destroy them.

Once the stalagmites are destroyed, a dig spot is exposed. Alfred can dig into this spot, so quickly use him to dig up some LEGO bricks. Build these bricks into a Shield Deflect pad nearby. Interacting with this pad causes Alfred to reflect the laser beam shining down. Aim this beam into the sensor on the left below the platform where Batman is standing. For the next step, Robin needs to don his Techno Suit.

As Techno Suit Robin, run to the upper right corner of the platform and interact with the computer there. After hacking the computer console, a laser beams down and the nearby satellite dish reflects it back to Batman's perch. This beam causes a walkway to roll out as Batman flees to a higher platform by way of an elevator.

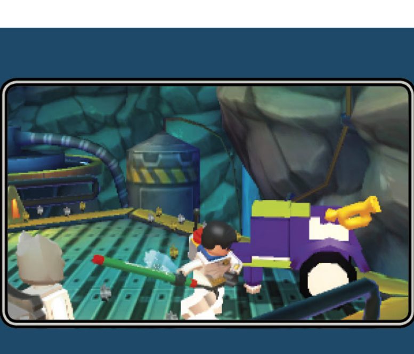




Computer Hacking Solution

OBJECTIVE 3: FOLLOW BATMAN

FREE PLAY



To the right of the hacked computer console, there is a giant gold LEGO tank. Use a character with laser ability to destroy it. This grants you passage to another side of the Batcave.

Once on this side, you find a couple of things that help you to complete the stage challenges. The first item to note is The Joker prop in the right corner of the area. Smash it!

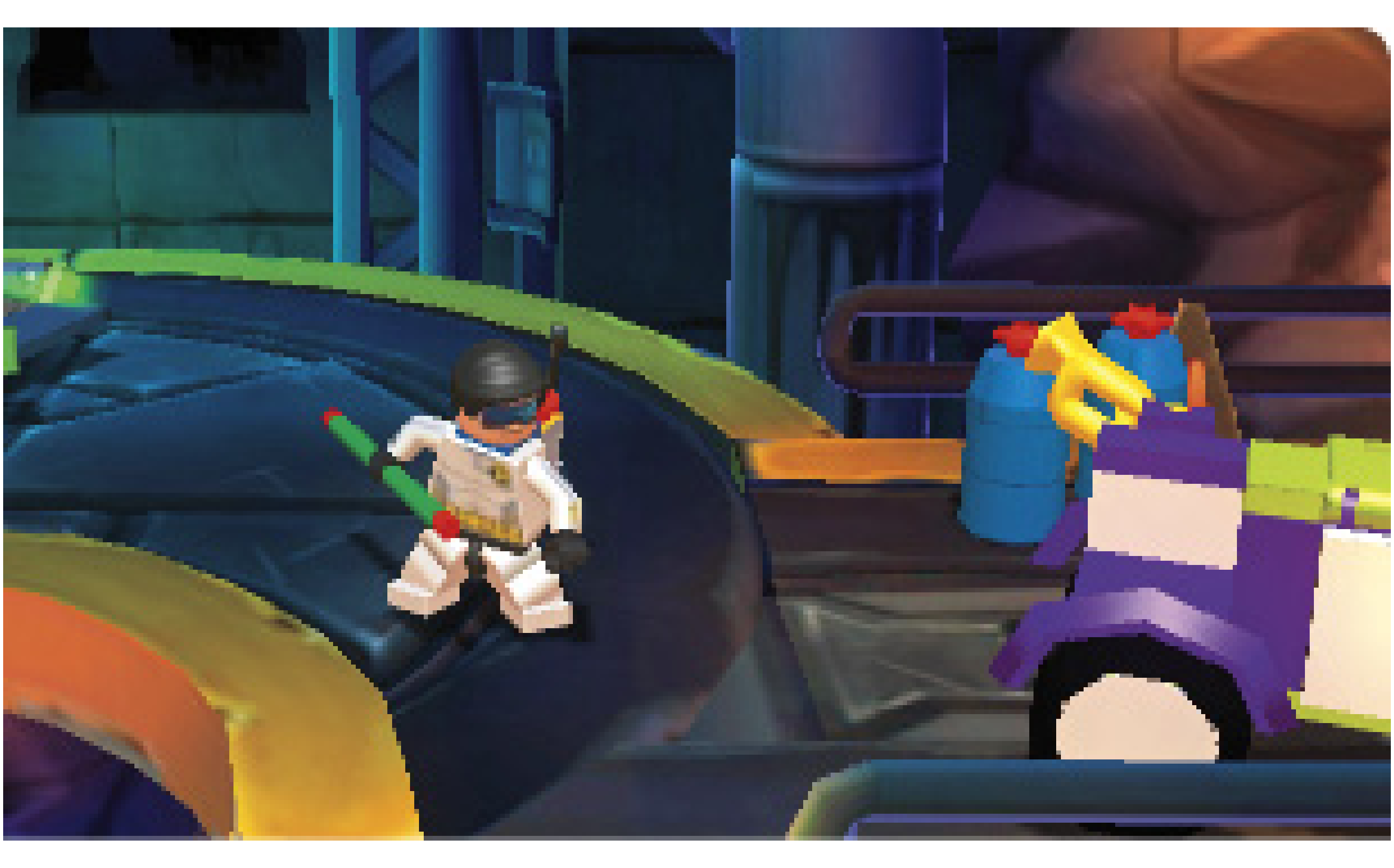
The Joker Smash Challenge: 2 / 3

Next, use a character with explosives to destroy the silver LEGO crate nearby. Build the bricks that fall out of it into a Speed Spot. Have a superfast character run on it to expose a series of twirl poles along the right wall. Use the nearby grapple spot to climb up to the twirl poles, then make your way across them to a small ledge along the back wall. From there, double jump to the left to find another ledge, where you find a Batman prop.

Batman Smash Challenge: 1 / 2

As you make your way along the twirl poles, stop and swing on the middle pole for a few seconds. This causes the light tree on the nearby solar system model to light up. Once all of the lights are triggered, The Joker Card appears alongside the Batman prop on the ledge.

The Joker Card



Hop onto the elevator to ascend to where Batman was. Here you find some LEGO bricks, as well as the Token for Robin's Illumination Suit. Grab the Token, then head to the right and smash The Joker prop you find there. Build the bricks that you first came across into a beam bridging the gap to the hole in the back wall.

> Unlocked: Illumination Suit

> The Joker Smash Challenge: 3 / 3

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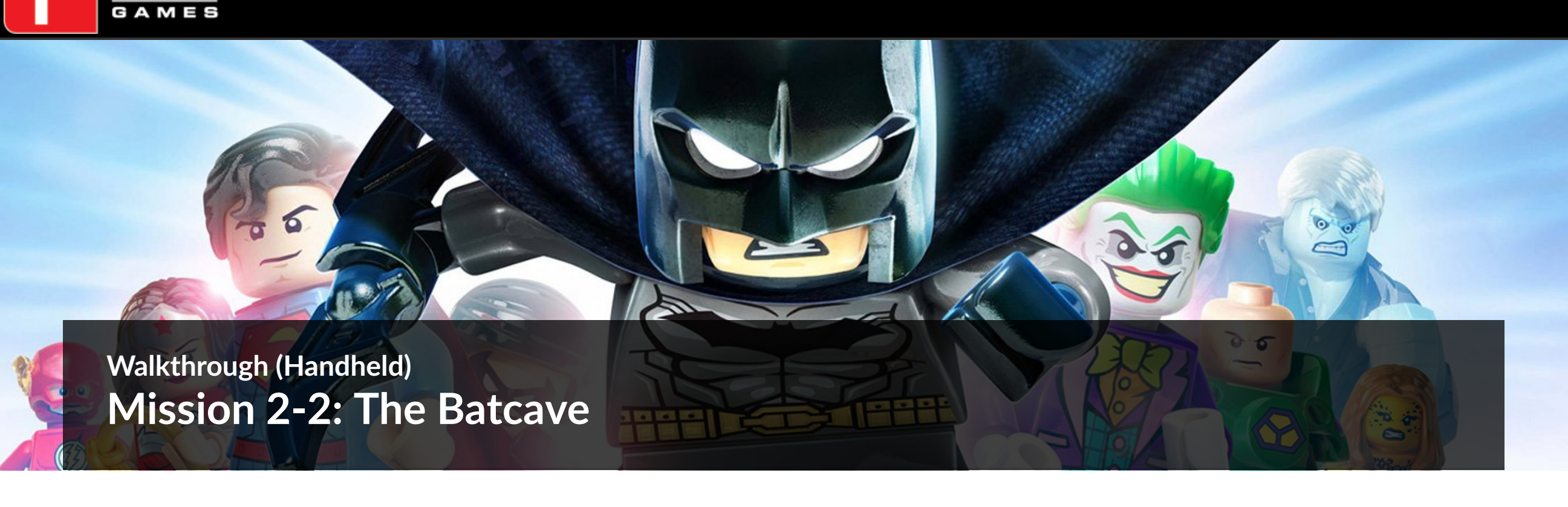


Walkthrough (Handheld)

Mission 2-2: The Batcave

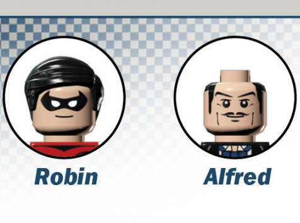
WALKTHROUGH 2-2 MISSION

The Batcave

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 30,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first is near the Batboat dock, the second is just past the Batcycle platform, and the third is at the end of the path after passing by the Batmobile.
Red Brick	Free Play	Pass by the Batmobile and make your way right to find a glass LEGO case that can be broken with a Sonar ability character. Build the bricks that spill from it into a phonograph that causes the Red Brick to fall to you.
The Joker Card	Free Play	After the Batcycle is destroyed, build the ladder to climb to the upper right platform. Once there, head to the upper left corner and use a character with the laser ability to destroy the gold LEGO crate. Build a lever from the bricks that spill out and pull it to open a nearby door. The Joker Card is within.

Characters



Robin

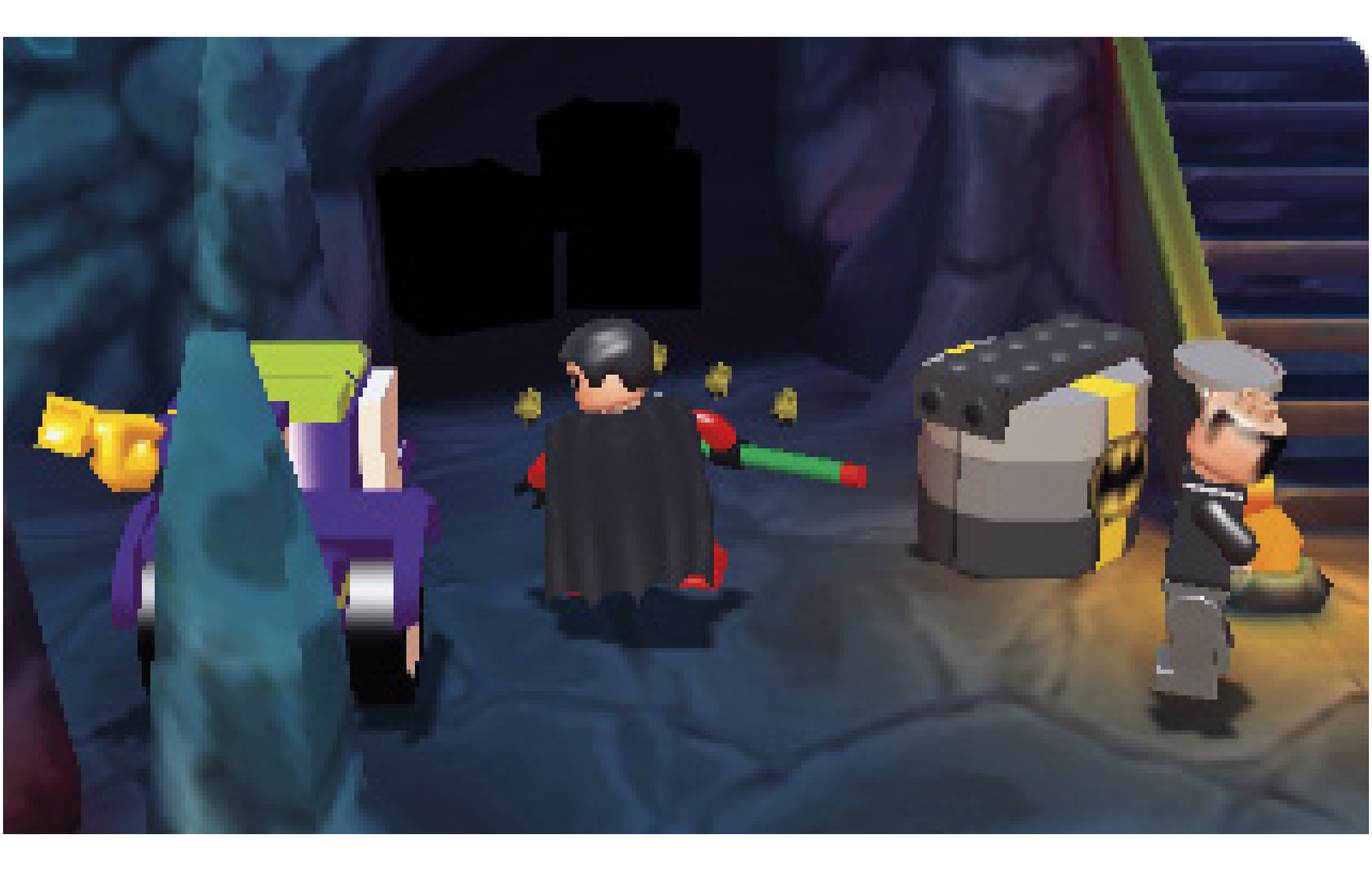
Alfred

Unlocks

Tim Drake
(The Joker Card)

Bubble Attacks
(Red Brick)

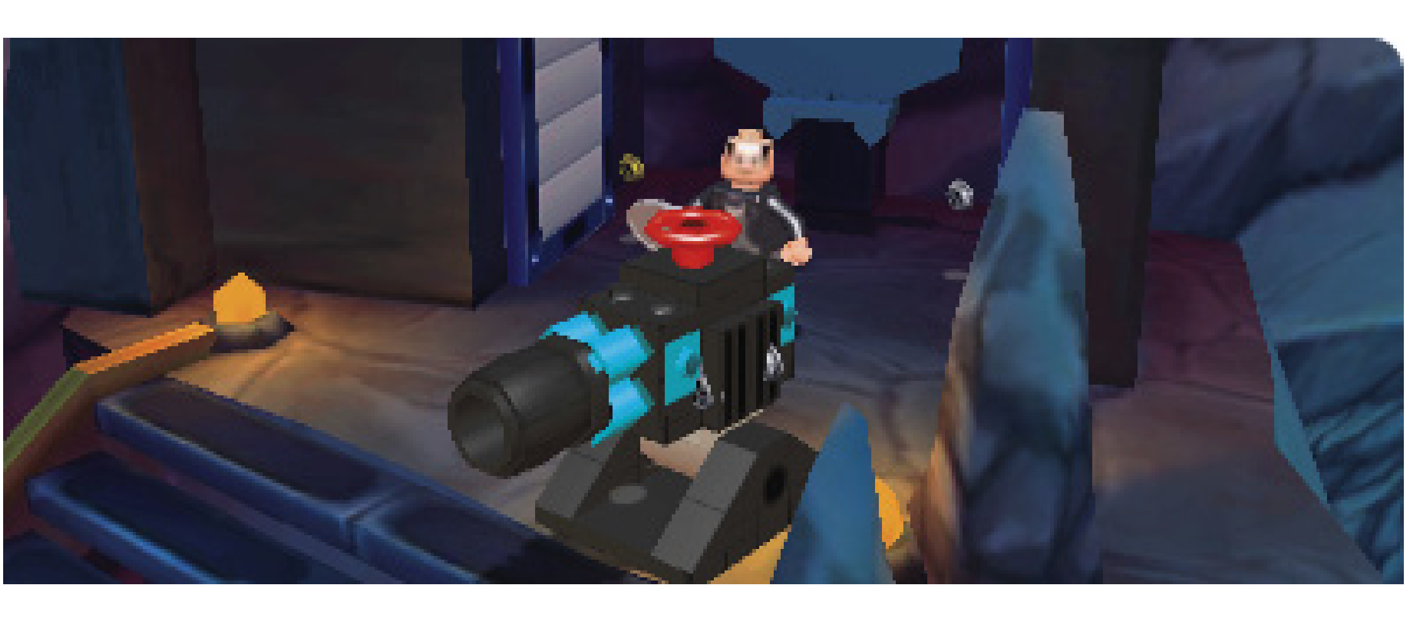
OBJECTIVE 1: BUILD THE BATBOAT



Batman is still raining missiles around the Batcave! To make matters worse, he's now making use of the Batmobile to do this. Time to use some of the other Bat-vehicles to stop him. Start out by heading down the nearby stairs. Once at the bottom, head left and smash The Joker prop you find there. With that out of the way, equip Robin with the Illumination Suit. Now, duck into the dark alcove just past The Joker prop and smash everything inside. Pick up the keycard that drops and bring it to the console near the base of the stairs. Placing it into the stairs causes the Batboat to rise and fire missiles at the Batmobile—which is soon destroyed when the Batmobile returns fire!

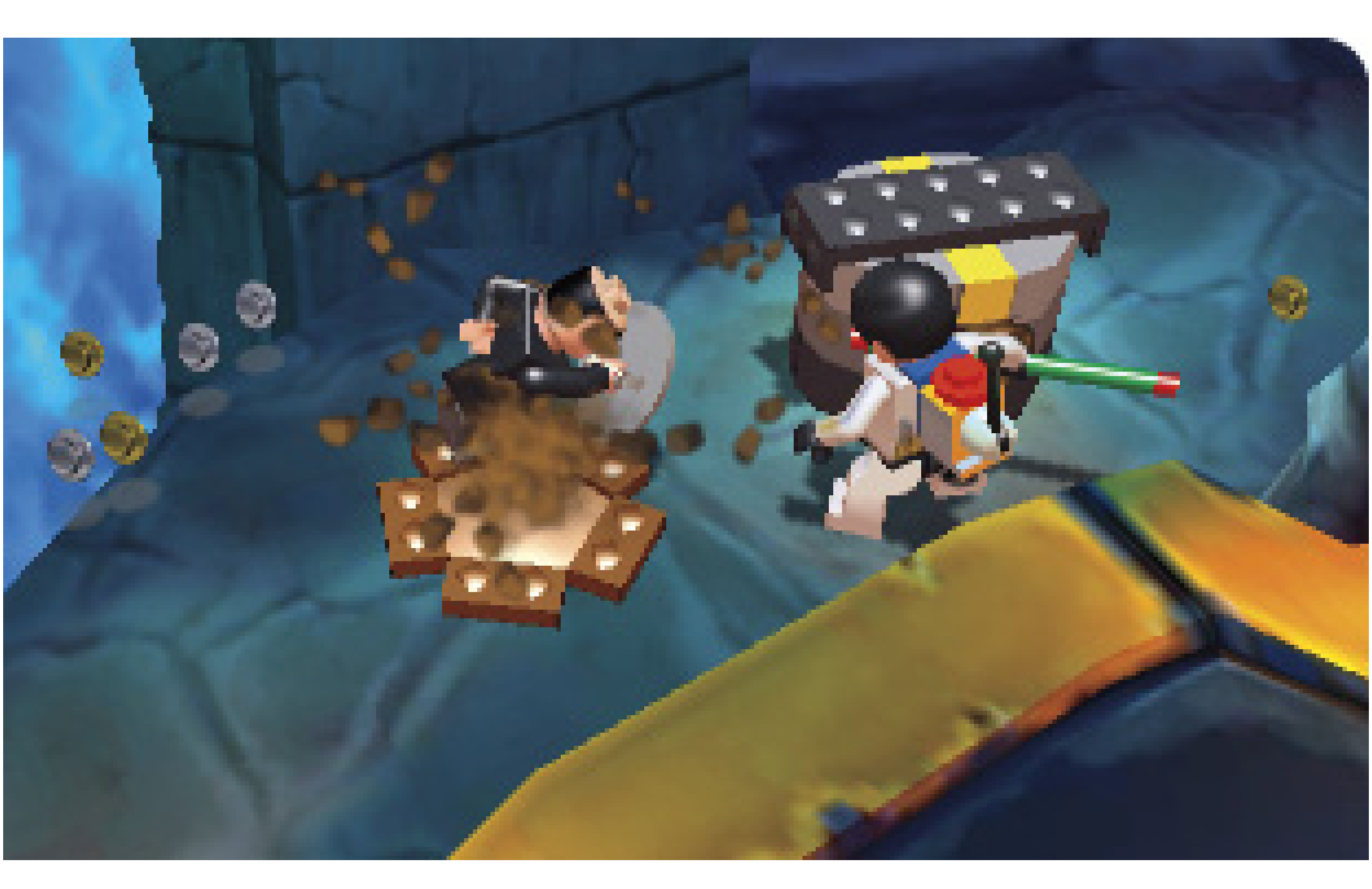
> The Joker Smash Challenge: 1 / 3

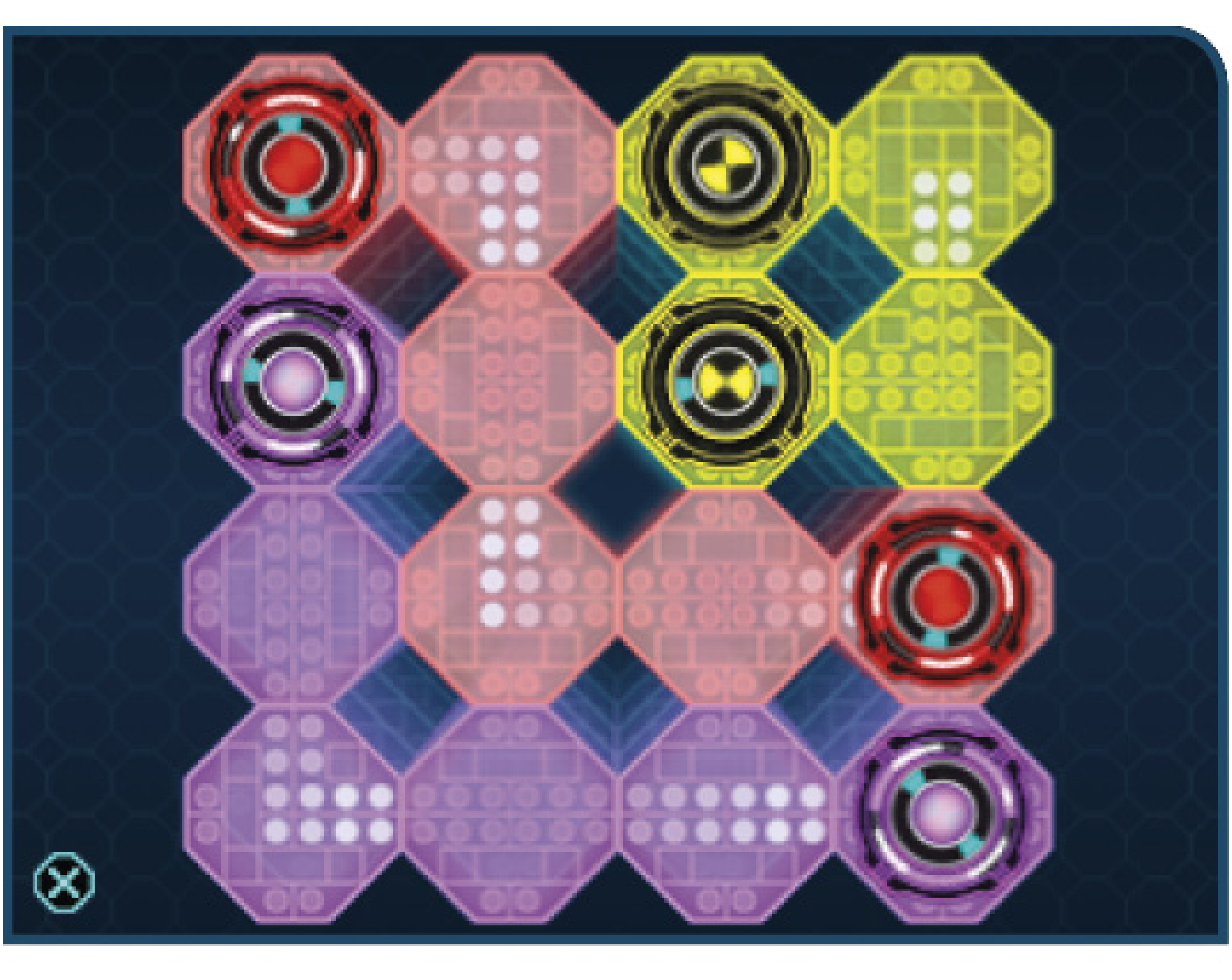
OBJECTIVE 2: BUILD THE BATCYCLE



Well, that didn't stop him. On to the next vehicle, the Batcycle. Start by heading back up the stairs, using Alfred to bypass the flames to the right. Smash the box at the top of the stairs and build the LEGO bricks that spill out into a water cannon. After the cannon has extinguished the flames, use Robin to jump between the walls just past the water cannon to reach the top.

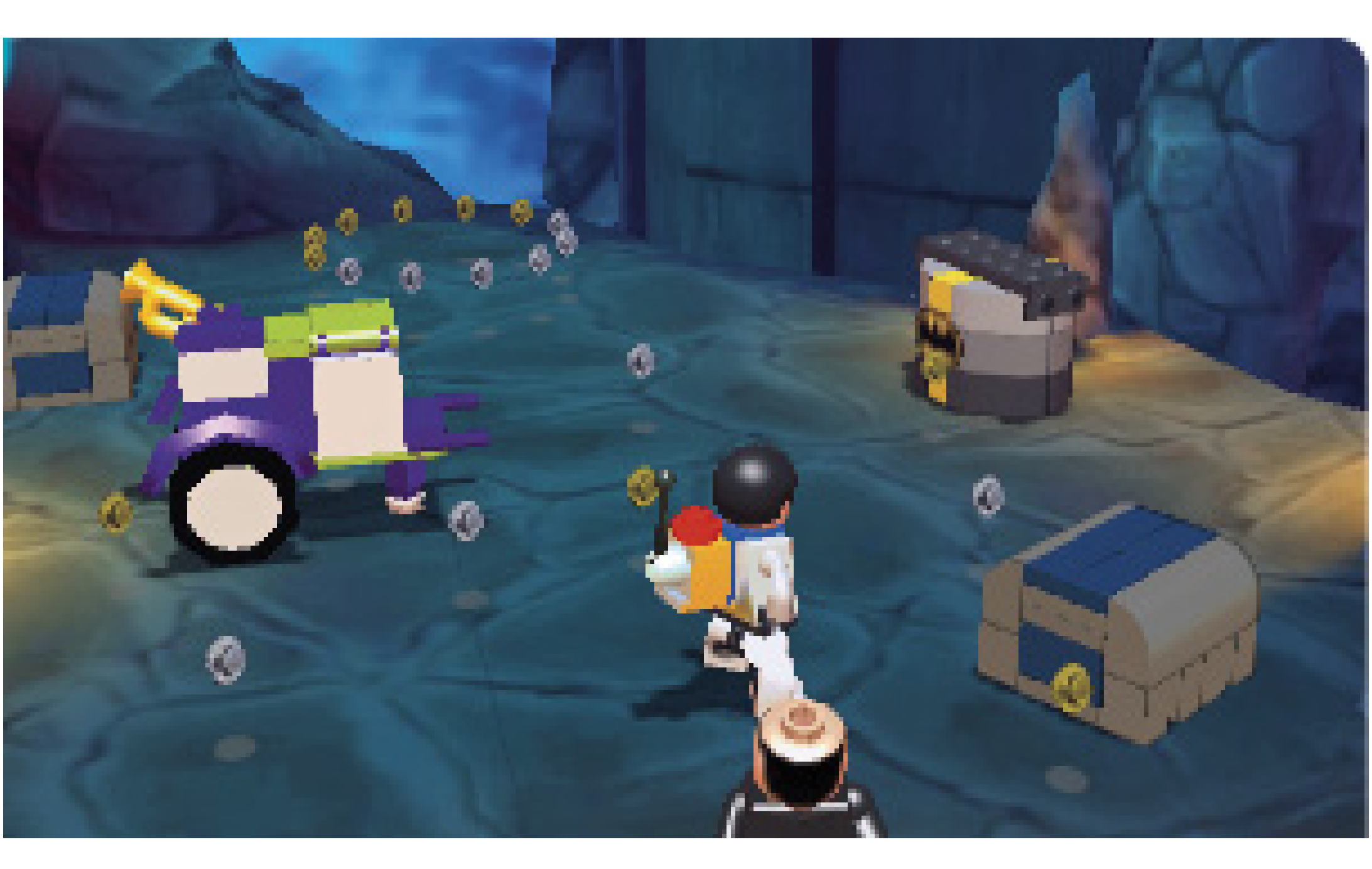
After wall-jumping your way to the top, equip Robin with his Techno Access suit and hack the nearby computer. This lowers an elevator platform that Alfred can use to join you. At the upper left corner of the Batcycle platform, there is a blue LEGO chest. Smash the chest to reveal a dig spot. Dig through the soil using Alfred to release some bricks. Building these bricks completes the Batcycle, raining more missiles onto the Batmobile. Unfortunately, it responds with its own, destroying the Batcycle.



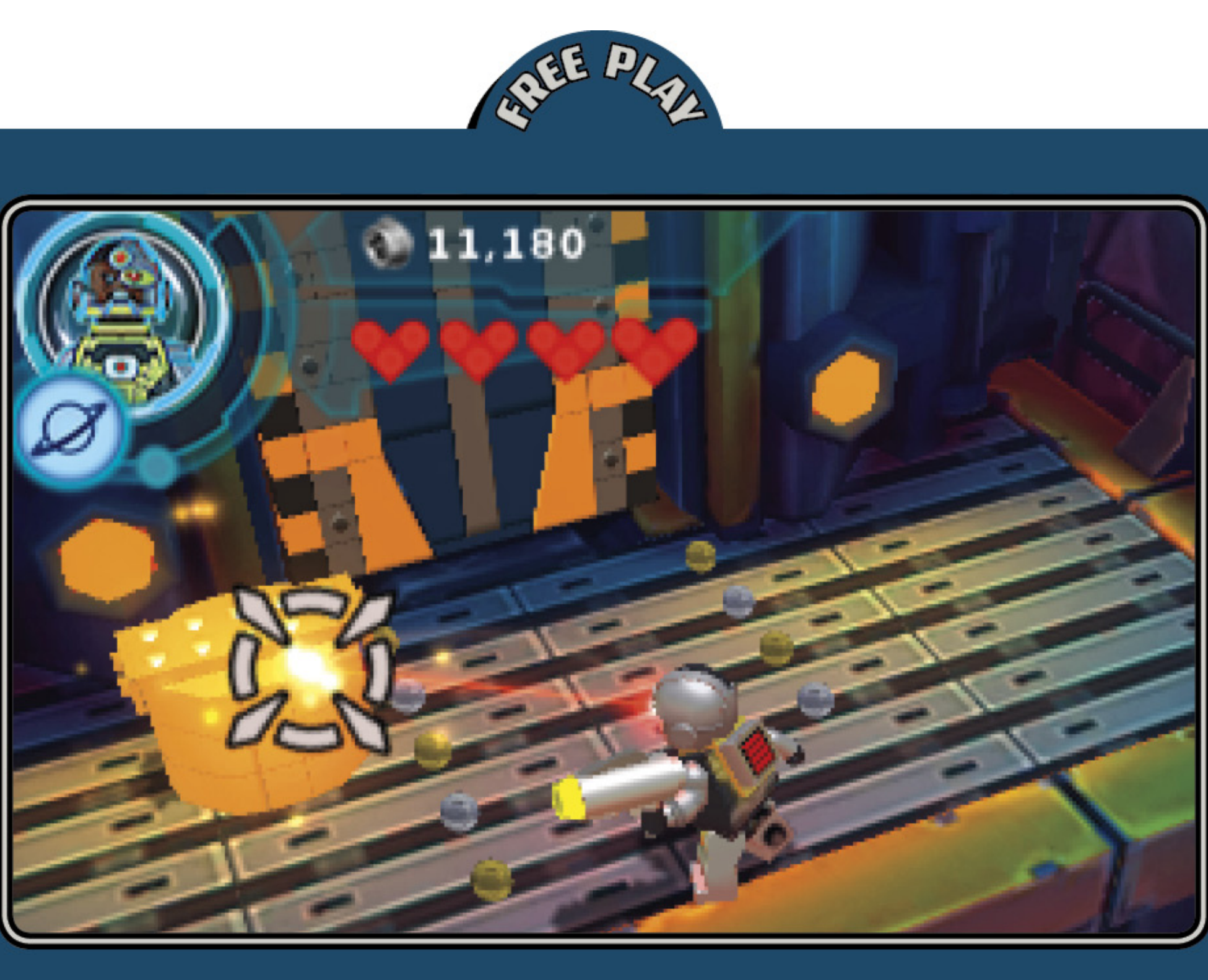


Computer Hacking Solution

OBJECTIVE 3: BUILD THE BATWING



FREE PLAY



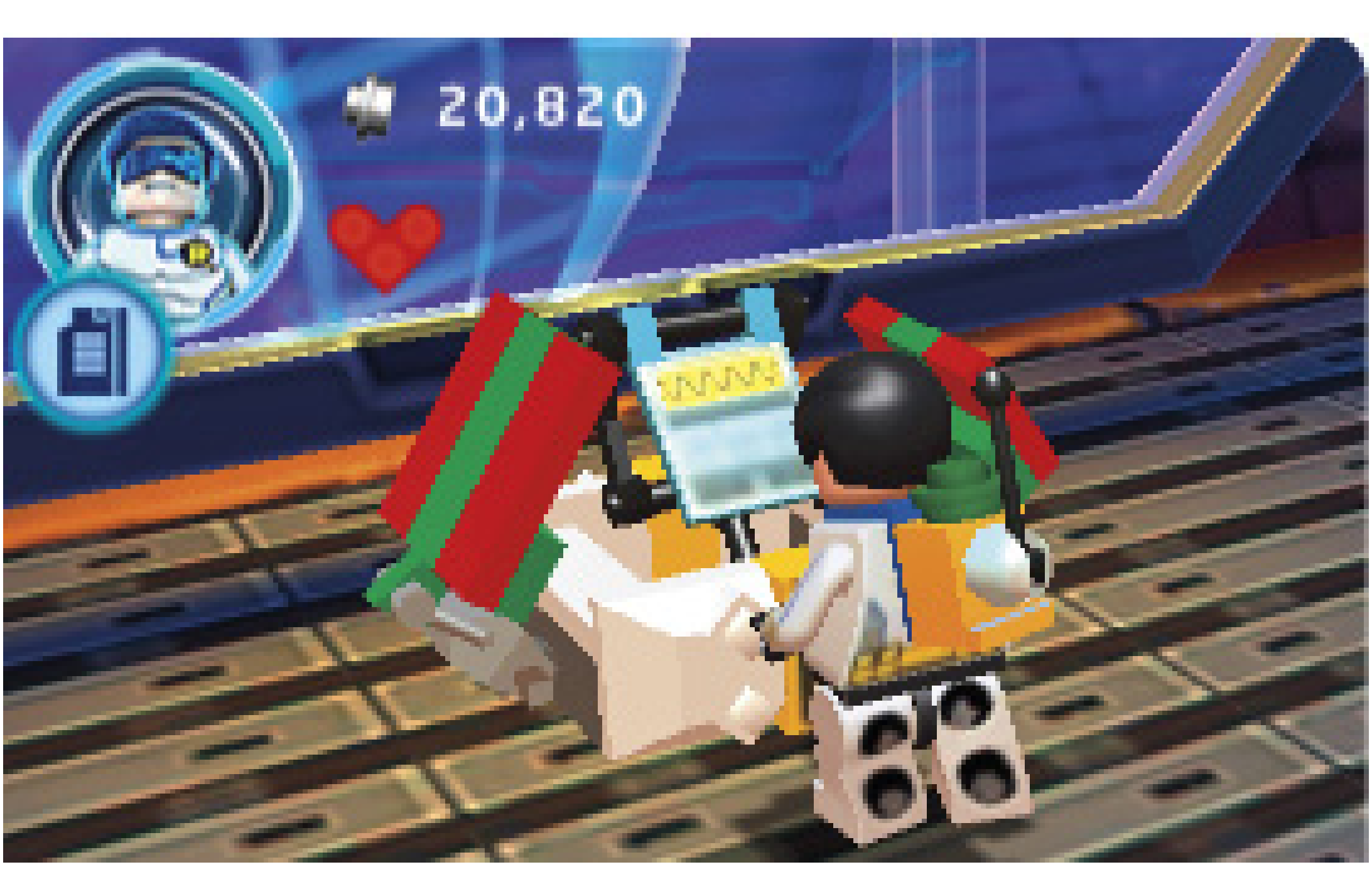
In the upper left corner of the platform, you find a gold LEGO crate with the Batman logo on it. Use a character with the laser ability to destroy it. Build the bricks released into a lever. Pull the lever to open the nearby door, revealing The Joker Card inside.

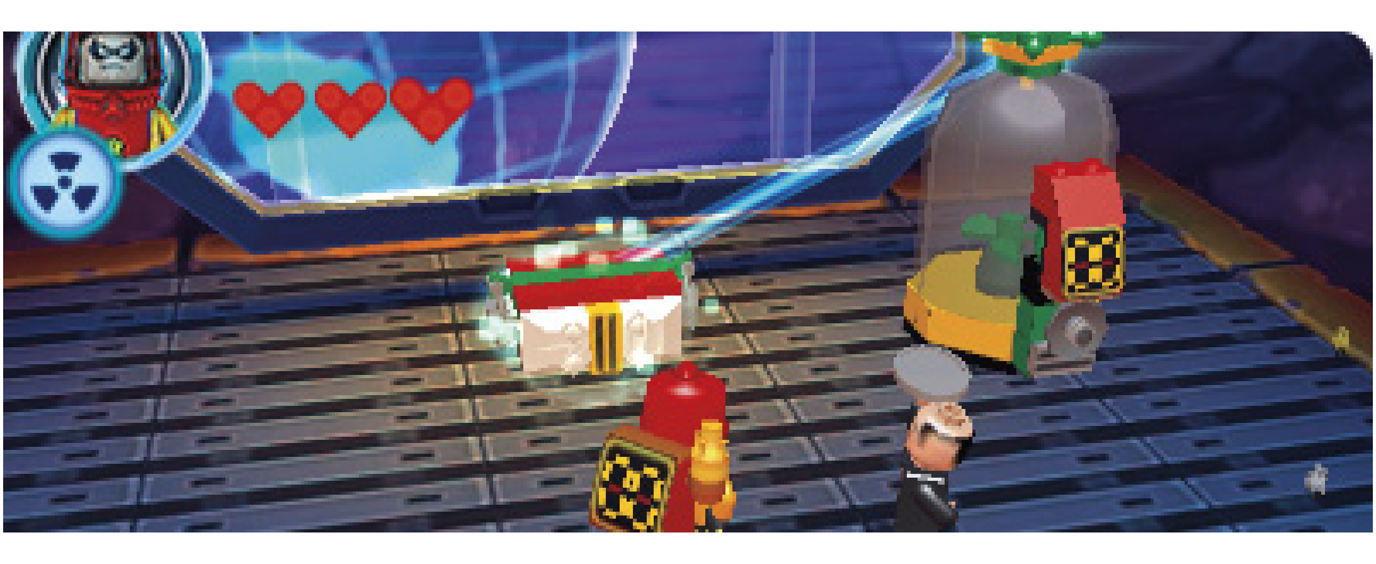
The Joker Card

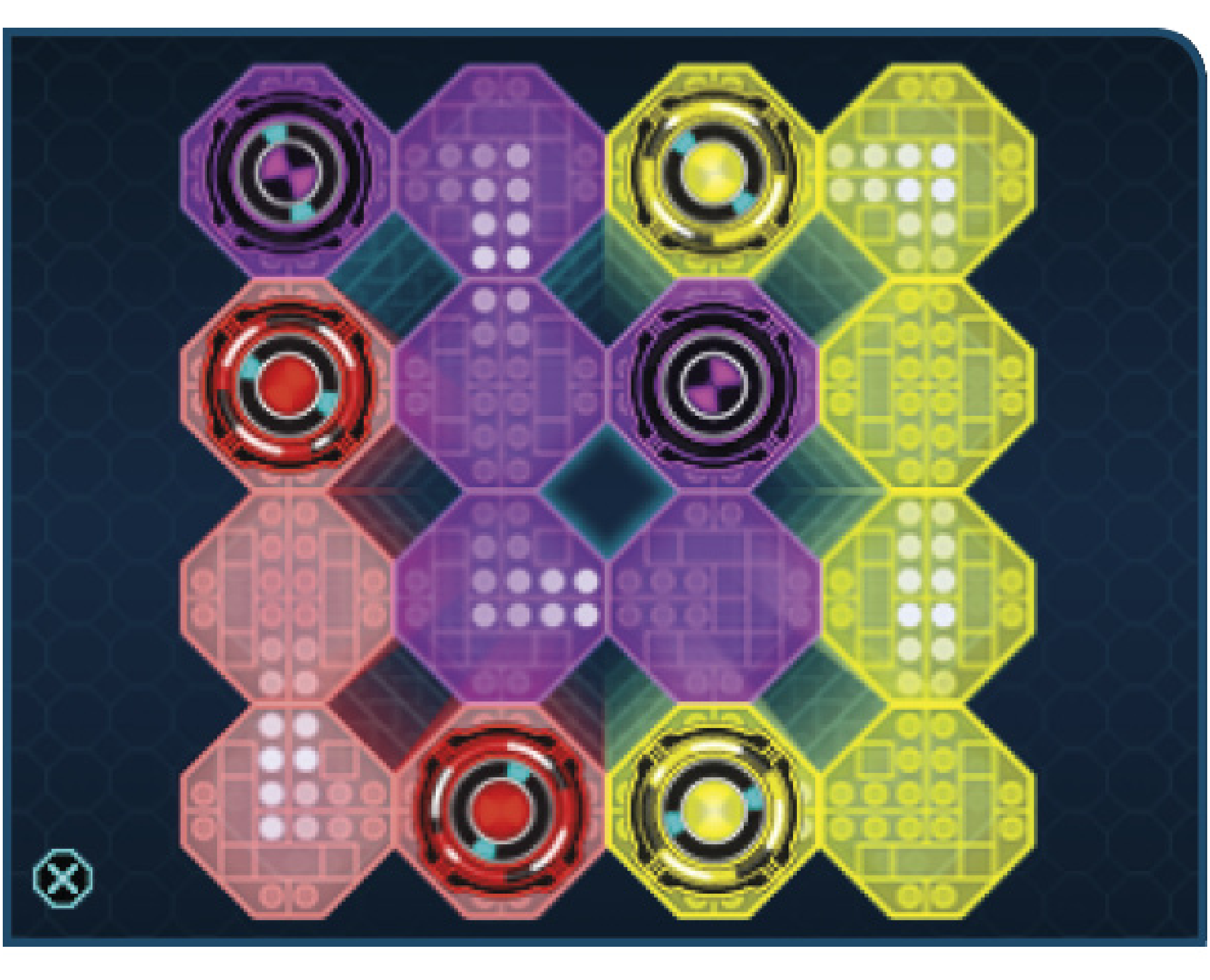
On the right side of the Batcycle platform, some bricks have fallen. Build these to form a grapple handle on the nearby ledge. Grapple the handle and pull to bring down a ladder. After scaling the ladder, smash all of the crates and The Joker prop you find on the platform above. After smashing the crate marked with the Batman logo, use the bricks that come from it to build a grapple handle nearby. When pulled, the grapple handle brings down a bridge that allows you to continue to the right.

> The Joker Smash Challenge: 2 / 3

After crossing the bridge, the Batmobile drops a barrage of missiles on the nearby Batcomputer, destroying it. Start smashing all of the nearby crates. Doing so reveals a gamut of Attract pieces. Once you've collected all of these, build the Attract Station that is in pieces where the Batcomputer once was. Filling the Attract Station with the required pieces causes the Station to build a nearby computer terminal ready to be hacked.



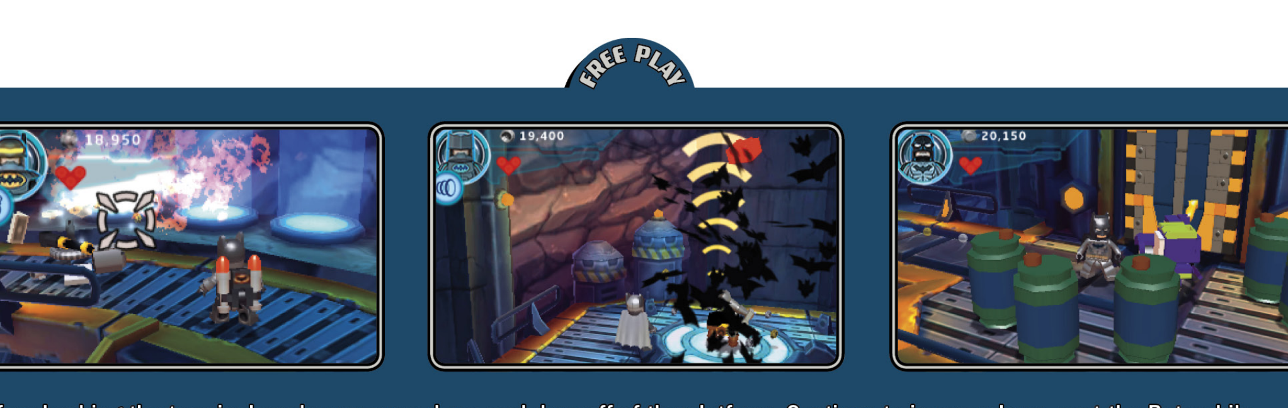




Computer Hacking Solution

Hack the computer terminal to call on the Batwing. The Bat-vehicle comes to your aid, bombarding the Batmobile with missiles causing Batman to flee—turning into a massive beast in the process—as well as ending the stage.

FREE PLAY



Before hacking the terminal, make your way down and drop off of the platform. Continue to journey down, past the Batmobile and onto a catwalk. Once on the catwalk, make your way to the right until you reach a silver LEGO device. Use a character with explosives to destroy it. Build the bricks left behind into a lever. Pulling this lever causes a flood of studs to appear nearby.

Continue to the right along the walkway and you find a Red Brick suspended in mid-air surrounded by bats. Use a character with Sonar abilities to break the nearby glass LEGO case. This results in some bricks, that when built, form a phonograph that plays some tunes particularly offensive to flying rodents. The bats leave, causing the Red Brick to fall to the ground, ready for you to pick it up.

Red Brick

Keep heading to the right. Tucked away in the corner you find the final Joker prop for the stage. Smash it, then head back to the Batcomputer platform, either by rushing past the Batmobile and using the grapple handle or by continuing to the left past it. Smash the device at the end of the path to get some bricks that build a bomb, destroying the boulders blocking your path to the Batcycle platform.

The Joker Smash Challenge: 3 / 3

OBJECTIVE 1: BUILD A SPOTLIGHT

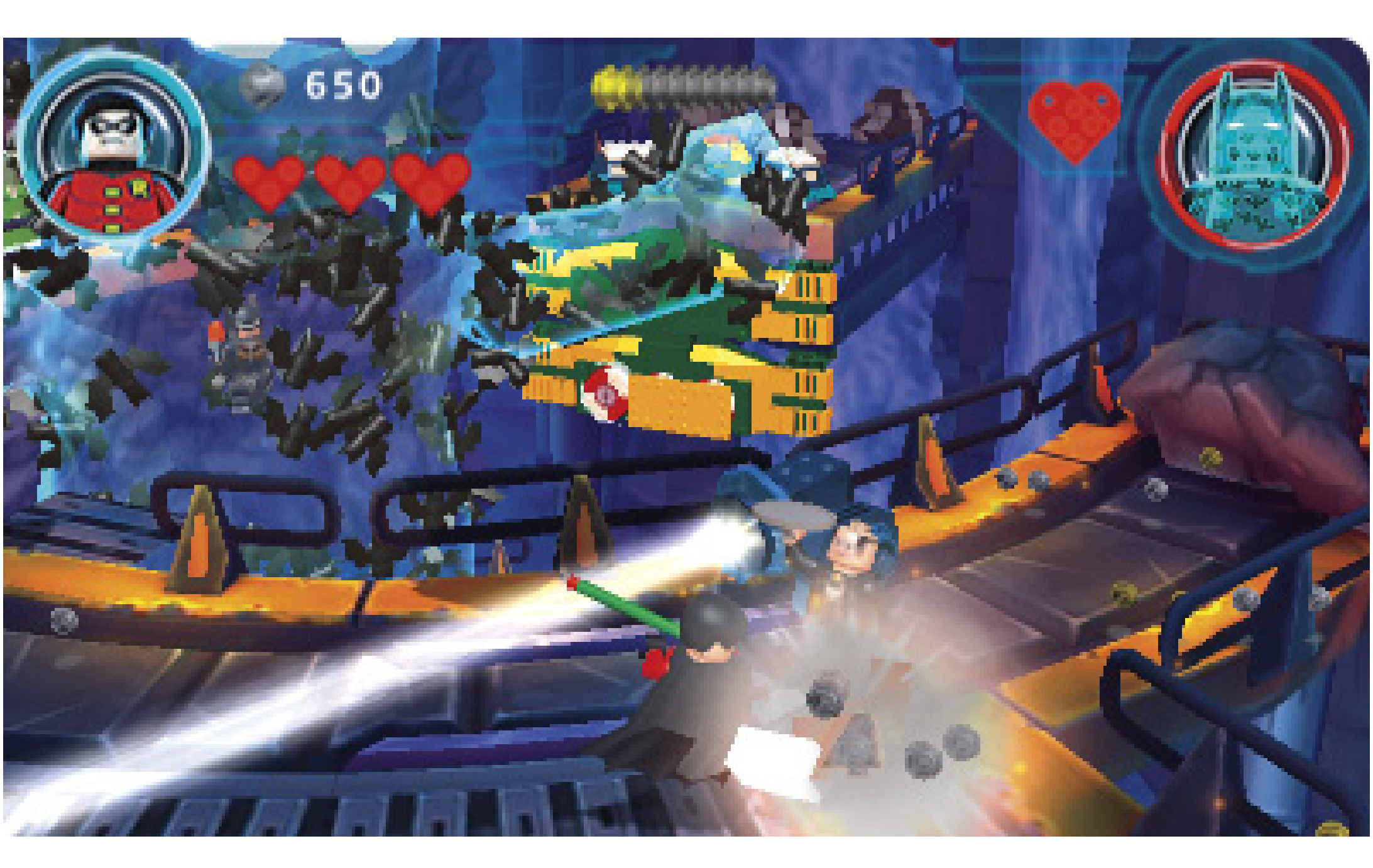
At the start of the stage, forego attacking the Batman-esque monstrosity. Instead, run from the right to the left sides of the stage smashing everything you see. This includes both the two Batman props and the three Joker props as you do so. Easy!

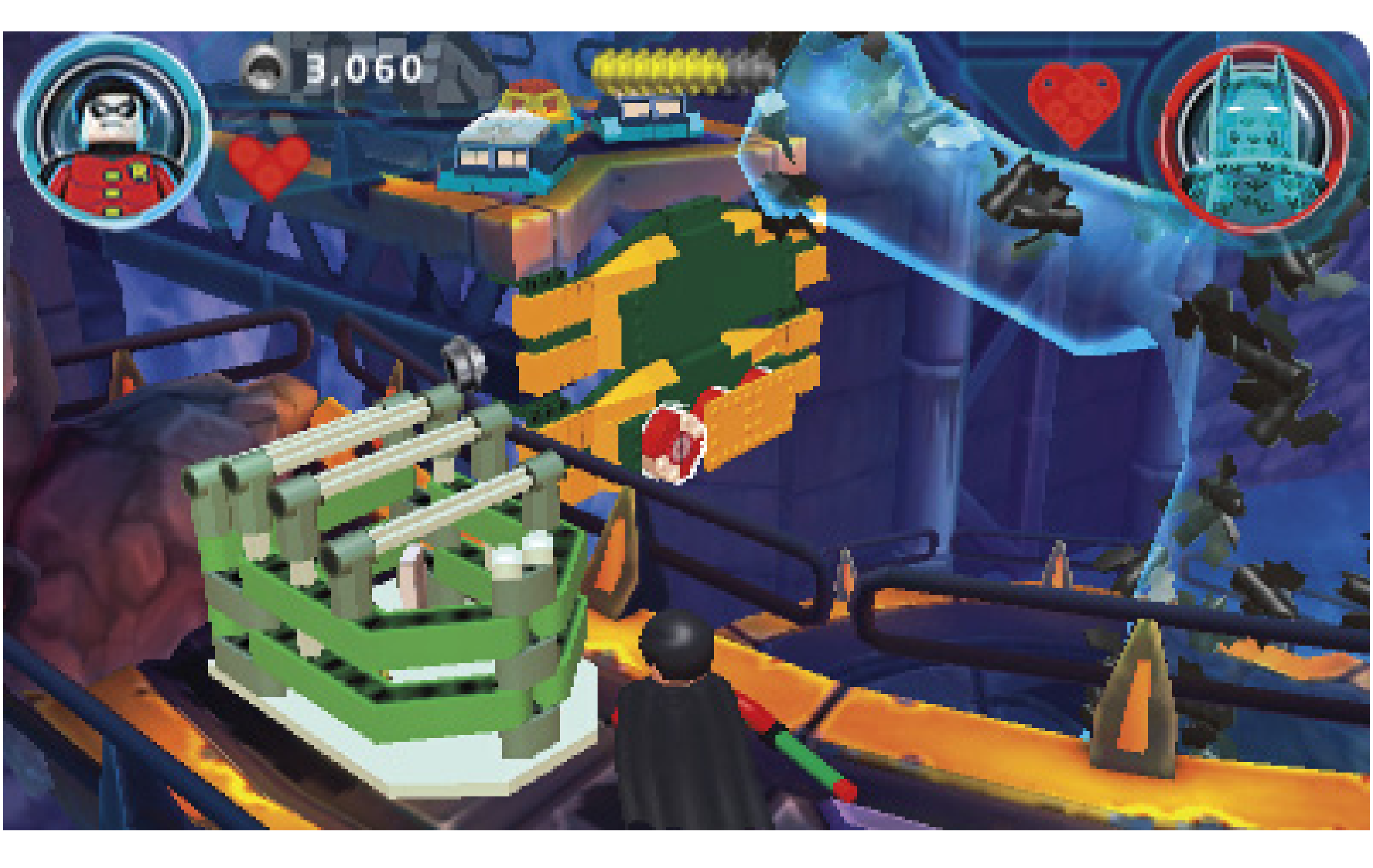
> Batman Smash Challenge: 2 / 2

> The Joker Smash Challenge: 3 / 3

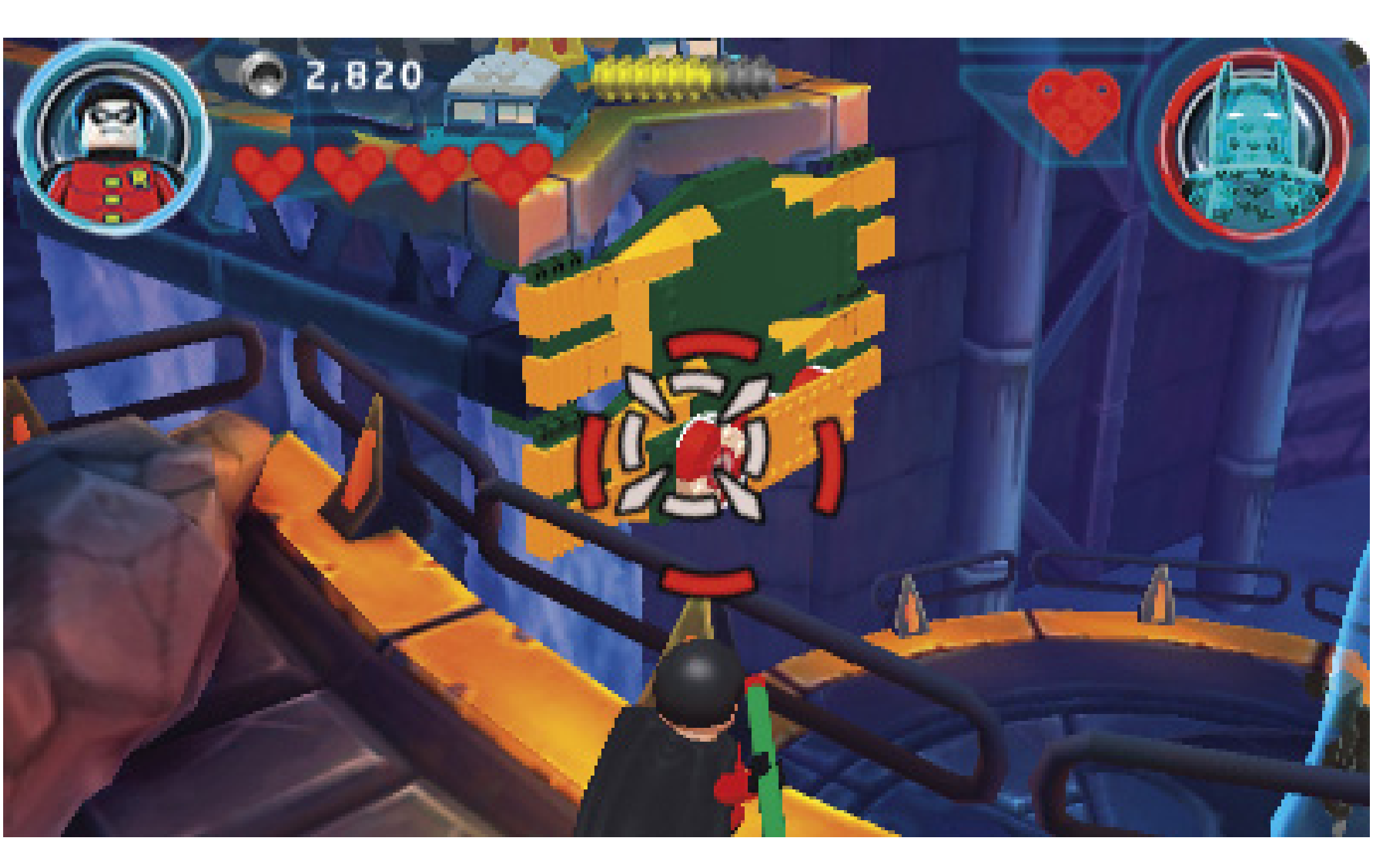
Now that everything has been thoroughly trashed, take note of the green LEGO cage on the left side of the stage. This is where you find The Joker Card for the stage. How to get inside you ask? Stand next to the crate and simply wait for Batman to take a swing at it. His massive punch shatters the crate, allowing you to access its contents. Just don't forget to get out of his way.

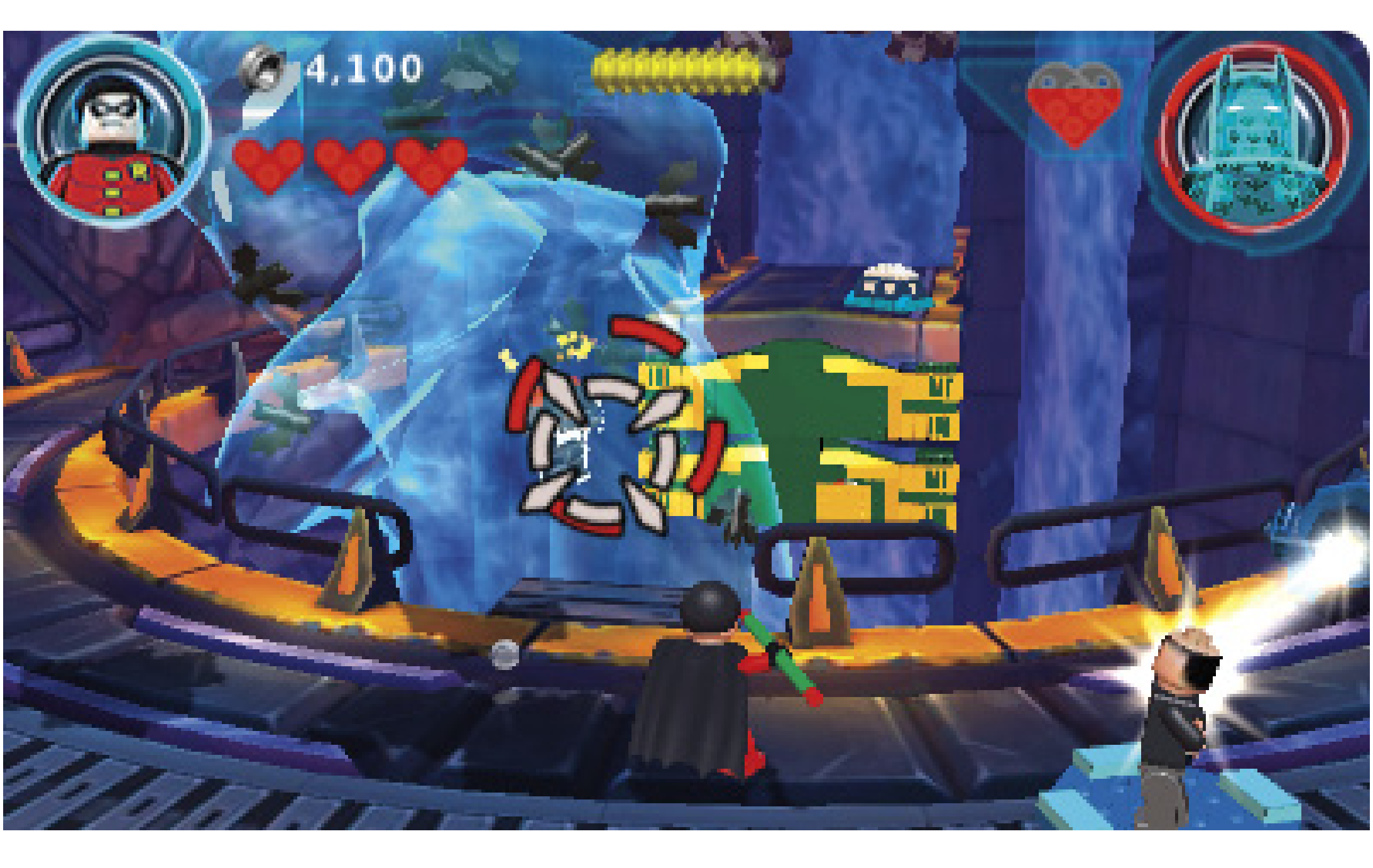
> The Joker Card





OBJECTIVE 2: DEFLECT THE LIGHT

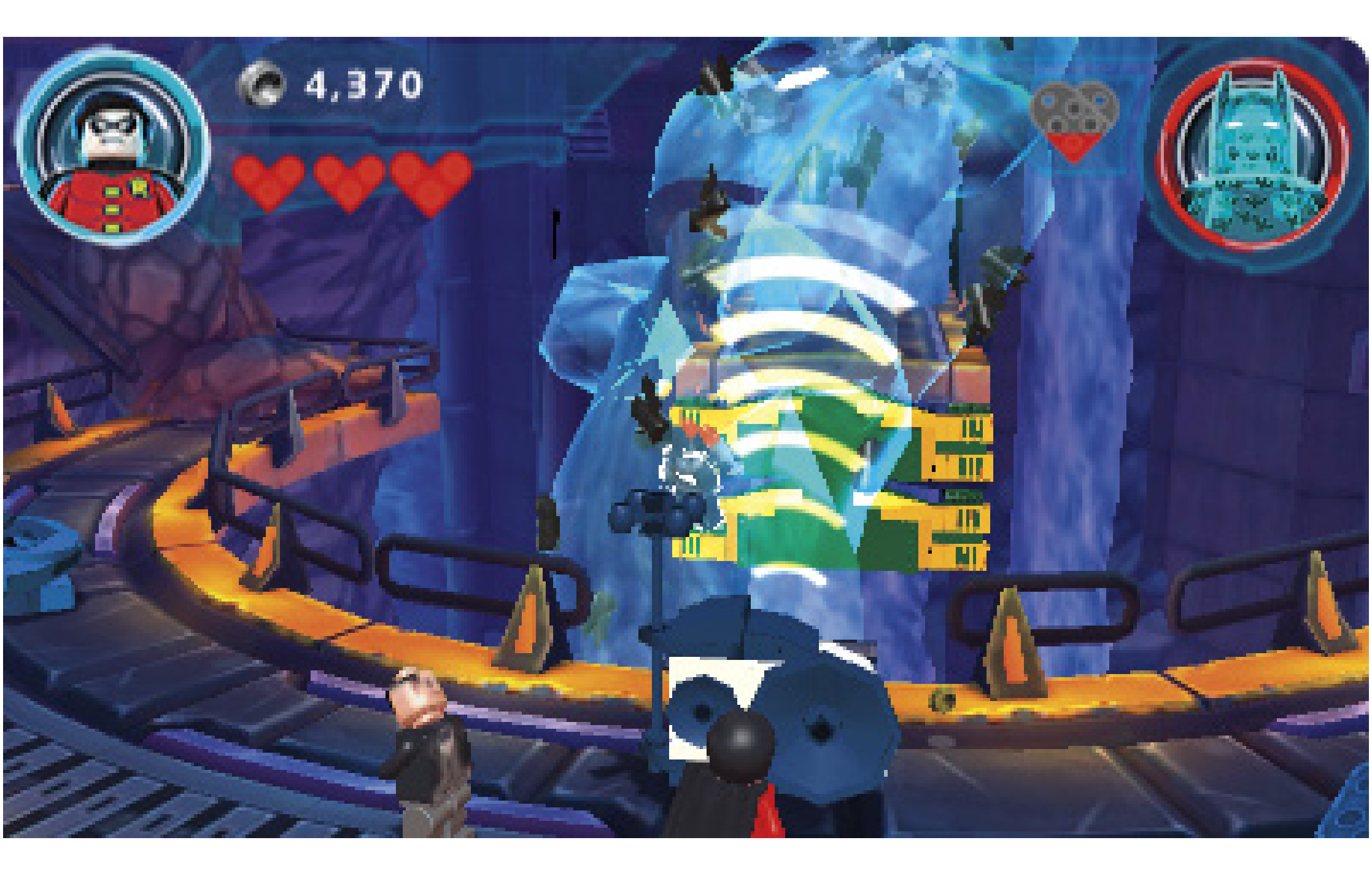




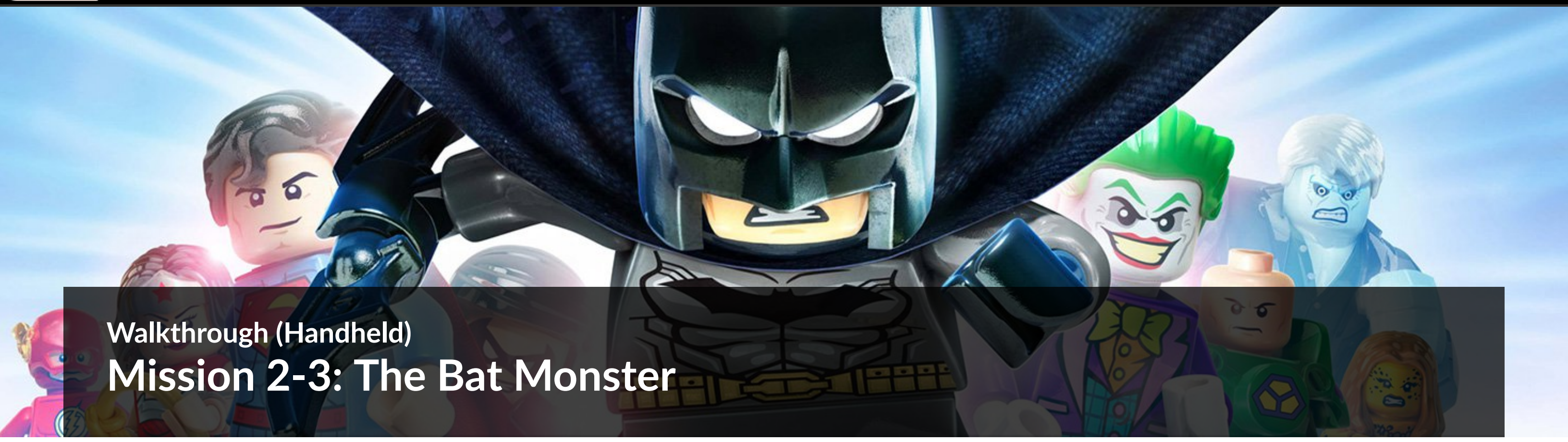
With the challenges complete, stand where the LEGO crate once was and look for a red and white target behind Batman. Aim at the target and throw Robin's baton at it. This causes a swarm of bats to lift a box into the air and drop it near you. Build the LEGO bricks left behind into a spotlight. The bright beam of light stuns Batman. Now's your chance! Take aim at Batman with a projectile and let it fly.

Once again, stand on one of the far edges of the stage and throw your baton at one of the targets behind Batman. The bats drop another box on the platform. This time, build the bricks into a deflection spot. Switch to Alfred and interact with the spot. Reflect the beam of light onto Batman to stun him once again, leaving him vulnerable to another projectile attack.

OBJECTIVE 3: PUMP UP THE VOLUME!

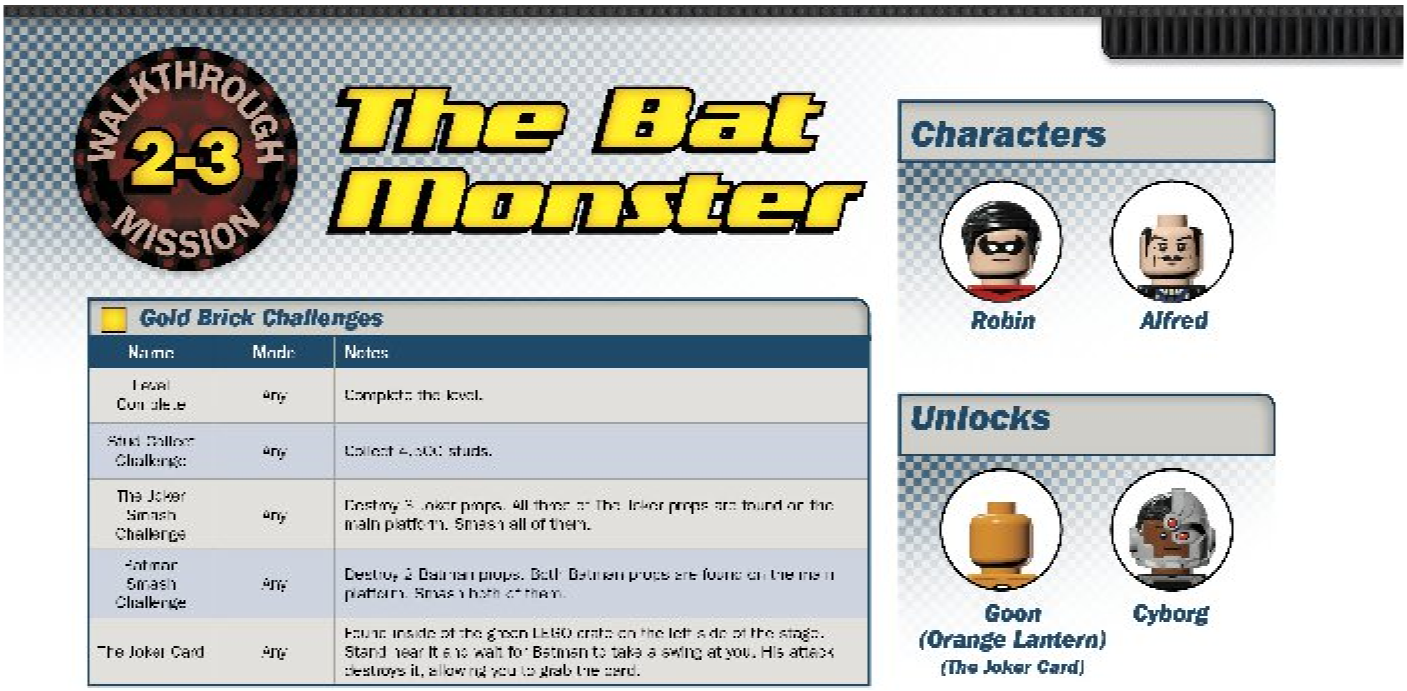


That leaves one last and final target behind Batman. Throw a projectile at it to have the bats drop one final box near you. This time, build the bricks into a speaker. The resulting racket from the device is enough to stun Batman again. Target him once more with your projectile and let it fly! Once your weapon finds its mark, the stage is complete.



Walkthrough (Handheld)

Mission 2-3: The Bat Monster


WALKTHROUGH
2-3
MISSION

The Bat Monster

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 4,500 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. All three of The Joker props are found on the main platform. Smash all of them.
Batman Smash Challenge	Any	Destroy 2 Batman props. Both Batman props are found on the main platform. Smash both of them.
The Joker Card	Any	Found inside of the green LEGO crate on the left side of the stage. Stand near it and wait for Batman to take a swing at you. His attack destroys it, allowing you to grab the card.

Characters

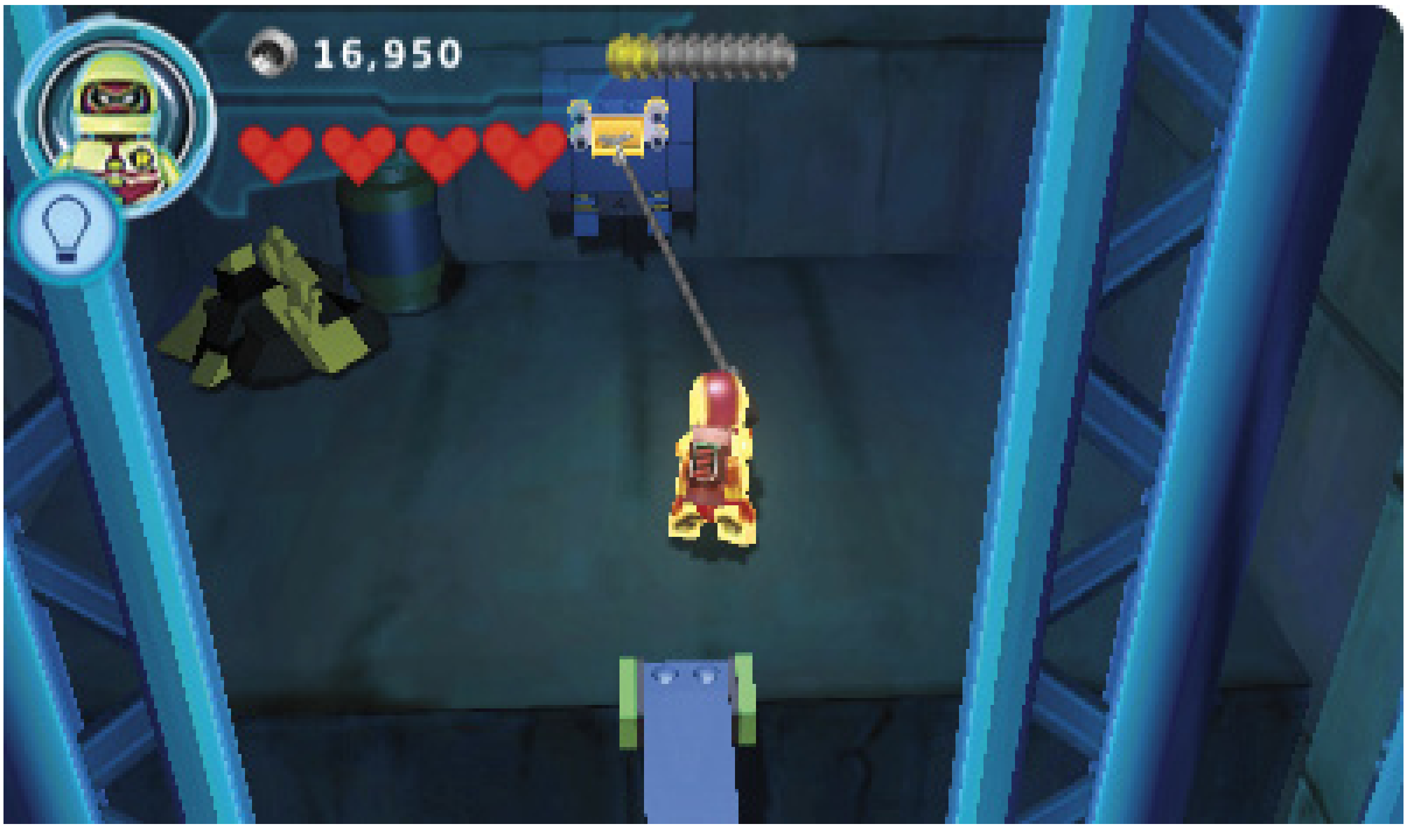
Robin

Alfred

Unlocks

Goon (Orange Lantern) (The Joker Card)

Cyborg



Equipped with his Illumination Suit, cross the divide as Robin into the dark hole on the wall. Once inside, smash all of the objects within the alcove to find the bricks that build into a grapple handle, as well as a Batman prop. Once the grapple handle is built, pull on it to open the exit to the stage.

> Batman Smash Challenge: 2 / 2

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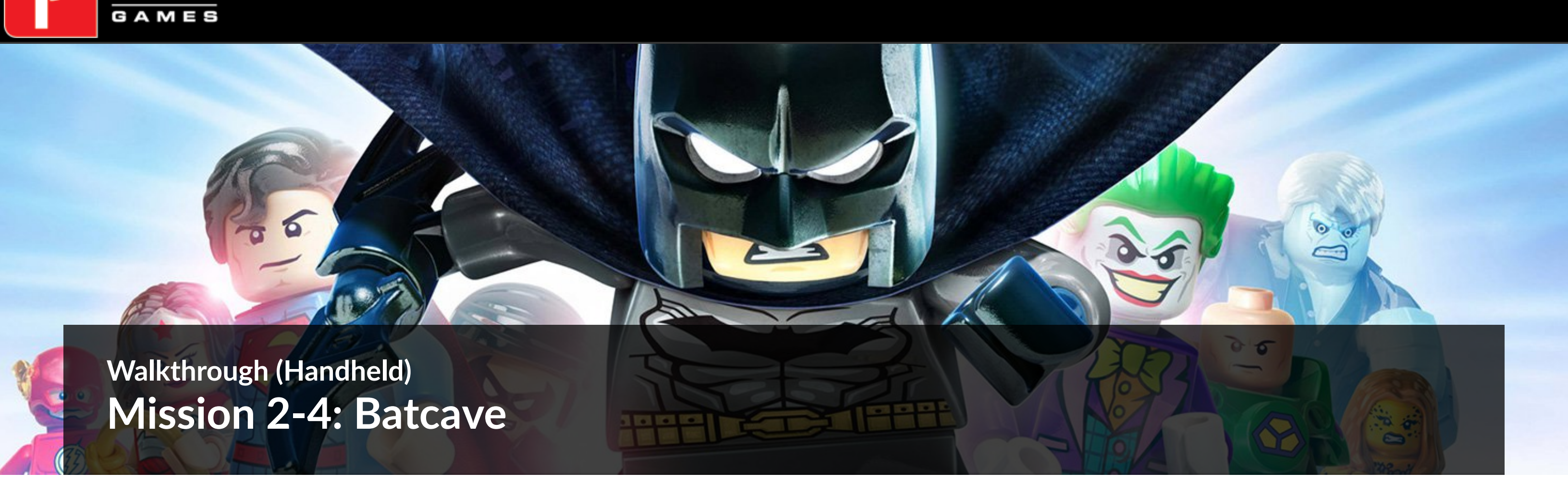
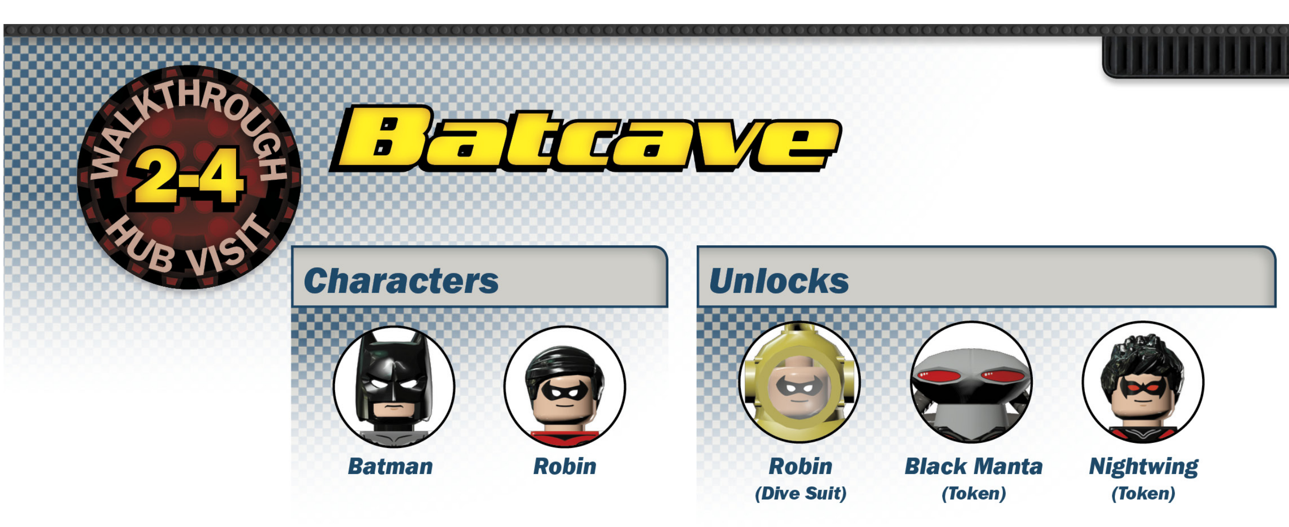


Walkthrough (Handheld)

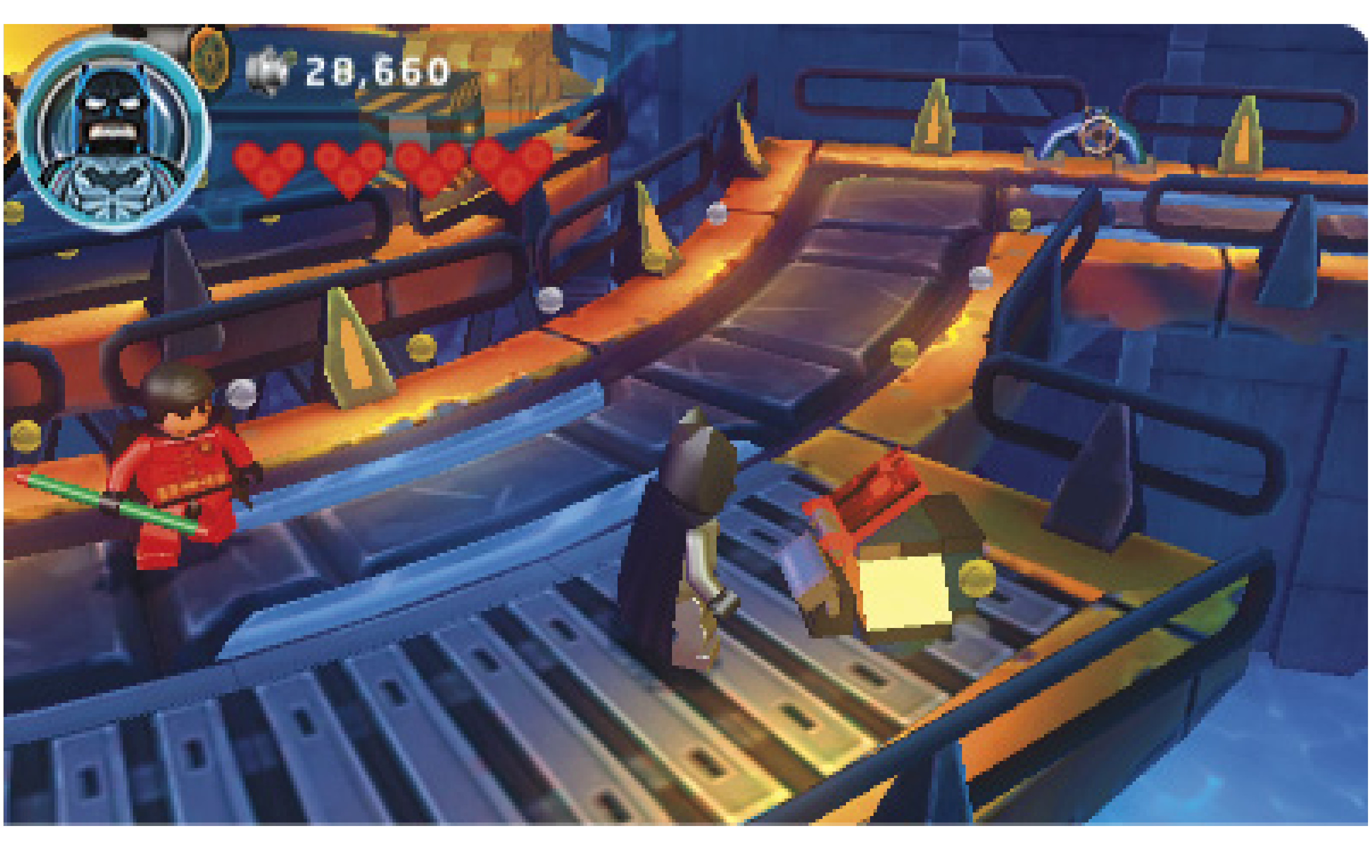
Mission 2-4: Batcave

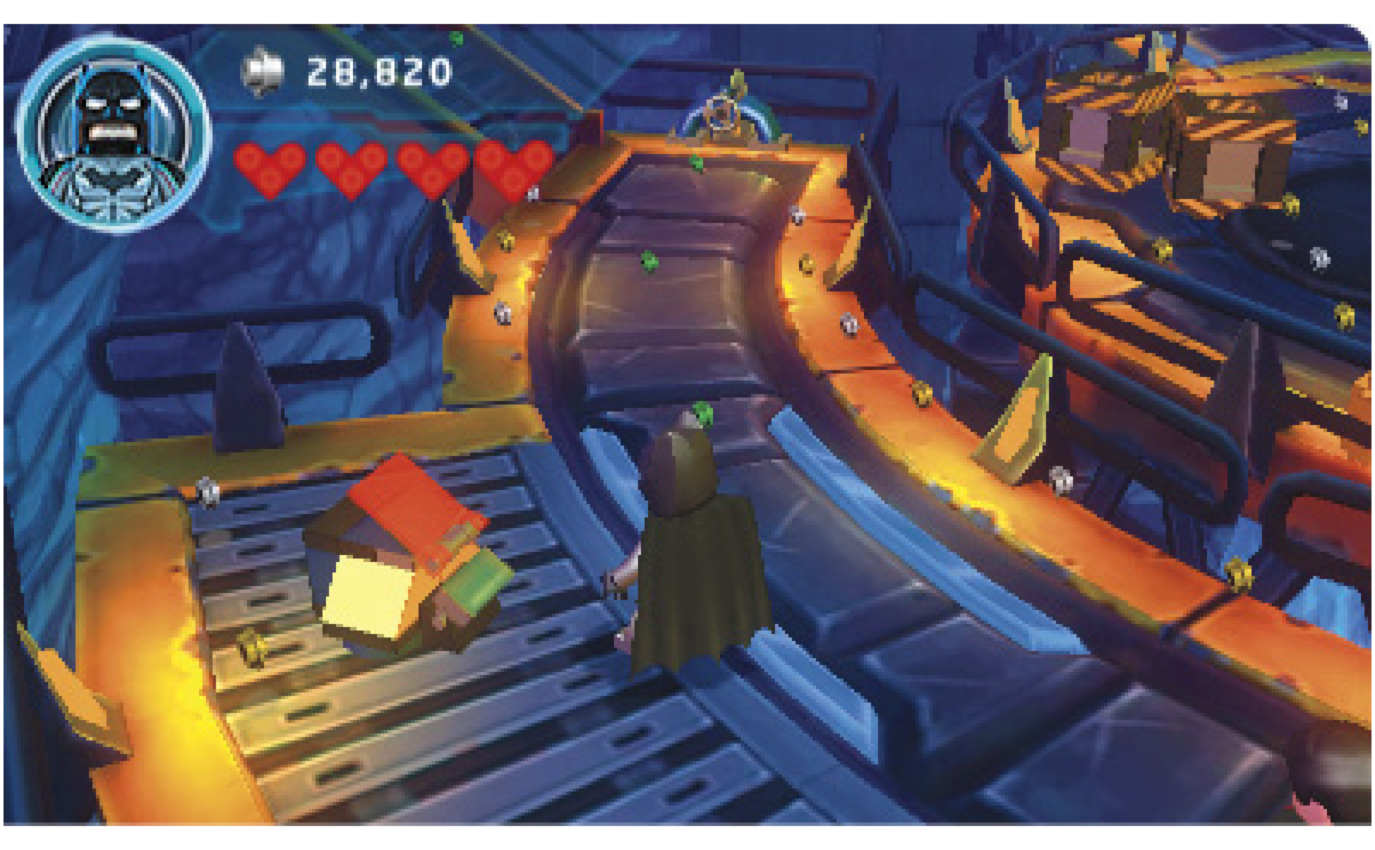


OBJECTIVE 1: TAKE A DIVE

Batman's little stint as the "Bat Monster" has left the Batcomputer a bit inoperable. Time to fix it so that the Justice League can be contacted. Head down from the Batmobile, then go right. Here you find a small terminal with a red screen. Break it and rebuild the bricks. Once that is done, head to the left.

As you head left, break the second terminal and rebuild it. Once that's done, head up the stairs to the Batcycle platform.



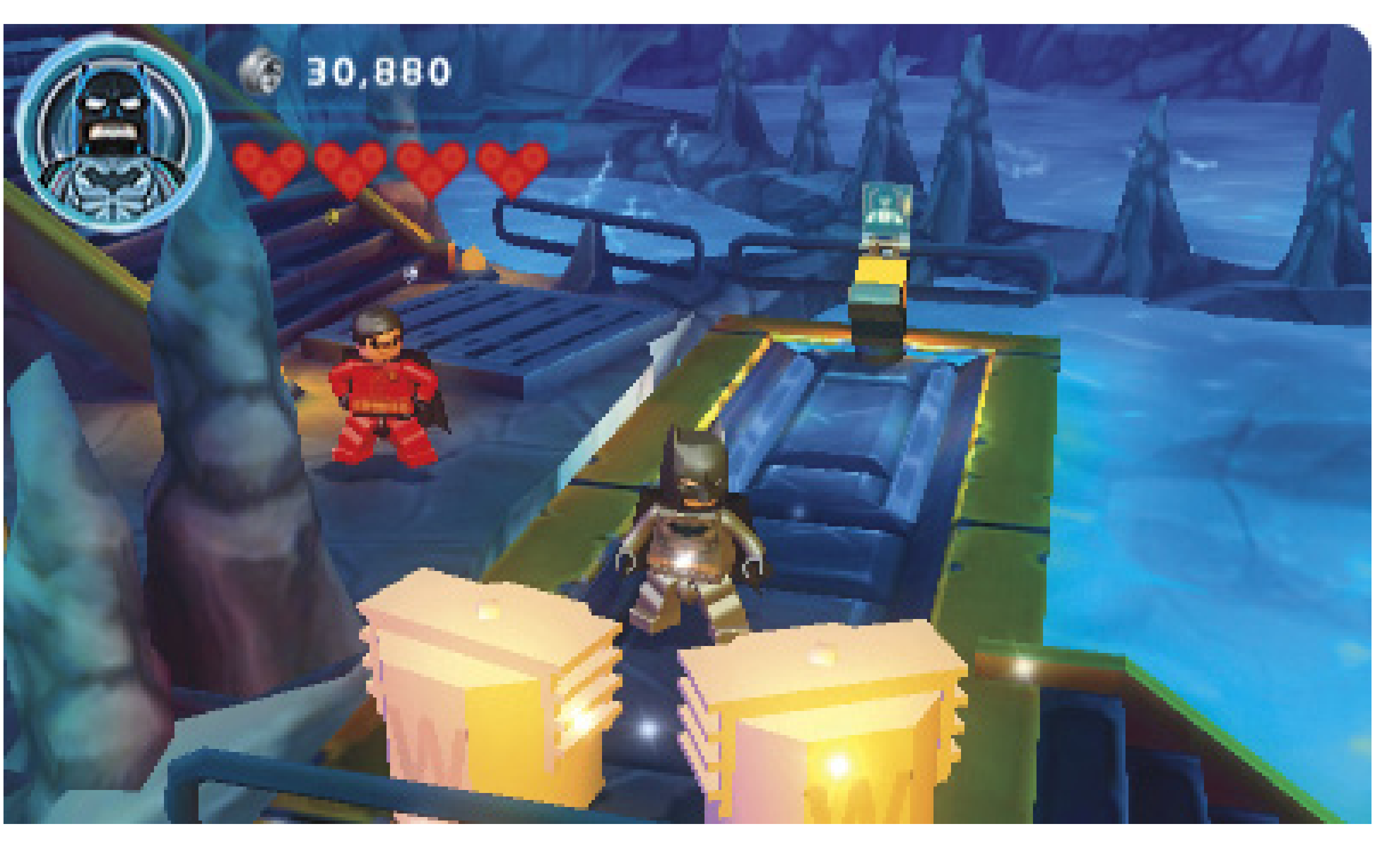


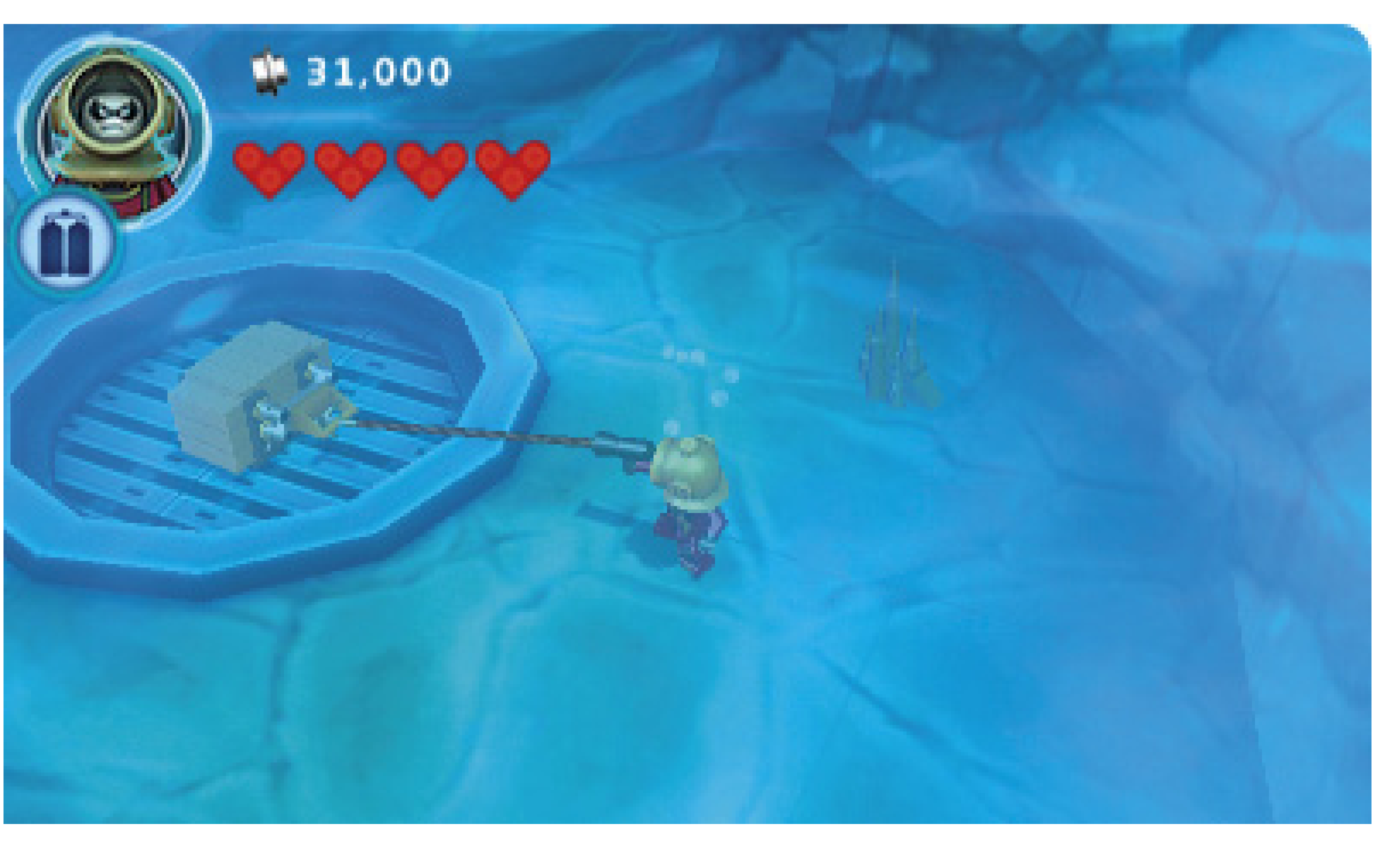
Once you're at the Batcycle platform, jump down the lower left side of the platform to make your way to the Batboat dock. Once you get to the dock, you find a third terminal to break down and rebuild. Once that is done, a Token appears to the left of the Batcomputer platform. Before you go run and get it though, be sure to destroy the silver LEGO crates near the dock. Doing so causes the Dive Suit Token to appear.

> Unlocked: Dive Suit

Now donning the Dive Suit, have Robin dive into the water near the dock. Once in the water, locate a submerged crate and pull the grapple handle on its side to open it. When you do, a Token falls out. Pick it up to unlock Black Manta.

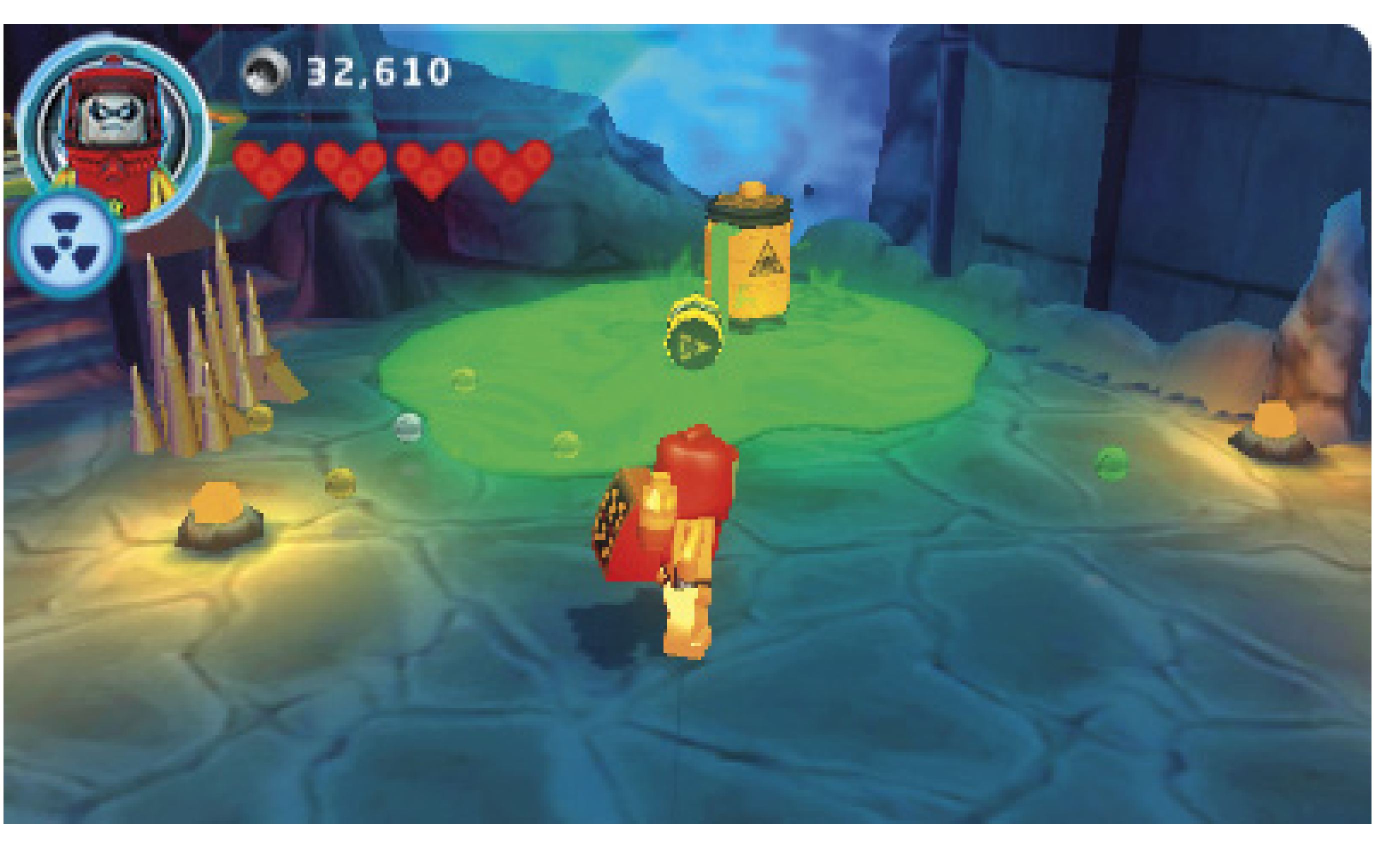
> Unlocked: Black Manta

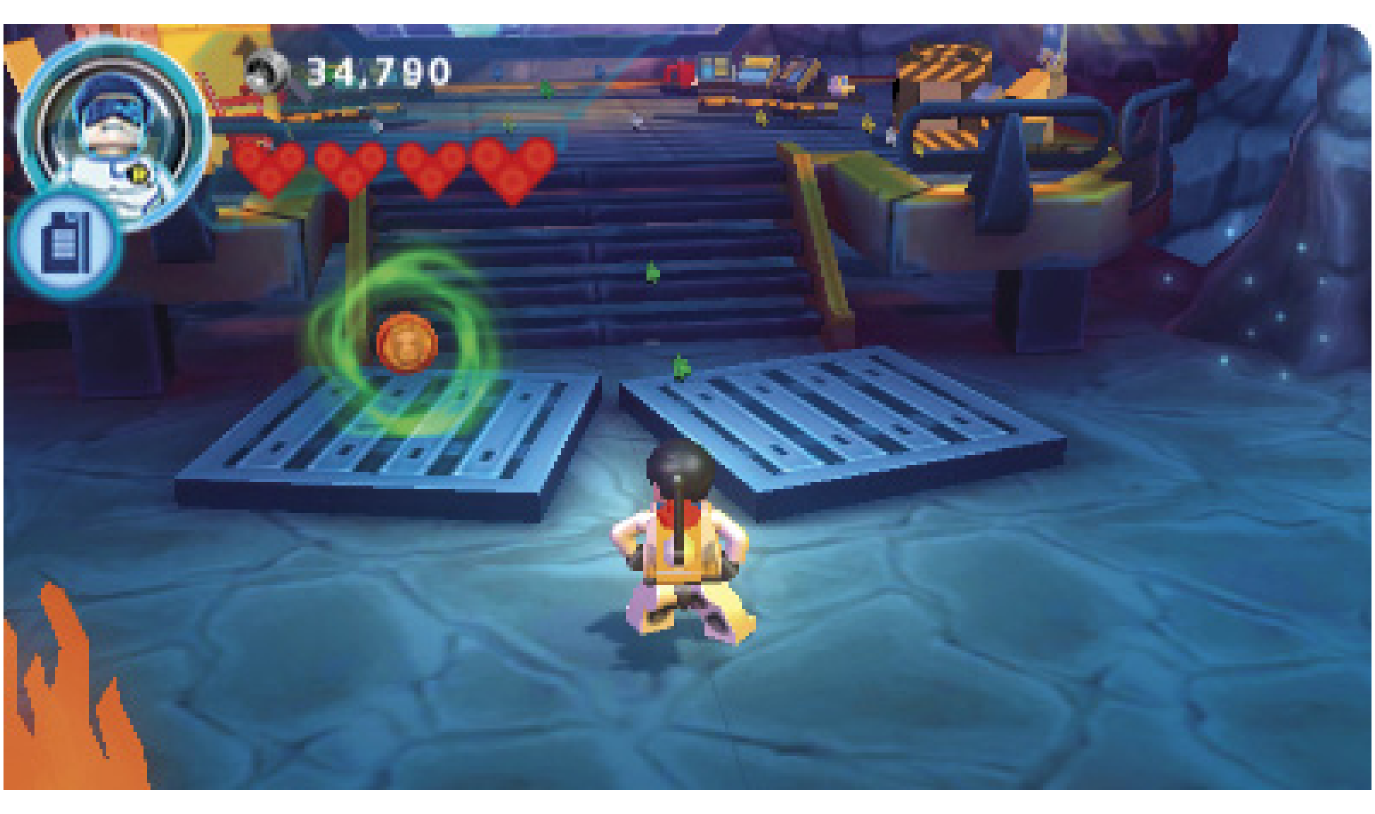


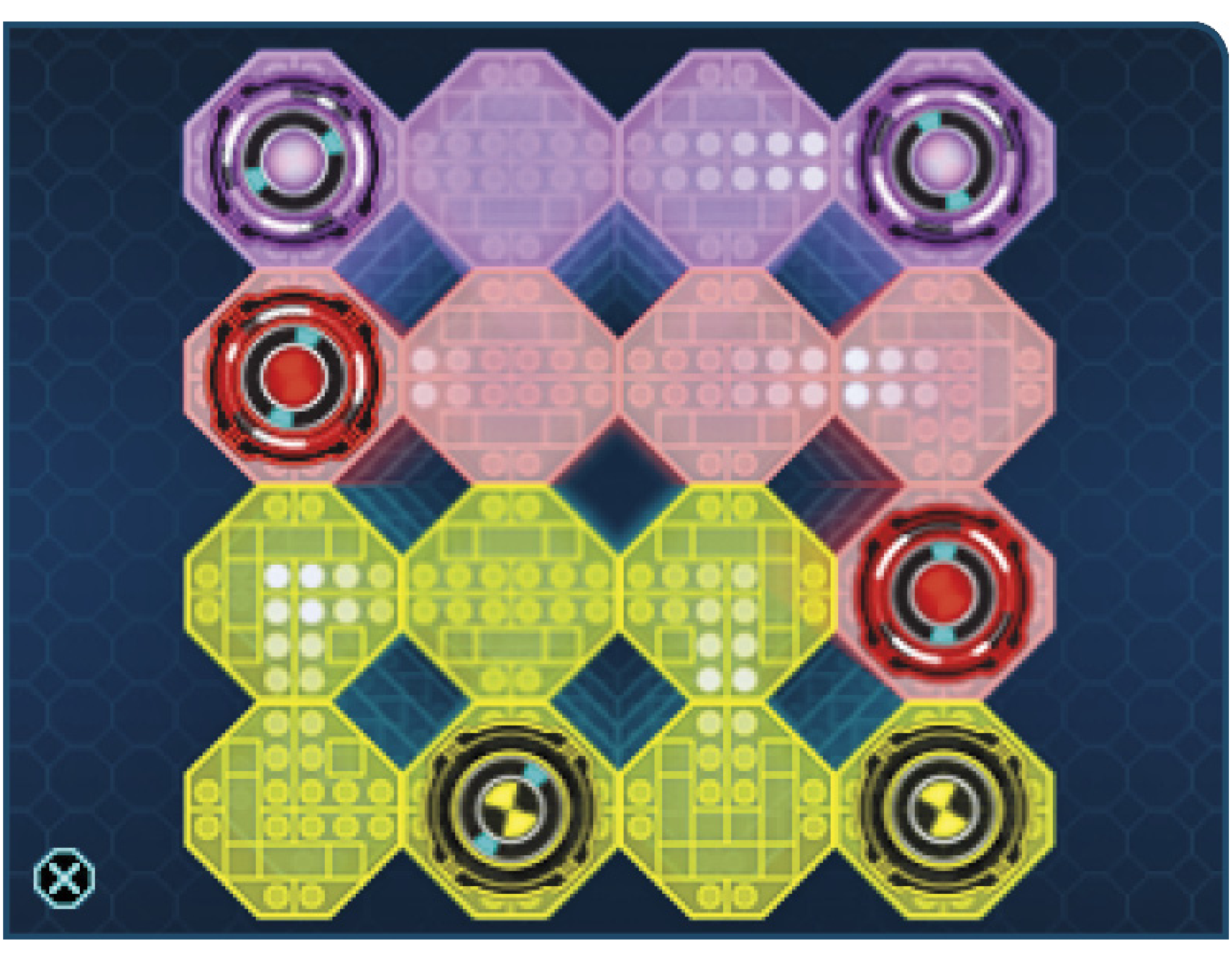


OBJECTIVE 2: EXTEND THE BRIDGE

Head back up the stairs and use the elevator to get back up to the Batcycle platform. In the upper right corner of the platform, you find a ladder. After climbing up, equip Robin with his Hazard Suit and smash the toxic waste barrel you find. Build the bricks that spill out into a computer console. Hack the computer to extend a bridge to the right.





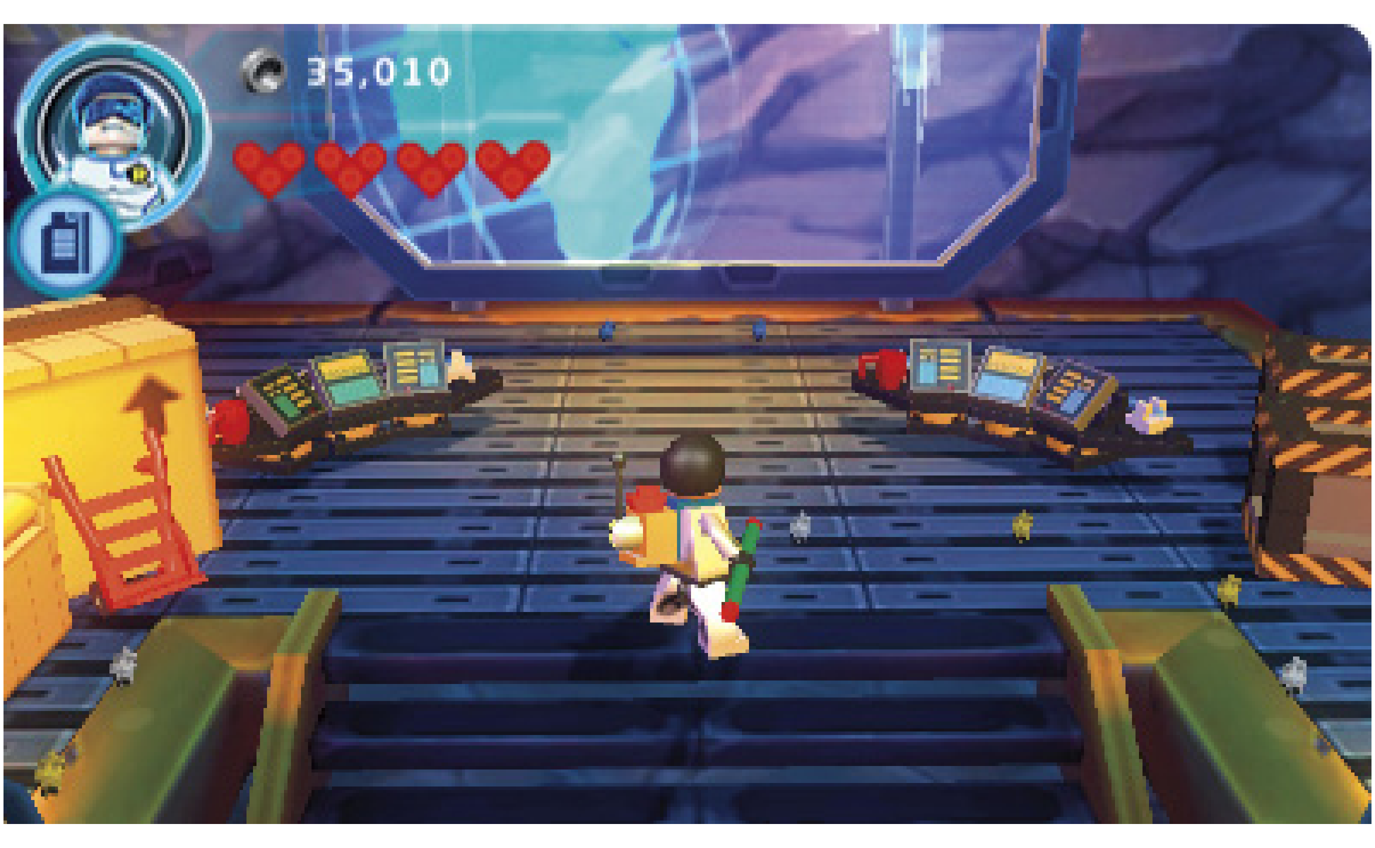


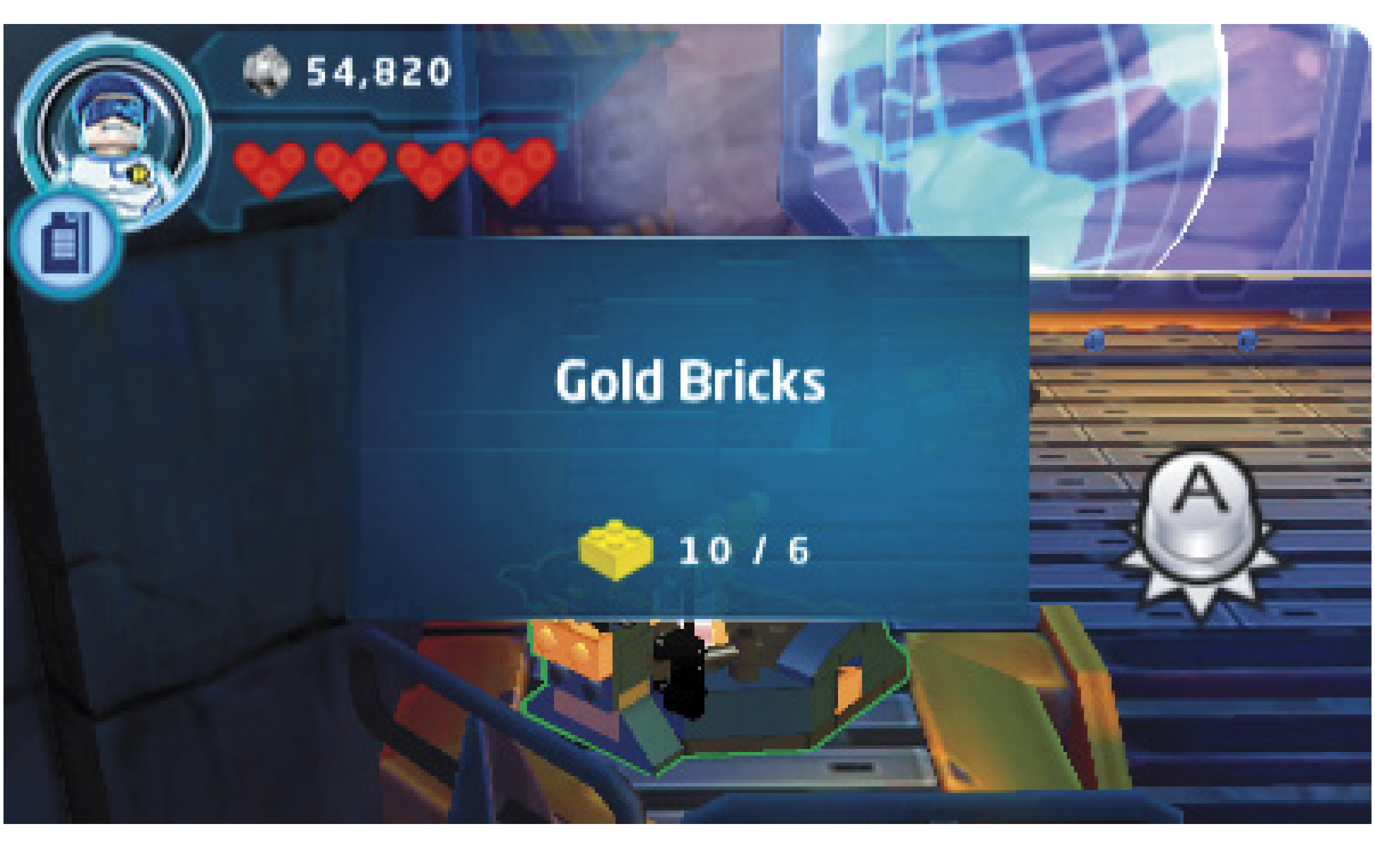
Computer Hacking Solution

At the top of the stairs, you find the Token that you unlocked earlier. Don't forget to pick it up!

> Unlocked: Nightwing

OBJECTIVE 3: REBUILD THE BATCOMPUTER

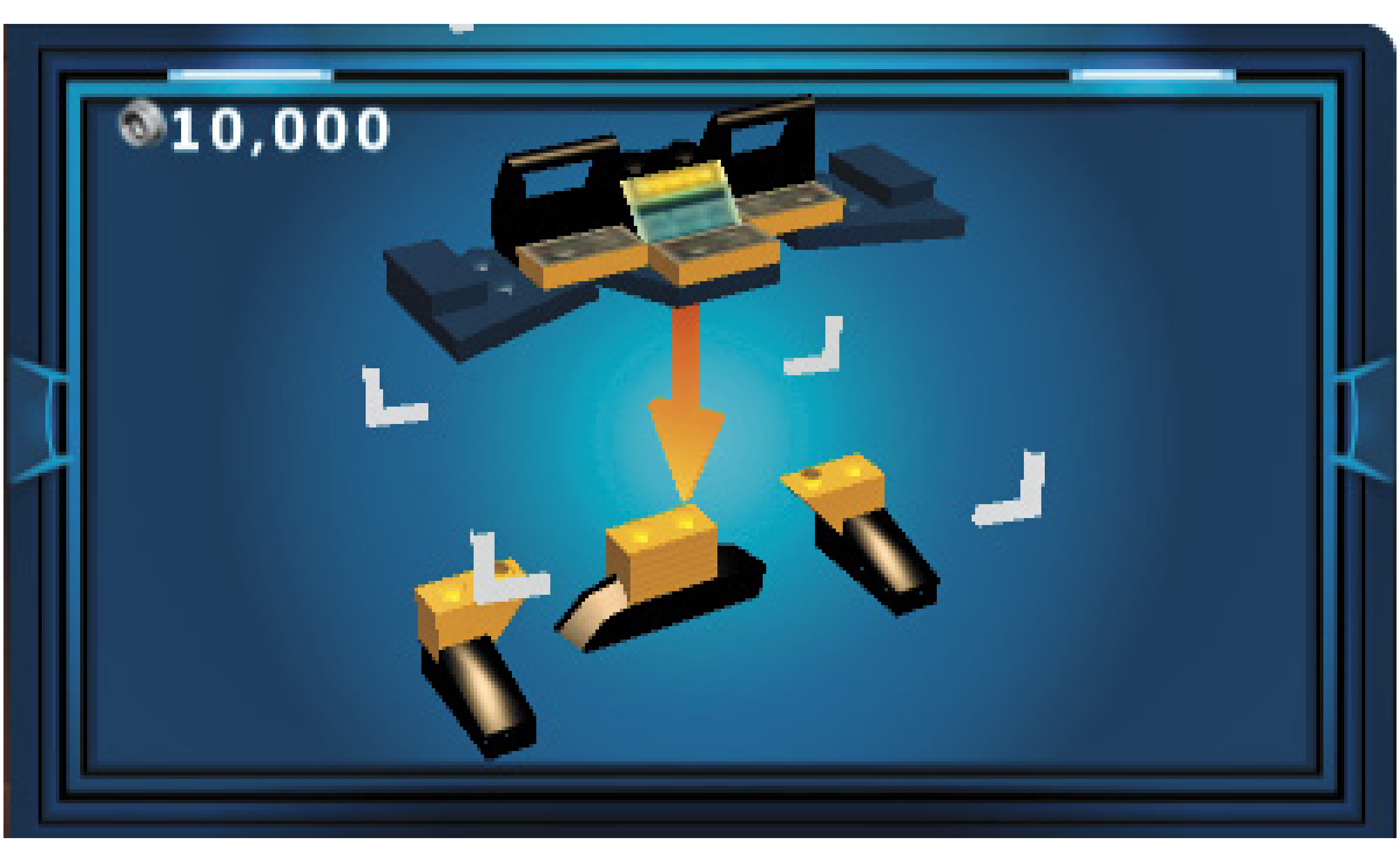




Head up the stairs toward the Batcomputer and smash the boxes to the left. Build the bricks that spill out of it into a device that you can use to rebuild the Batcomputer.

Rebuilding the Batcomputer requires you to have at least six Gold Bricks. Considering you have completed six levels to get to this point, you have enough to meet that requirement. Interact with the device and use the touchscreen to assemble the Batcomputer.

Now that the Batcomputer is complete, use the level pad to move on to the next level.



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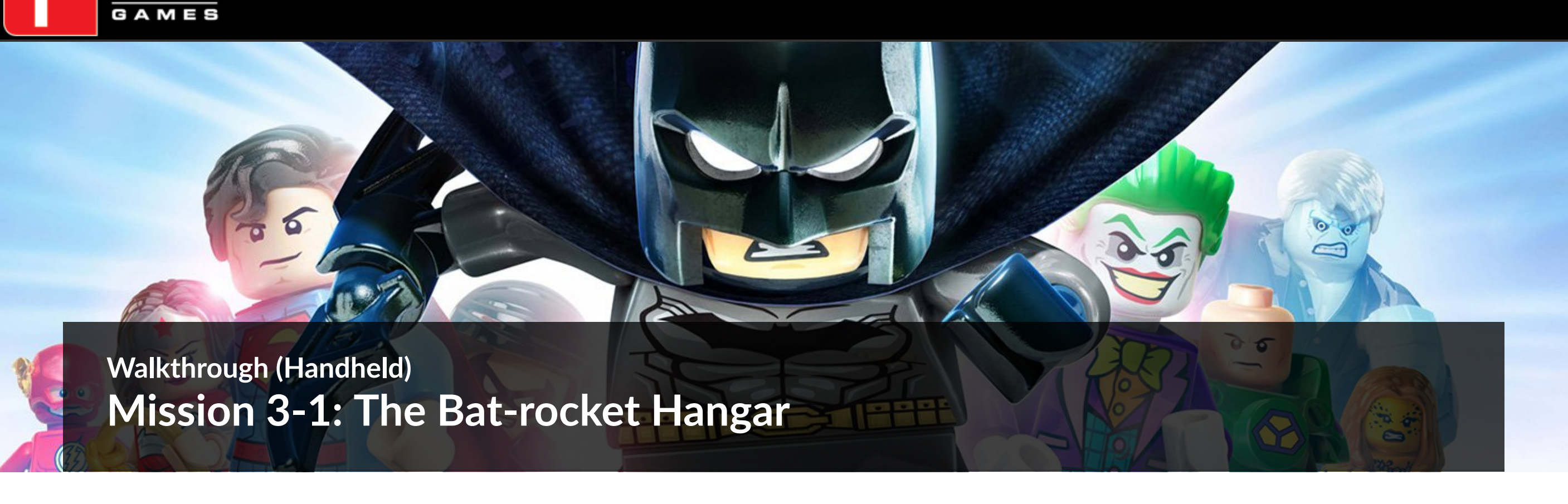


Walkthrough (Handheld)

Mission 3-1: The Bat-rocket Hangar

WALKTHROUGH 3-1 MISSION

The Bat-rocket Hangar

Characters

Batman

Robin

Unlocks

Batman *(Sonar Suit)*

Batman *(Space Suit)*

Catwoman *(The Joker Card)*

x4 Multiplier *(Red Brick)*

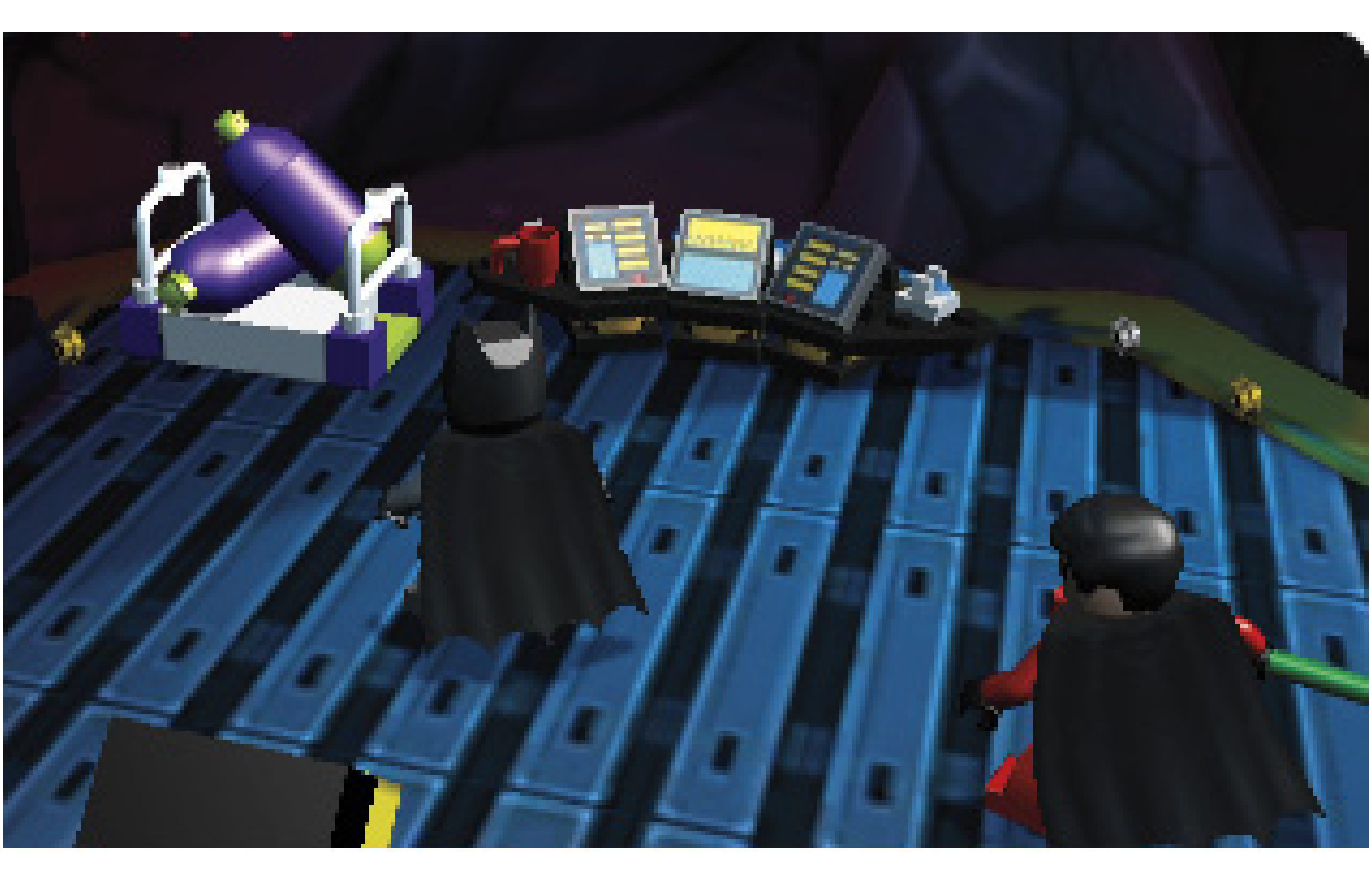
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 50,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first prop is to the left of the level start, the second is behind the magno LEGO box where the Space Suit is found, and the third is reached by Robin using the twirl poles near the end of the level.
Red Brick	Free Play	Left of the level's start, smash the blue LEGO device and build the bricks into a Blue Lantern pad. Use Saint Walker to interact with it and cause the Red Brick to appear.
The Joker Card	Free Play	During Free Play, use a character with the magnet ability to interact with the magno LEGO box next to the second Joker prop. The Joker Card falls out of the LEGO box.

OBJECTIVE 1: FIND THE SONAR SUIT

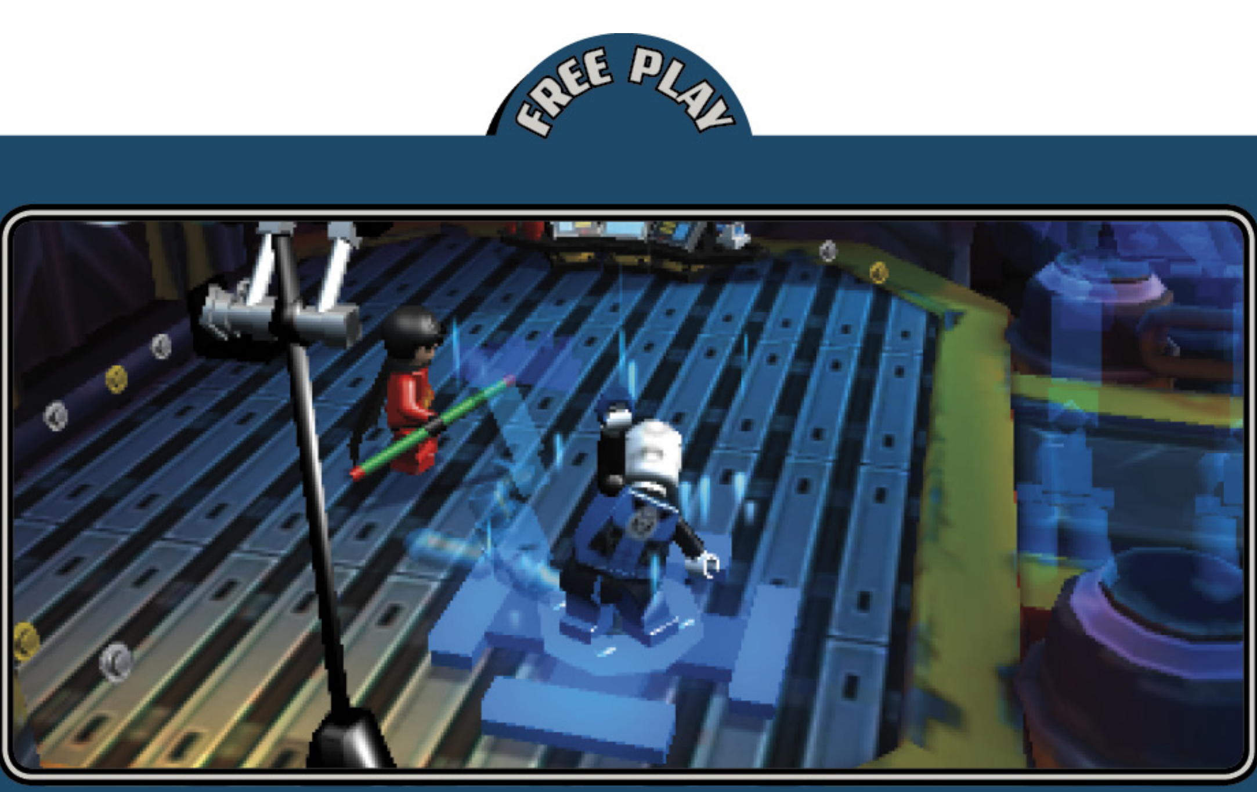
Make your way to the far left corner where you find a Joker prop to smash. Once that is done, go back to the start and head up the stairs.

> The Joker Smash Challenge: 1 / 3



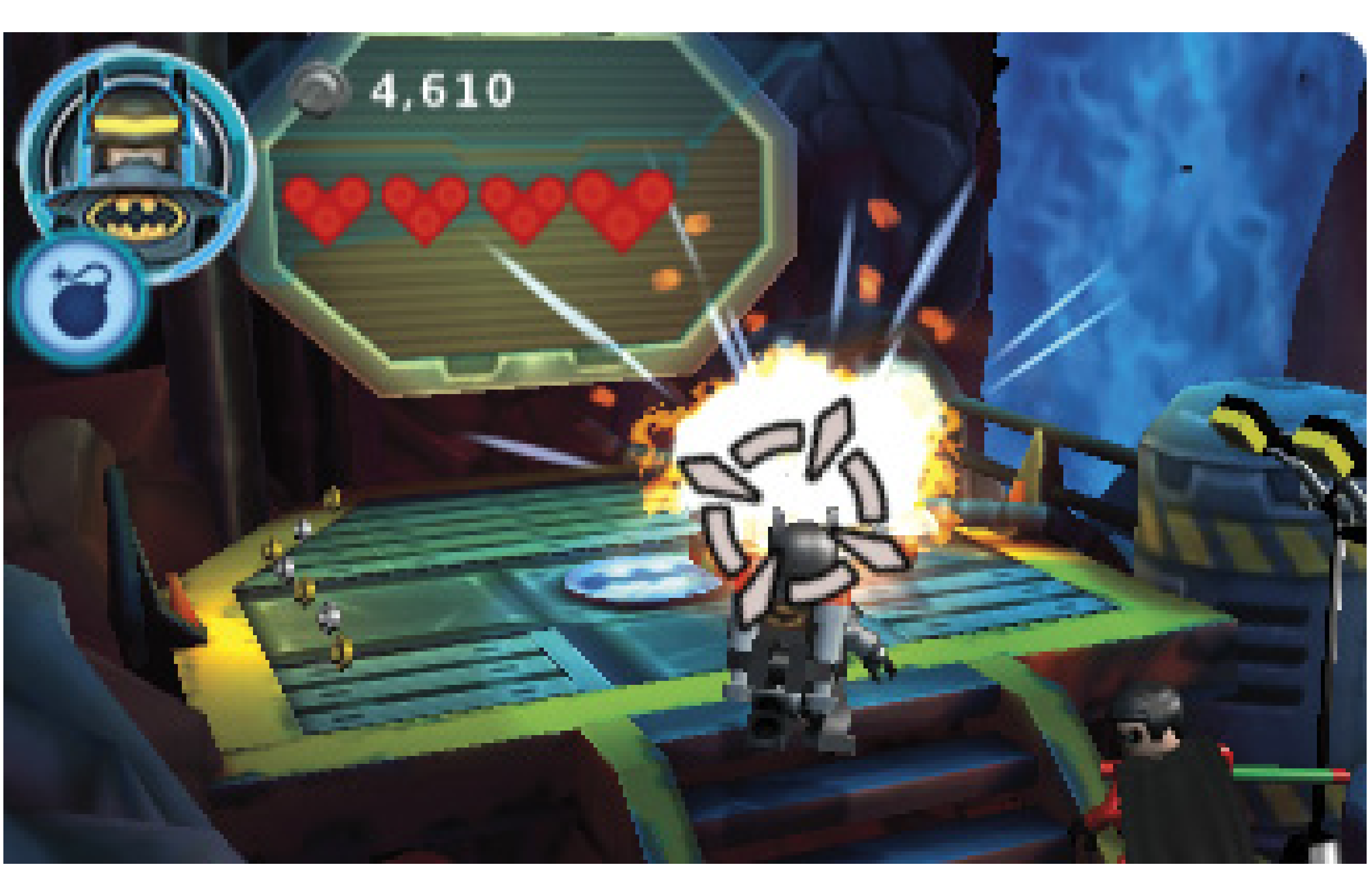
After climbing the stairs, you pass by a lever locked behind a panel of glass. You need to have the Sonar Suit to break the glass. Continue onward and find the silver LEGO crate. Destroy this crate by using Batman's Demolition Suit. Build the bricks left behind into a computer console. Now, switch to Robin and equip his Techno Suit. Hack the computer console to roll out a tram with part of the Bat-rocket on board.

FREE PLAY



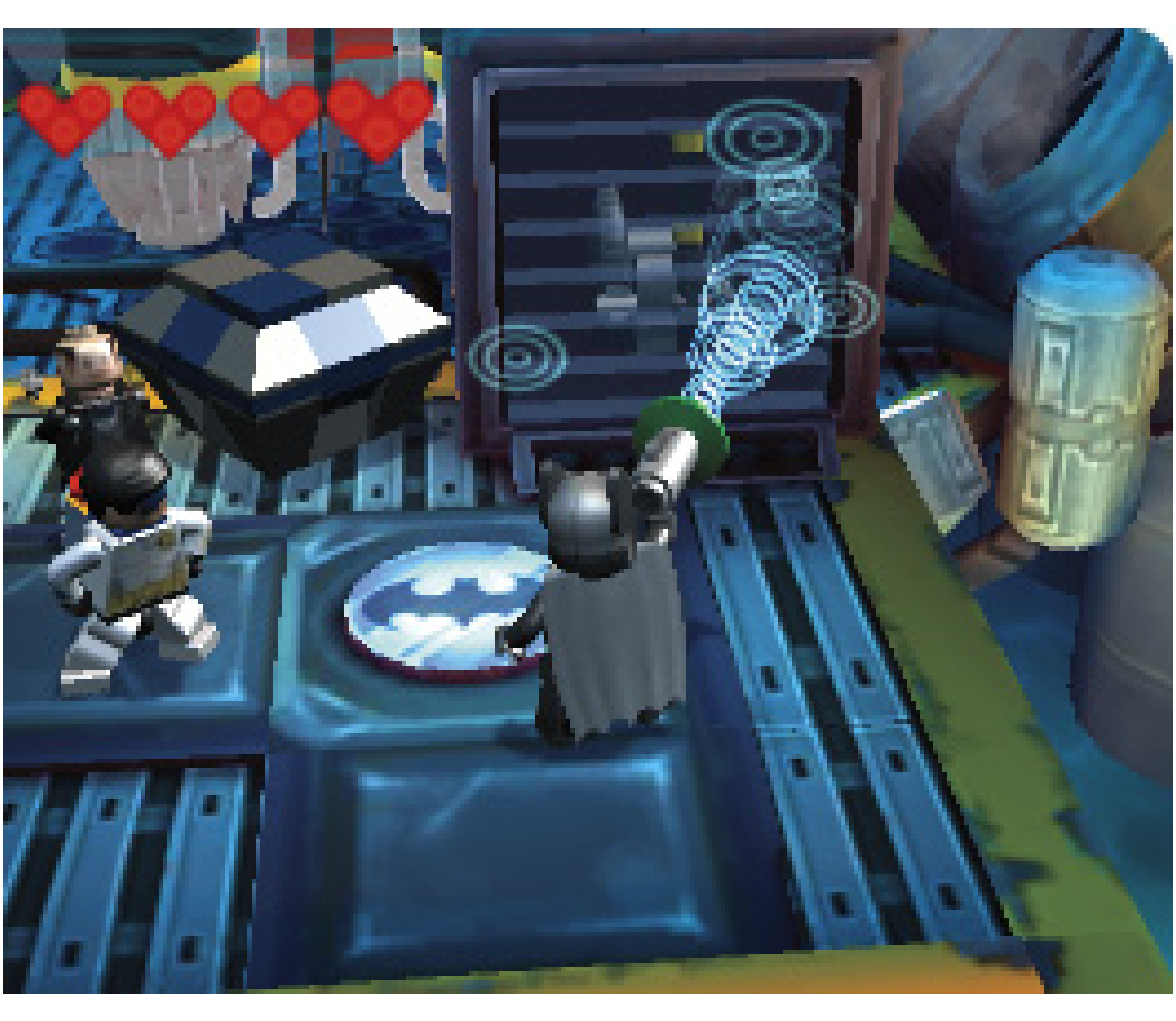
During Free Play, smash the blue LEGO device nearby and build the bricks that spill out from it into a Blue Lantern pad. Use Saint Walker to interact with the pad. Doing so results in building a massive blue bird. The blue bird flies around a bit and drops the Red Brick for you to pick up. Easy!

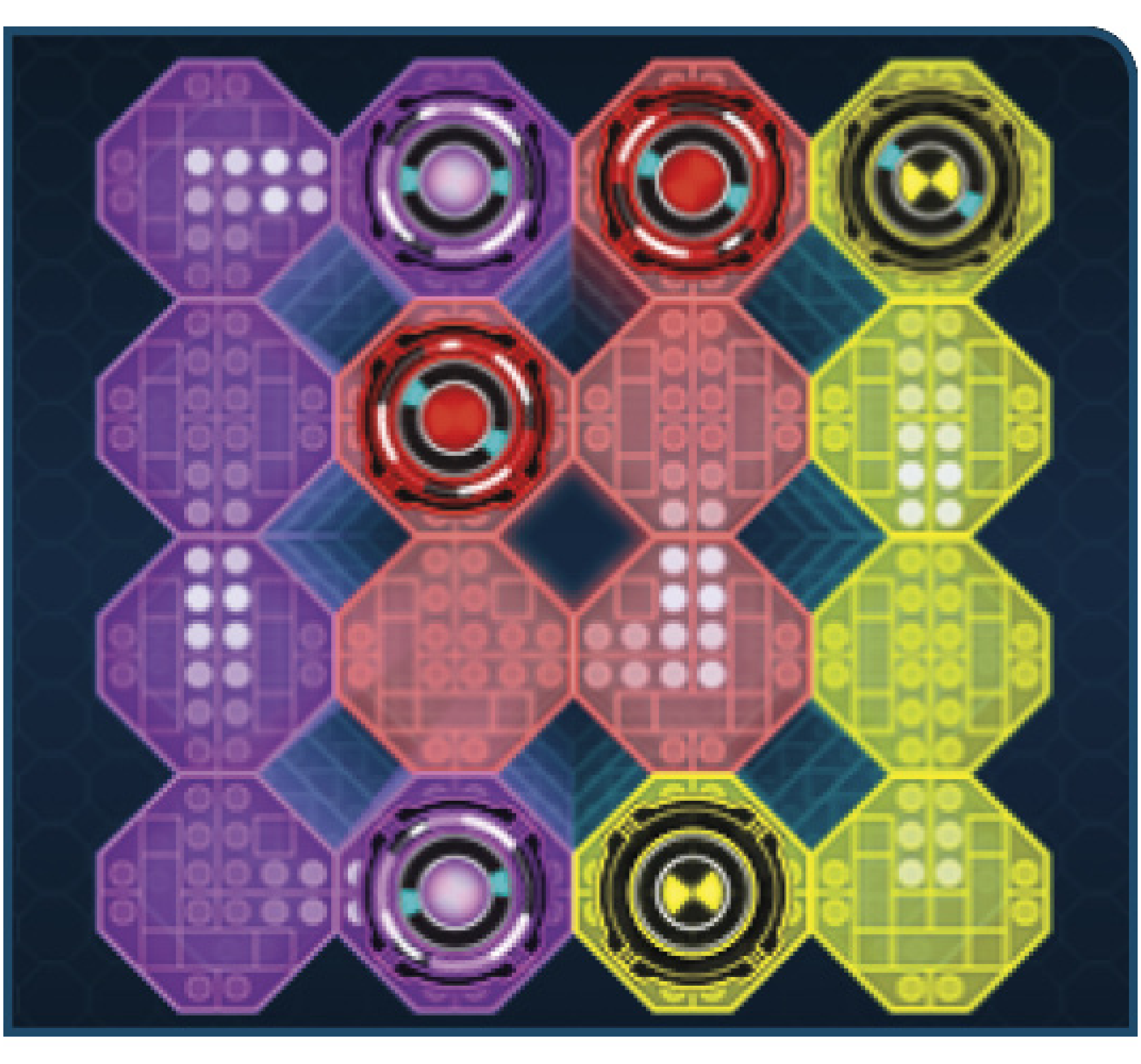
Red Brick



Use the grapple hook on the side of the tram to climb up. Once on the tram, use the spinner switch to place the cockpit glass onto the Bat-rocket. This also causes the Sonar Suit Token to appear nearby. Pick up the Token, which equips Batman with the Sonar Suit. Now head back to the Sonar Glass near the stairs. Use your newly acquired sonic ability to shatter the LEGO glass. Throw the lever within to extend a bridge so you can cross the chasm to your right.

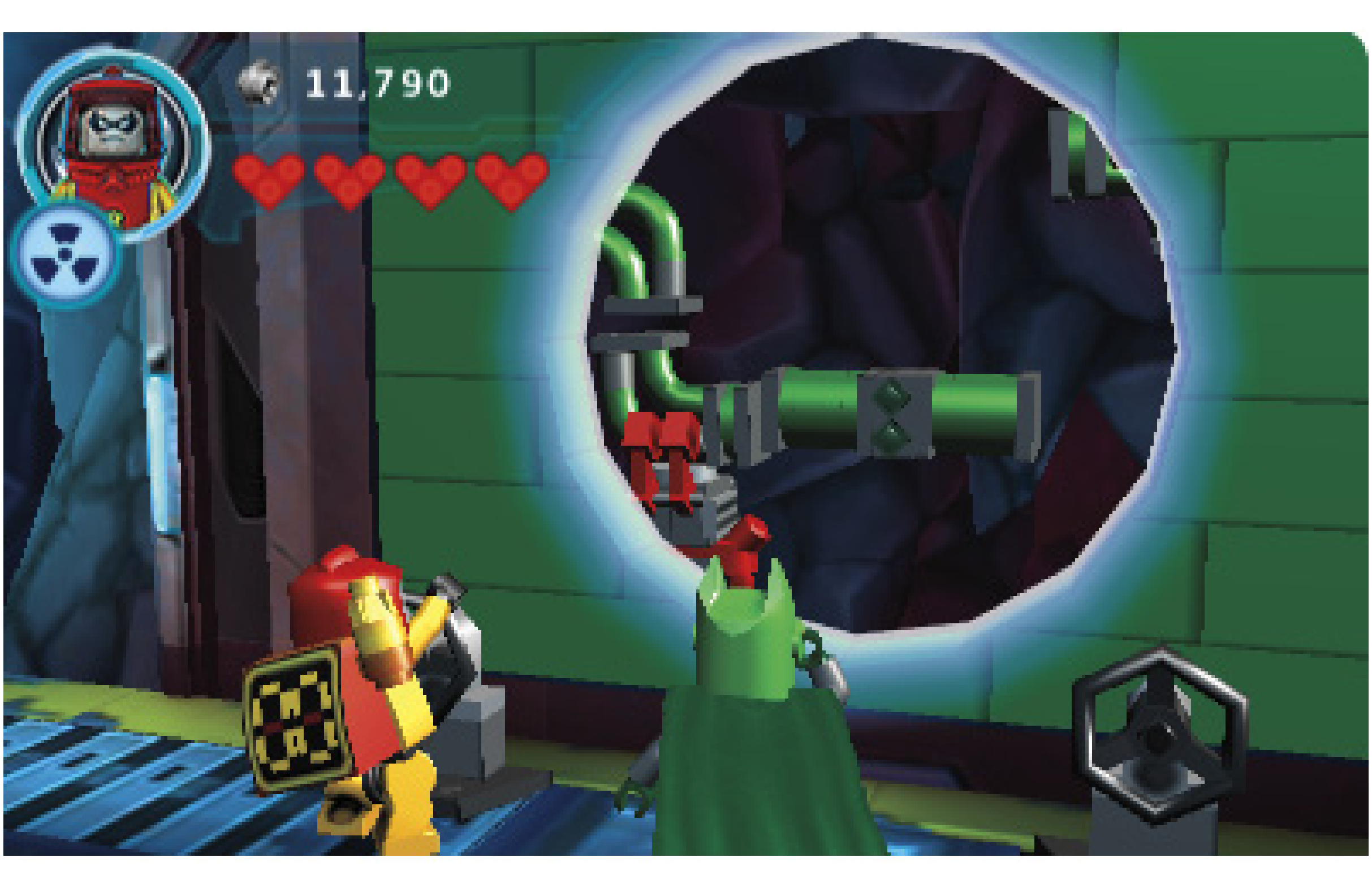
> Unlocked: Batman (Sonar Suit)





Computer Hacking Solution

OBJECTIVE 2: FIND THE SPACE SUIT



After crossing the bridge, equip Batman with his Demolition Suit and destroy the silver LEGO that you come across. This causes Attract pieces to spill out. Now, as Robin, equip the Hazard Suit and collect the fallen Attract pieces. Place these pieces into the nearby Attract Station to build a fan. Jump into the updraft of the fan to ascend to the platform above.

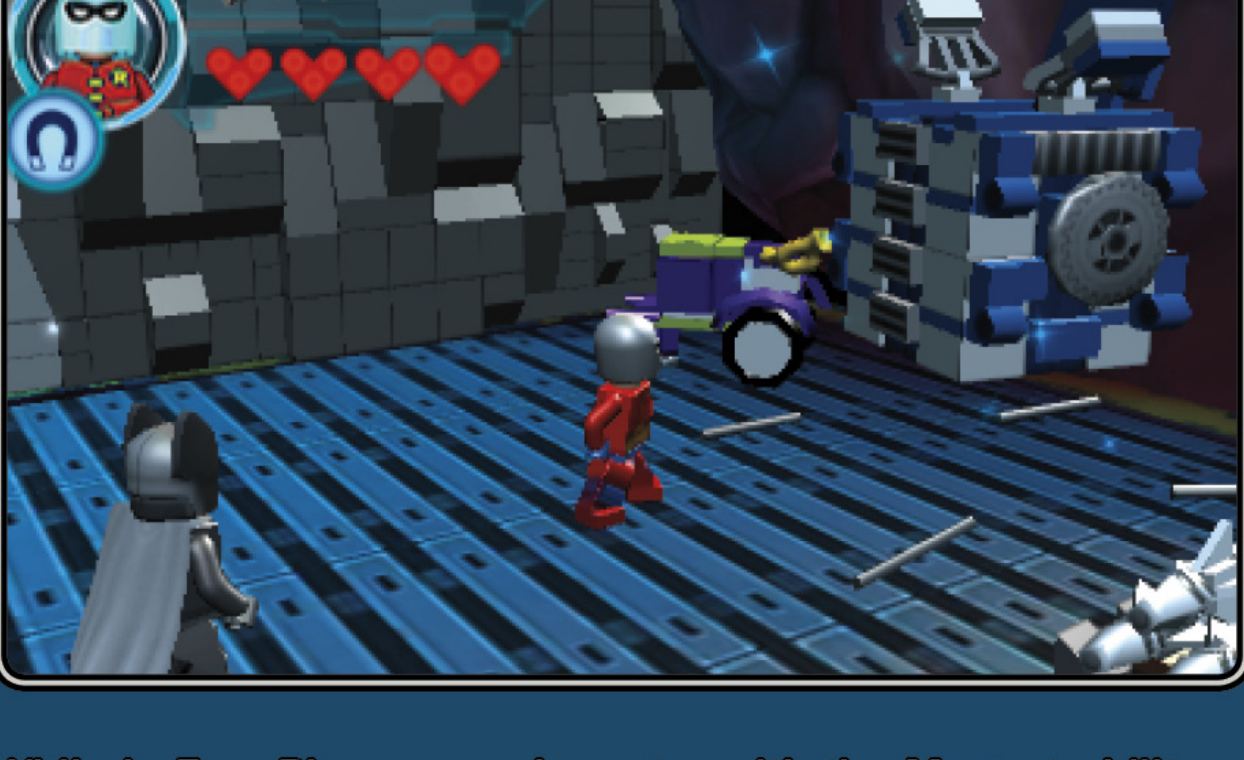
Once on the platform, follow the narrow path to the left and locate a green LEGO wall. Equip Batman with his Sensor Suit and examine the wall. While Batman peers into the wall, use Robin to turn the valves, align the pipeline, and drain the fuel tank to your right.

Use the Sensor Suit's Detective Mode to examine the now drained holding tank and reveal a glass LEGO door. Equip Batman with his Sonar Suit and shatter the glass LEGO. Grab the glowing keycard on the floor of the fuel tank and place it into the computer terminal to the right of the fuel tank. Doing so lowers a bridge nearby. Cross this bridge to find a platform where another Joker prop is waiting to be destroyed. After smashing The Joker prop, destroy the large silver LEGO wall to reveal a dark alcove. Equip Robin with his Illumination Suit and enter the darkness. Now that the area is lit up, shatter the case you find inside and claim the Space Suit Token that falls out.

> The Joker Smash Challenge: 2 / 3

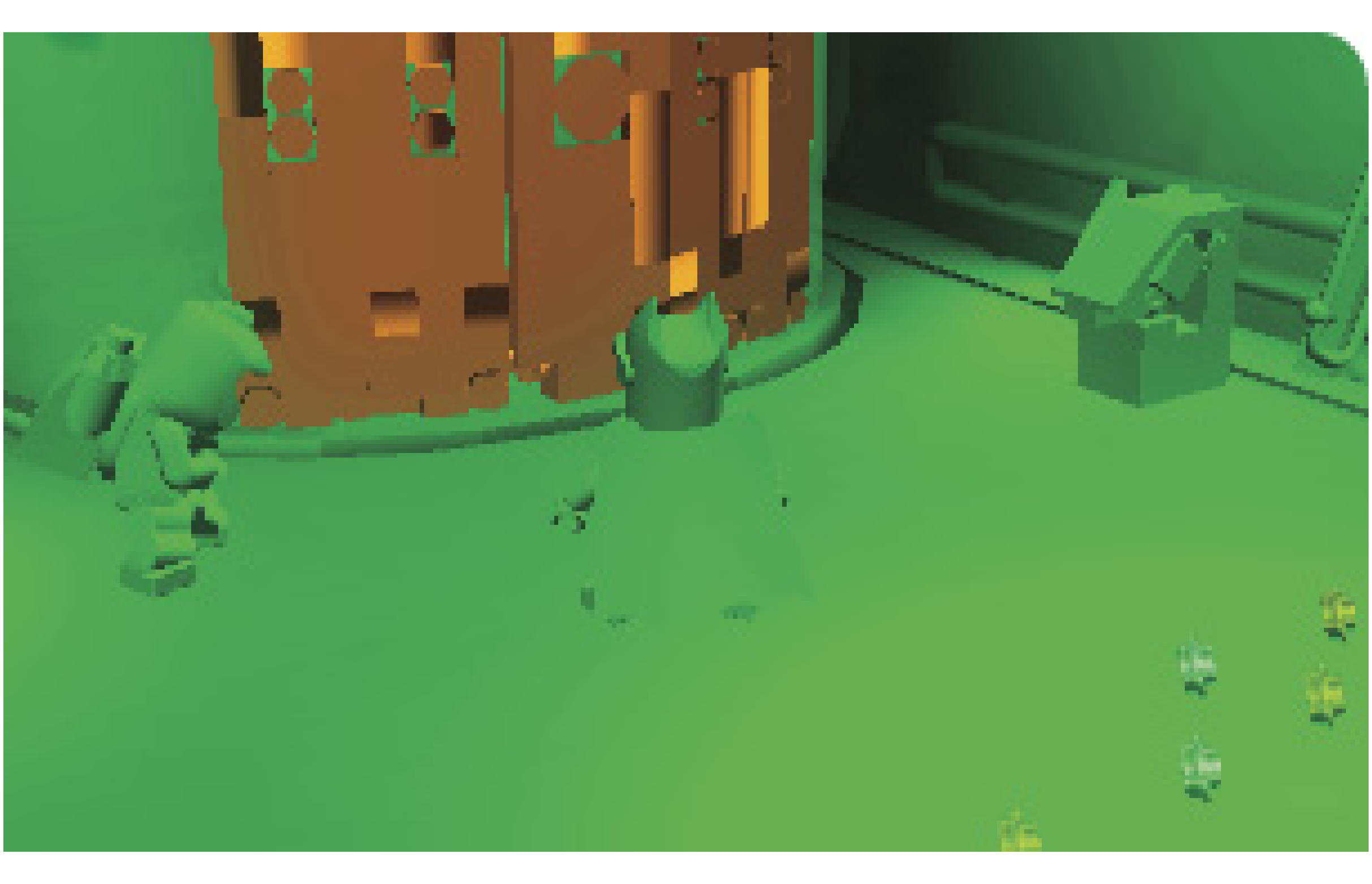
> Unlocked: Batman (Space Suit)

FREE PLAY



While in Free Play, use a character with the Magnet ability to interact with the large magno LEGO box. After the box collapses, The Joker Card is left behind for you to claim.

The Joker Card

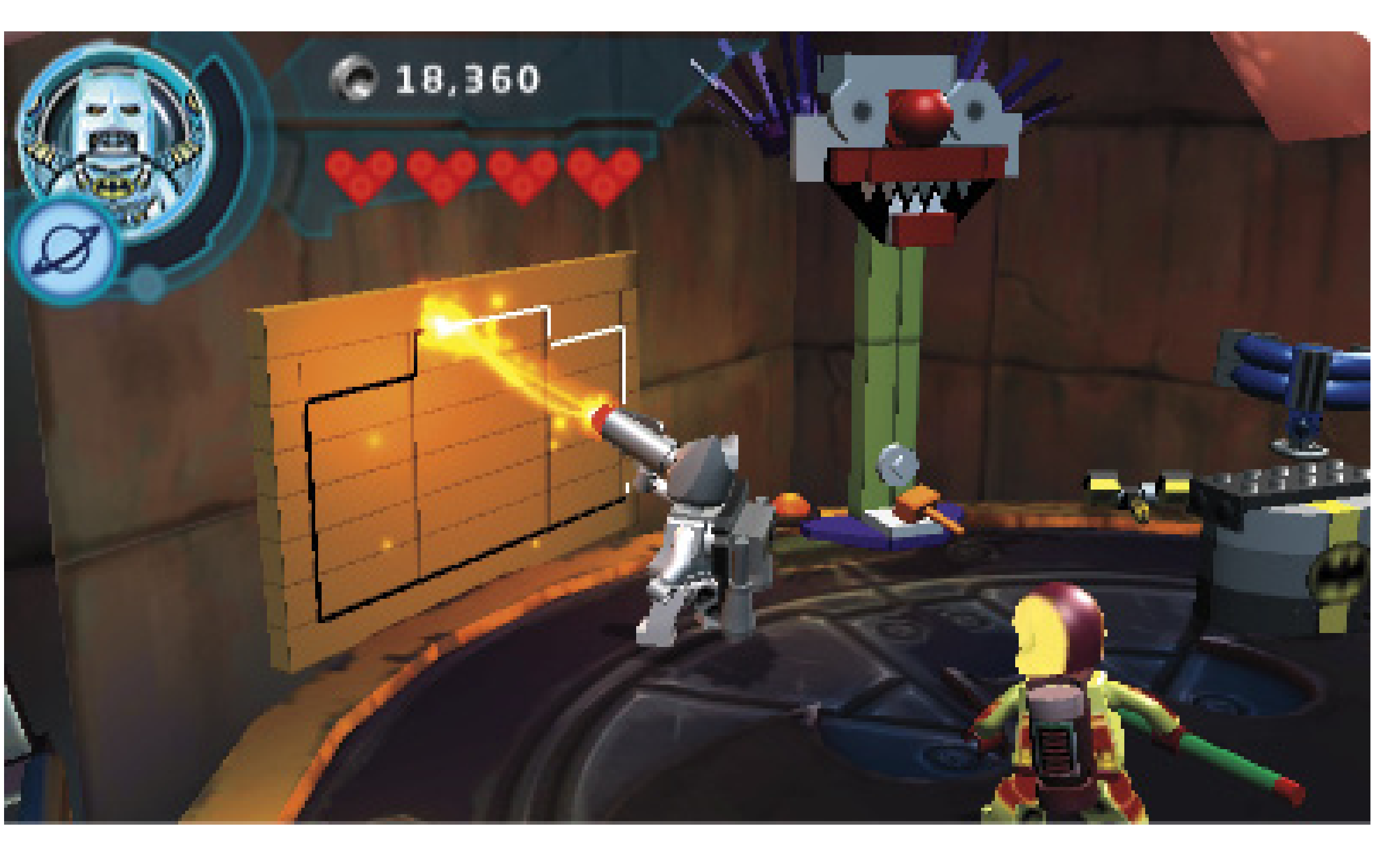


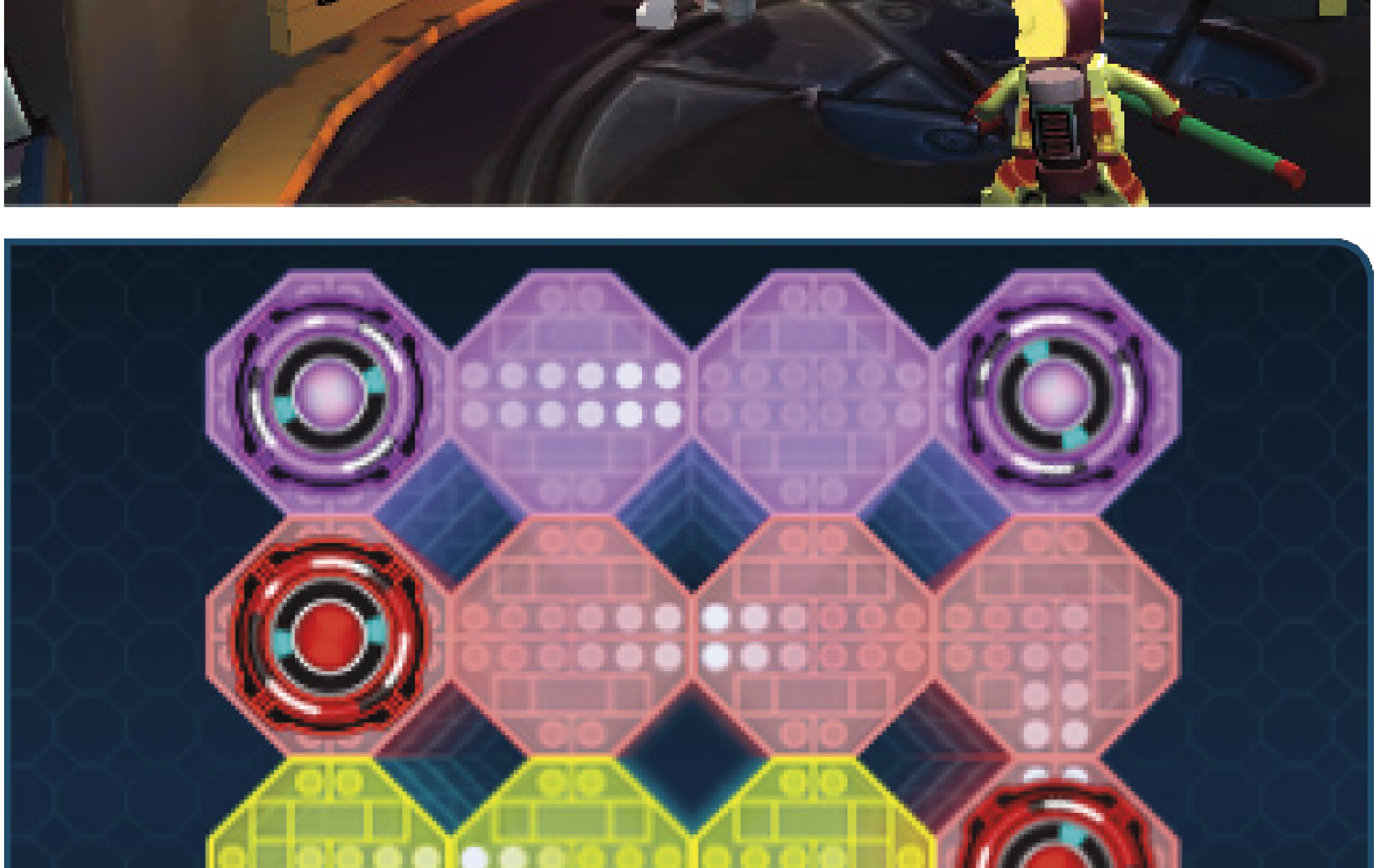
OBJECTIVE 3: COMPLETE THE BAT-ROCKET

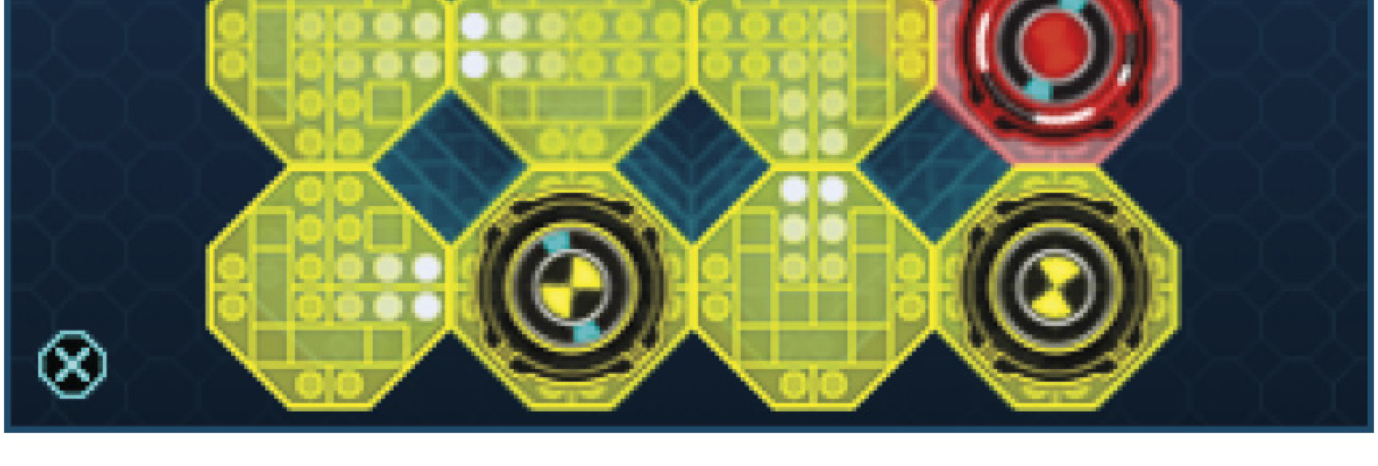
Equipped with the Space Suit, use Batman's laser to destroy the gold LEGO tank nearby. Build the bricks left behind into a refuel station. Interact with the station to refuel the Space Suit's jetpack. Use the jetpack to fly up to the platform above the fuel tank to the left. Once on the platform, use your laser to destroy the nearby gold LEGO panel, which allows Robin to join you. Switch to Robin and target the nearby twirl pole socket and throw your baton into it. Swing across the twirl poles to access a higher platform. Smash all of the LEGO objects on the platform and build the bricks that fall into a grapple handle so that Batman can join you. Among these smashables you also find the final Joker prop!

> The Joker Smash Challenge: 3 / 3

As Batman, interact with the gold LEGO wall. Trace the outline with his laser to peel back a section of the wall, revealing a computer console. Now, switch back to Robin and equip his Techno Suit to hack the computer console. After hacking the console, the final part of the Bat-rocket is installed and the bridge to the cockpit extends. Cross the bridge and enter the Bat-rocket to complete the stage.







Computer Hacking Solution

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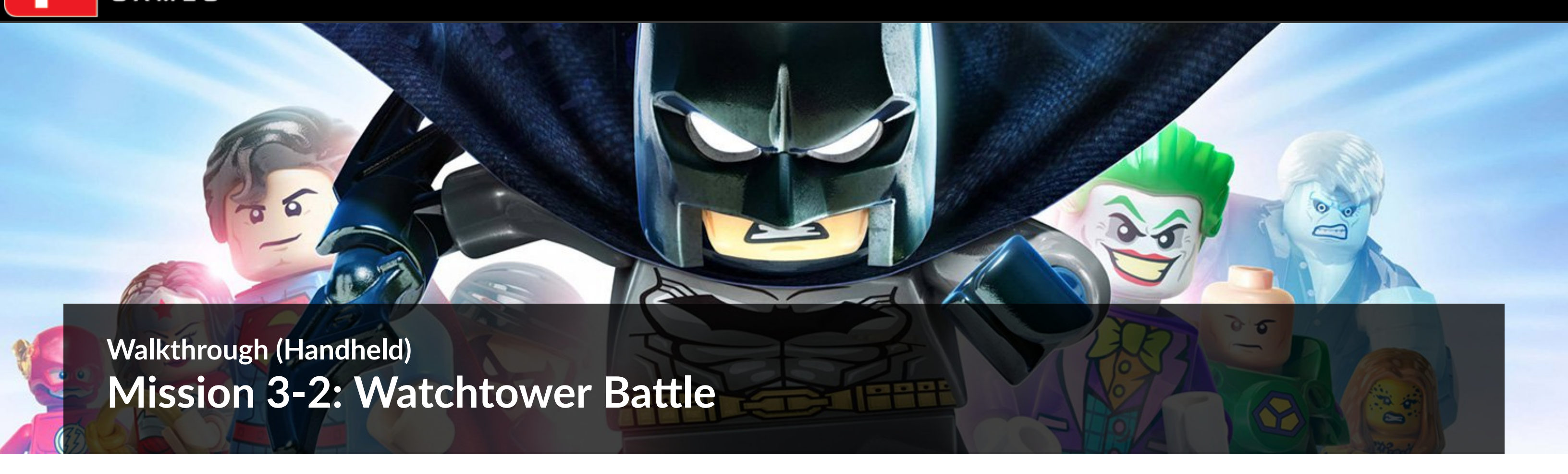


Walkthrough (Handheld)

Mission 3-2: Watchtower Battle

WALKTHROUGH 3-2 MISSION

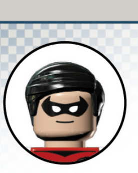
Watchtower Battle

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 50,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first is attached to an asteroid to the right of the Watchtower, the second is attached to an asteroid on the left after passing by the Watchtower, and the third is on an asteroid after the third set of chattering teeth.
Space Combat Challenge	Any	Destroy 5 chattering teeth. You have 3 chances to destroy chattering teeth during the stage. The first set is at the start of the stage, the second is just before the first Joker prop, and the third chance is just before the third Joker prop.
The Joker Card	Any	After passing by the second Joker prop, you pass through a circle shaped asteroid. Destroy the silver LEGO asteroid to the left of it. The Joker Card appears where the silver LEGO asteroid was floating.

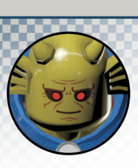
Characters

Batman



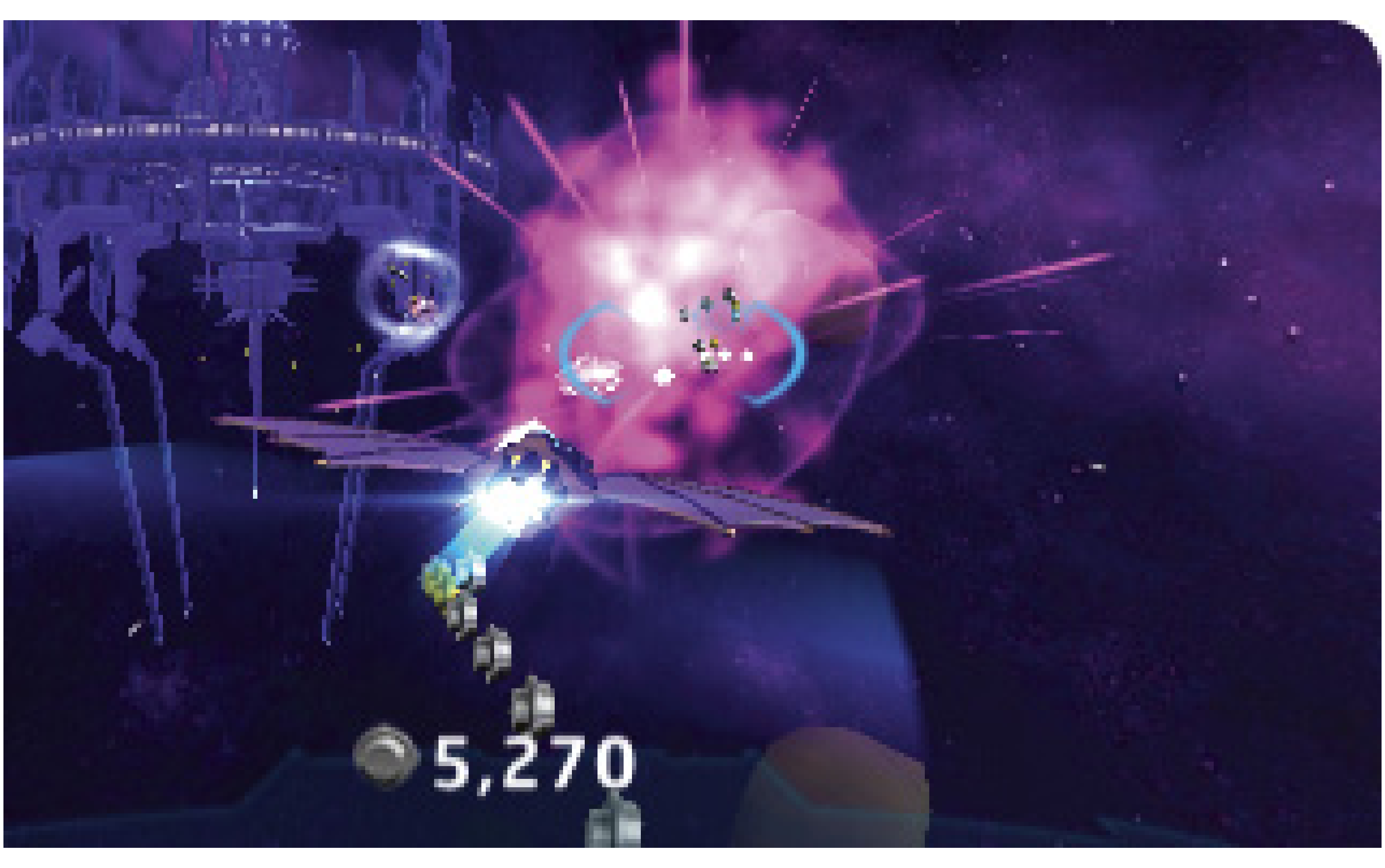
Robin

Unlocks



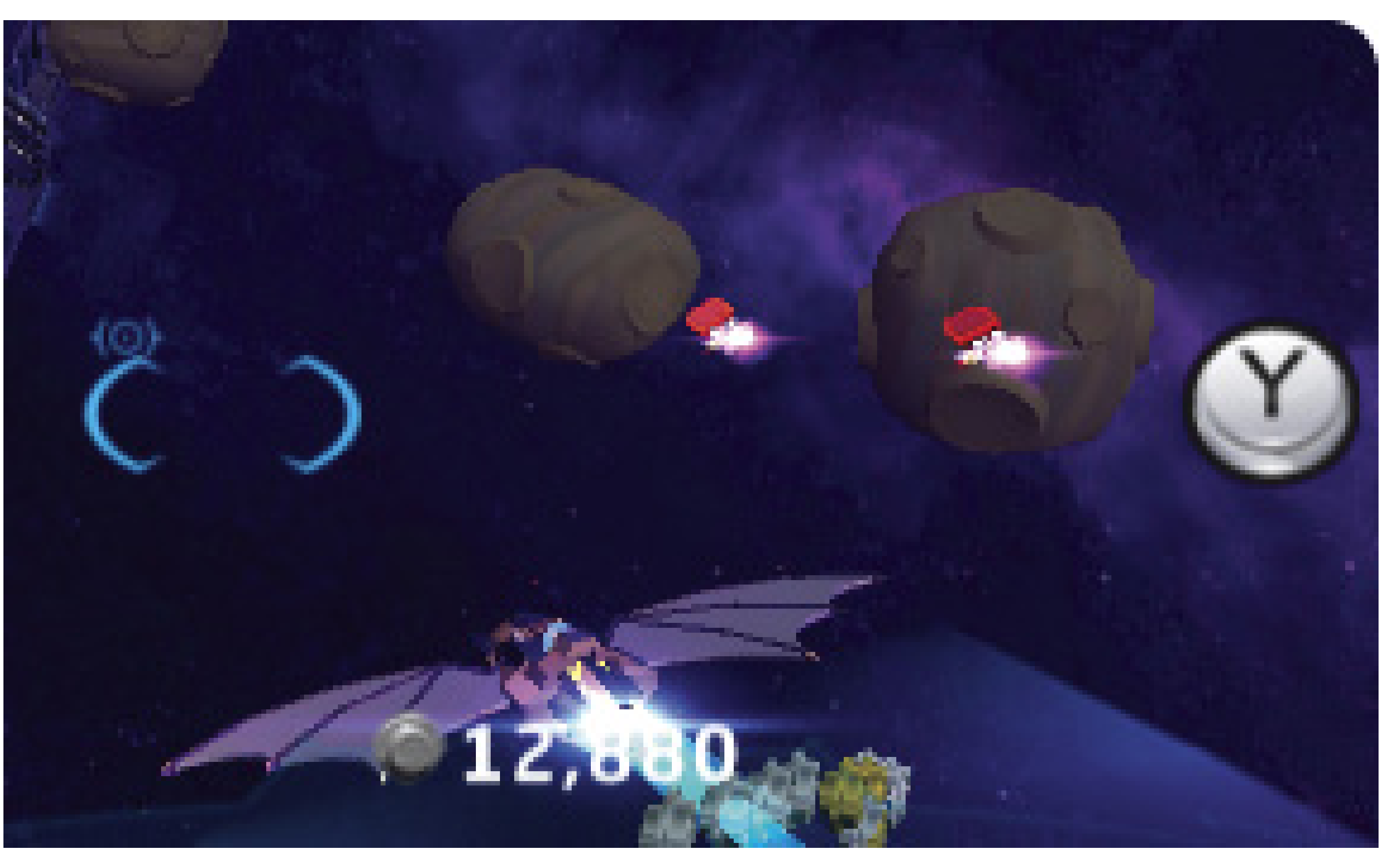
Etrigan
(The Joker Card)

OBJECTIVE 1: DEFEND THE WATCHTOWER



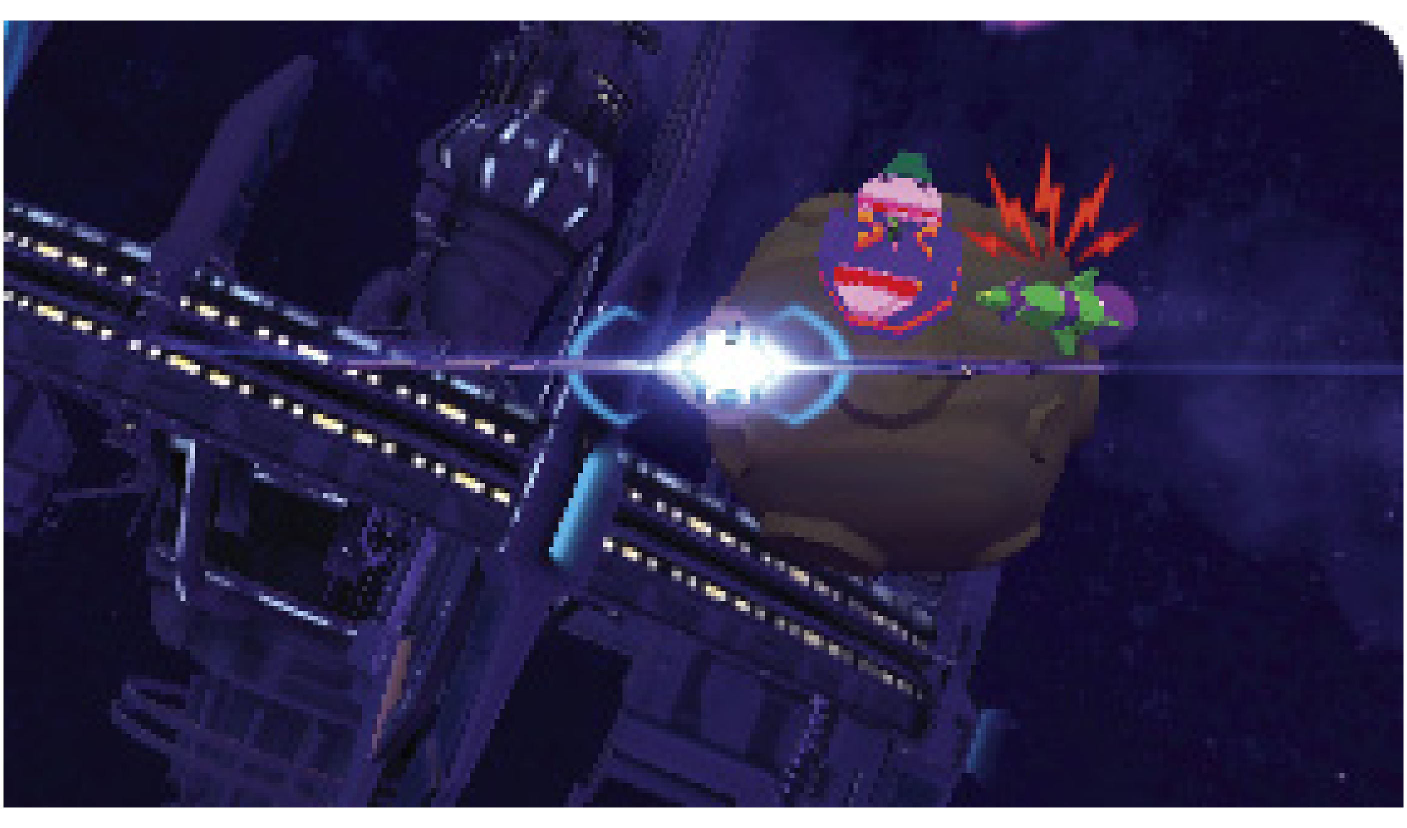
Speeding toward the Watchtower, you quickly get the opportunity to start working toward the Space Combat Challenge. After a quick barrage of asteroids, three chattering teeth enter your field of vision. Destroy them!

> Space Combat Challenge: 3 / 5



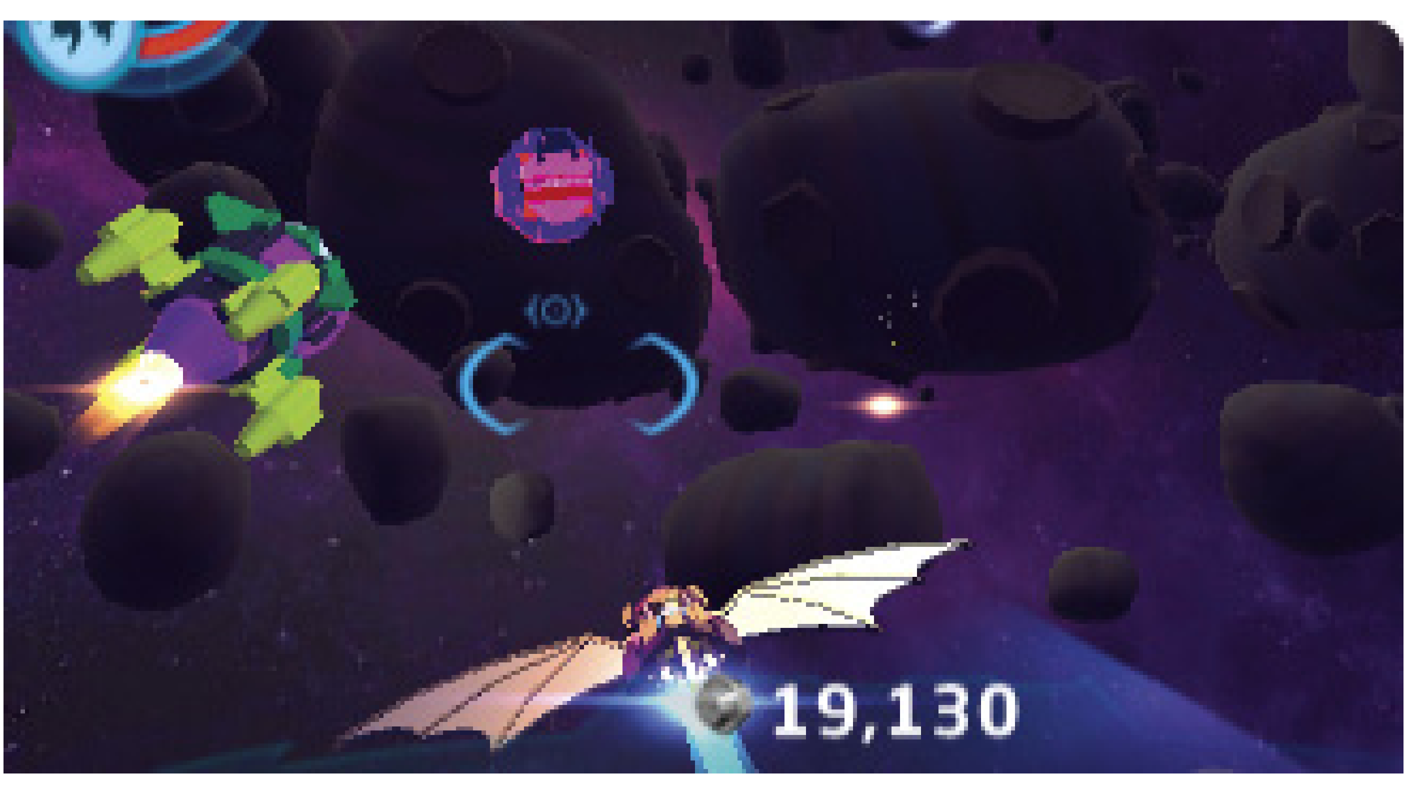
After the rocket ship drops explosives in front of your path, you see some chattering teeth flying away from you. Shoot them down or target them with your rockets if your main weapons fail to meet their mark.

> Space Combat Challenge: 5 / 5



Immediately after destroying the teeth, look for The Joker prop attached to an asteroid to the right of the Watchtower. Destroy it!

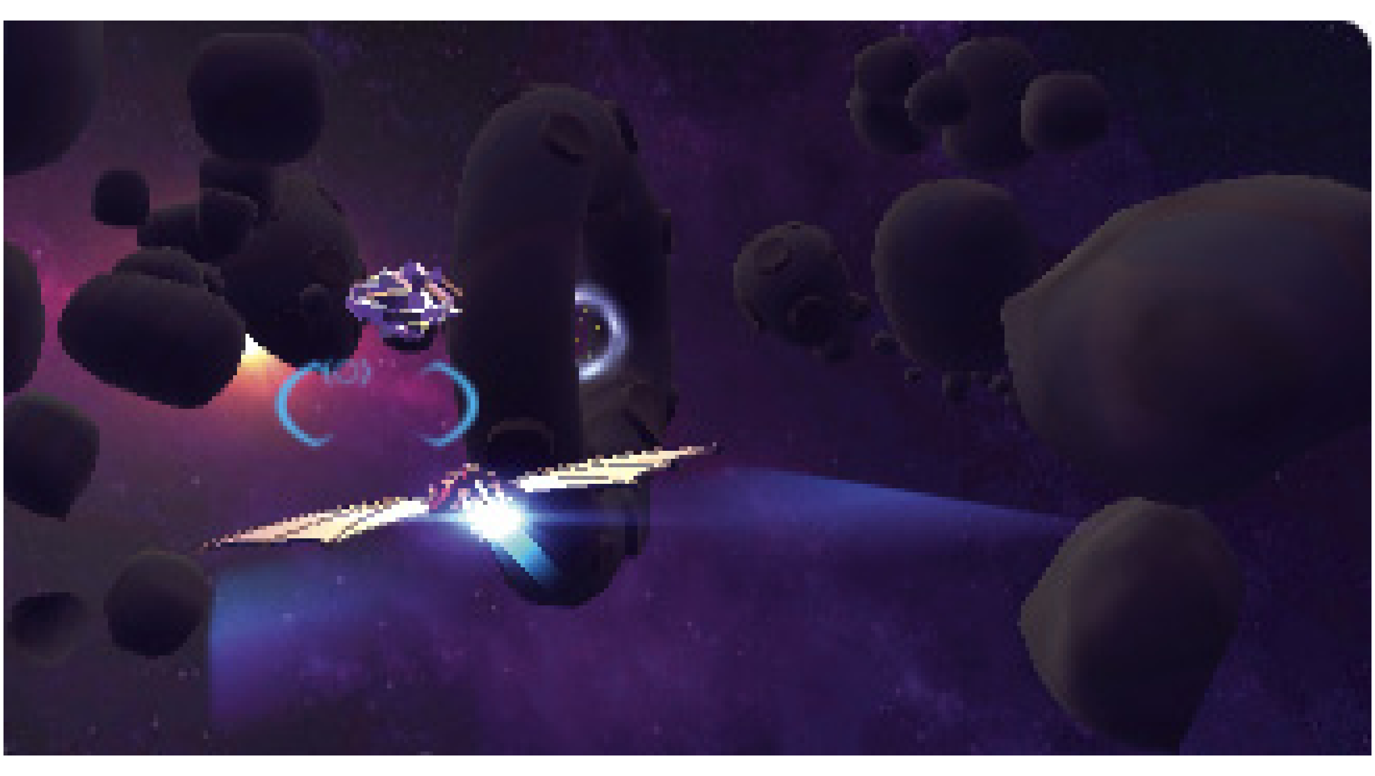
> The Joker Smash Challenge: 1 / 3

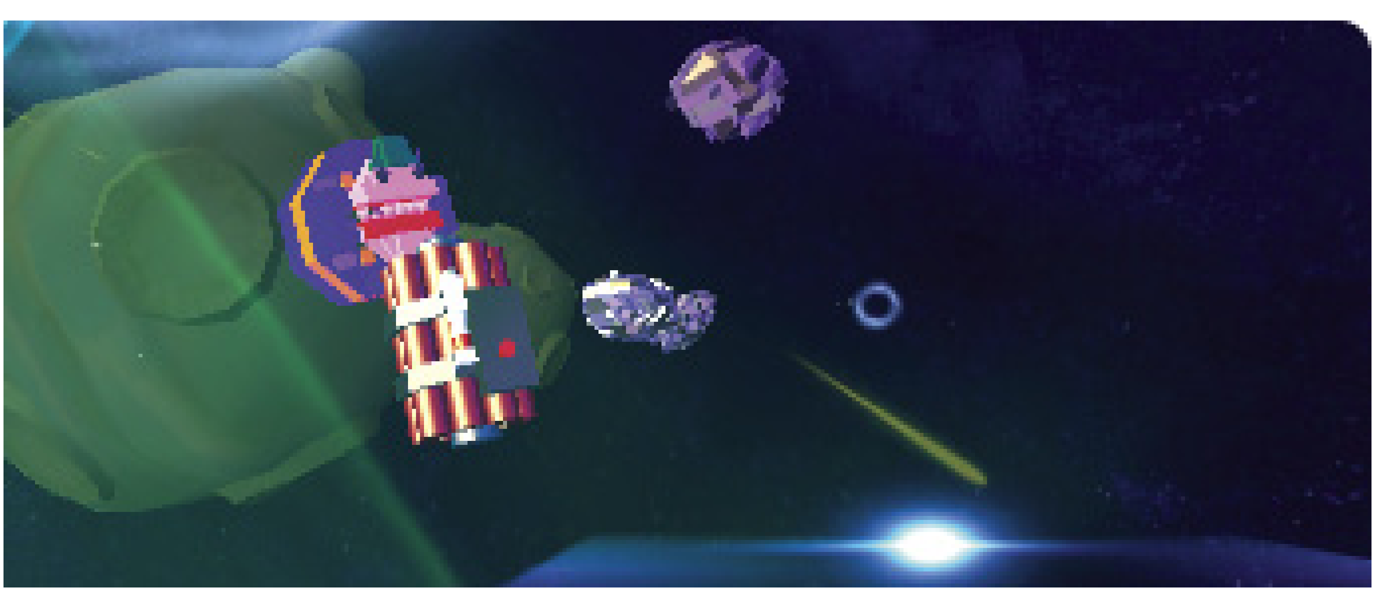


After passing by the Watchtower, look for The Joker Prop attached to an asteroid to your left side.

> The Joker Smash Challenge: 2 / 3

After passing the second Joker prop, you pass through a circle shaped asteroid. To the left of the circle there is a silver LEGO asteroid. Destroy it and collect The Joker Card that appears in its place.

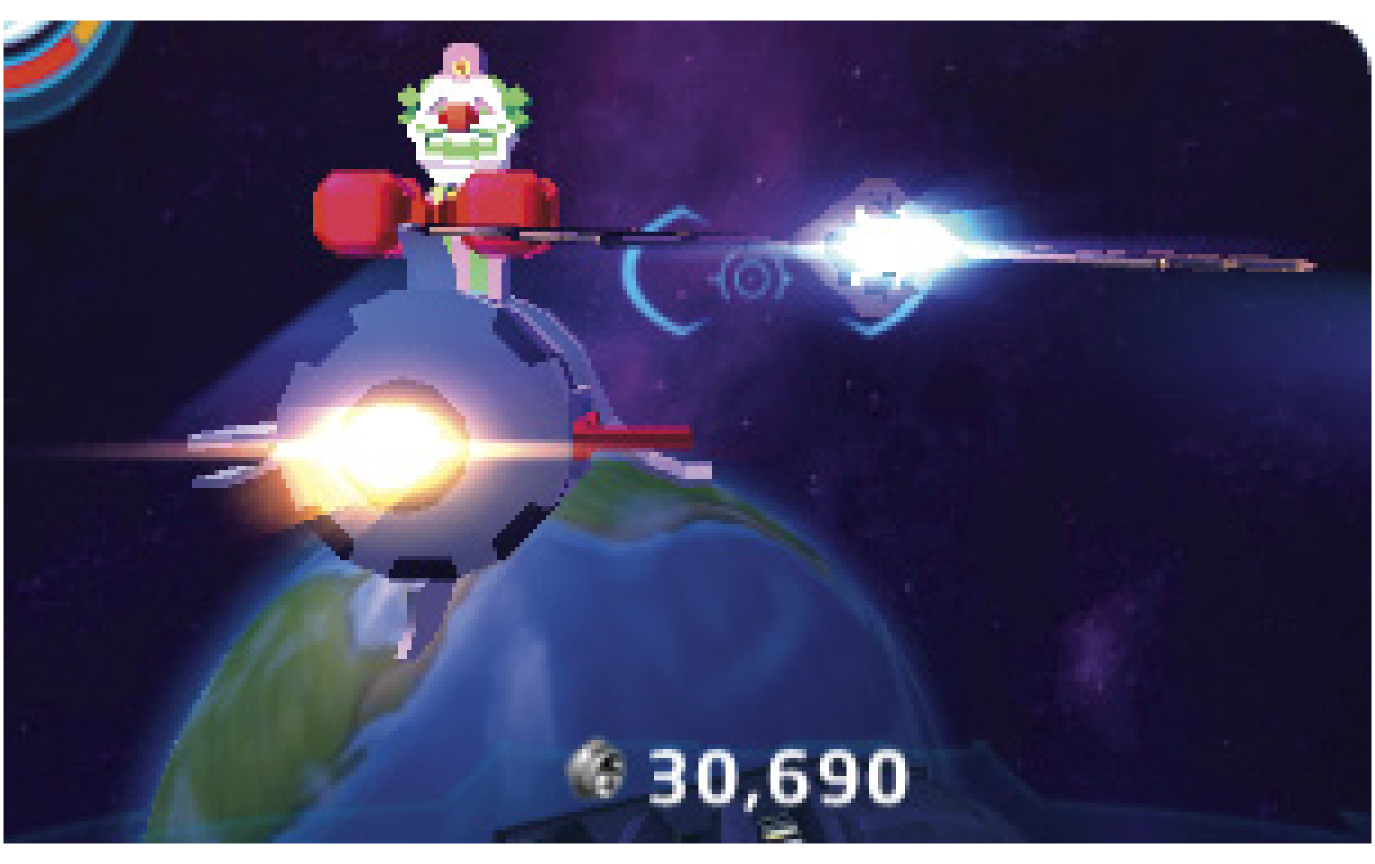


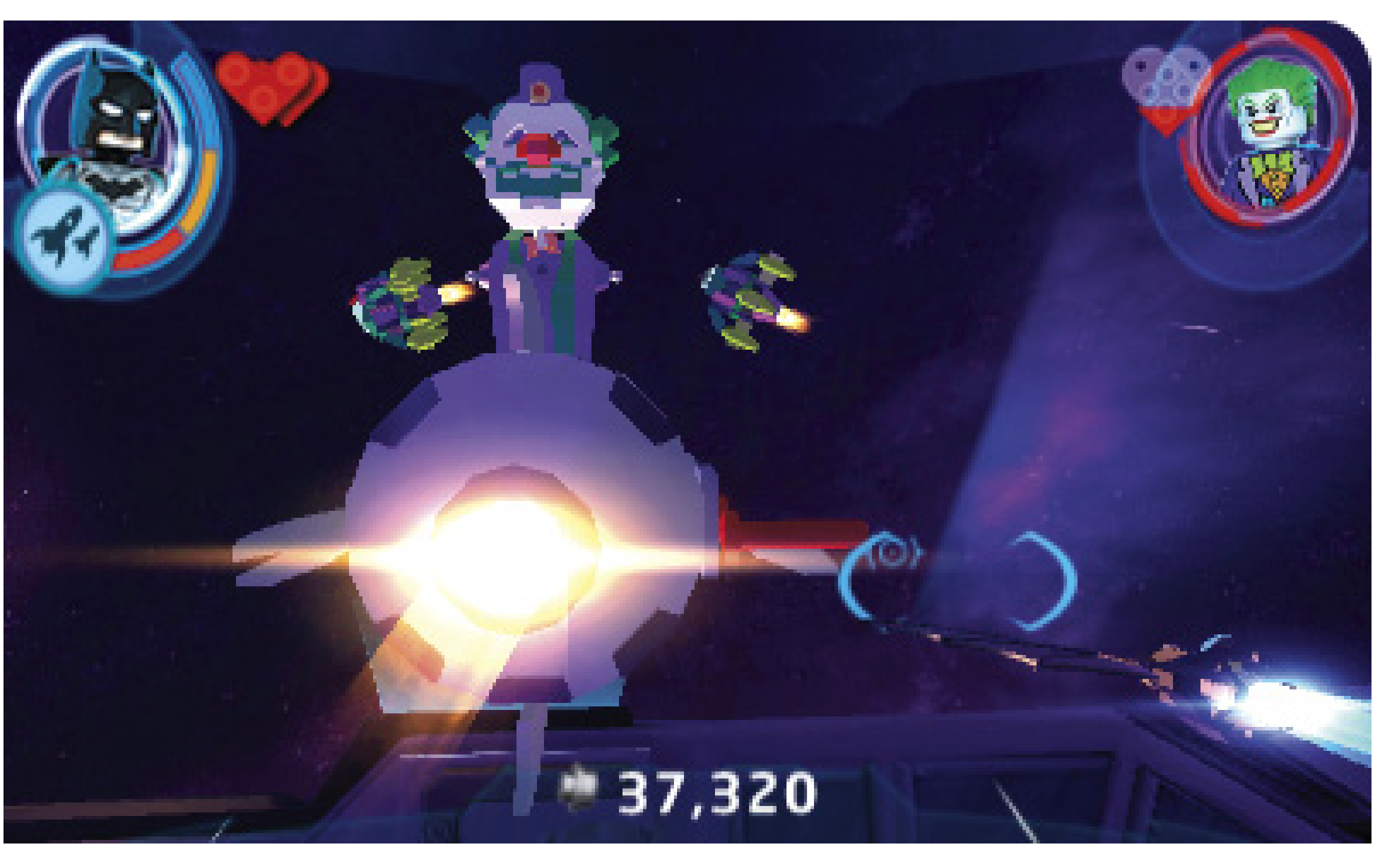


Keep an eye out for the final Joker prop as it appears in the distance.

This is also your chance to destroy two more chattering teeth if you missed any before.

OBJECTIVE 2: DESTROY THE JOKER'S ROCKET





After passing by the Watchtower again, The Joker's rocket ship appears for a third time. This time, a jack in the box appears from the top of the rocket. Aim for the jack in the box's boxing gloves and fire at them until they are destroyed. Pay attention to the two reticles that aim around the screen. When both of them take aim at your ship, a boxing glove fires at you. Quickly roll to avoid it!

Once the boxing gloves have been destroyed, you can fire on the jack in the box itself. Just keep an eye out for the barrage of homing missiles that are headed in your direction. Continue to evade and take every chance to fire on the jack in the box. Keep it up to bring The Joker's attack to an end.

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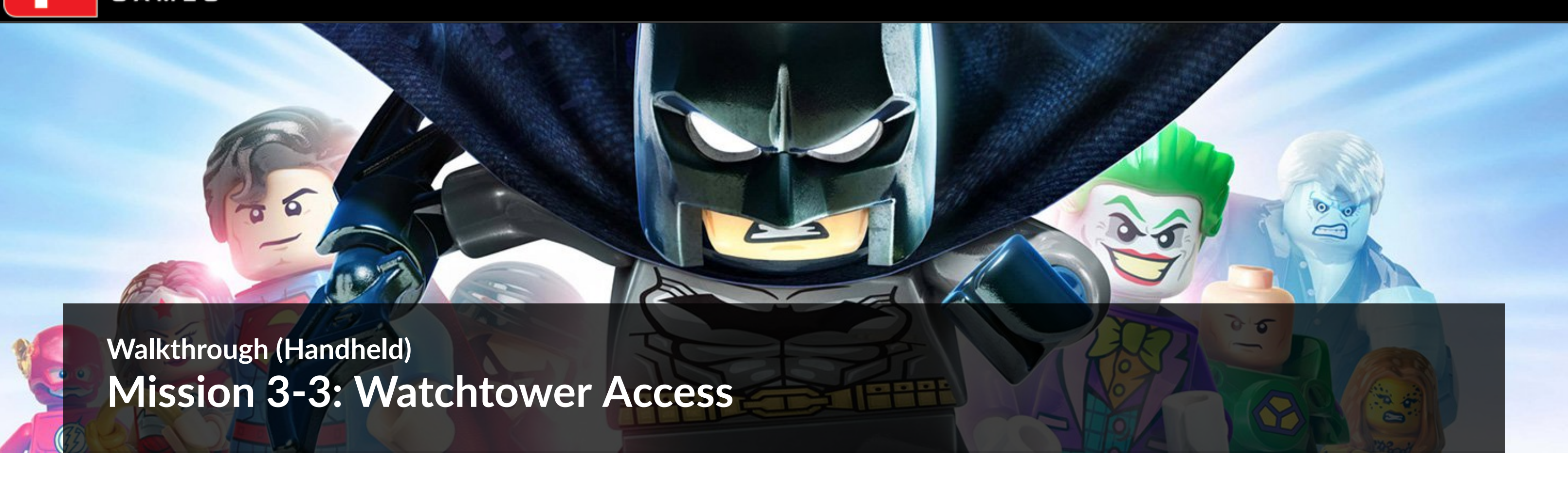
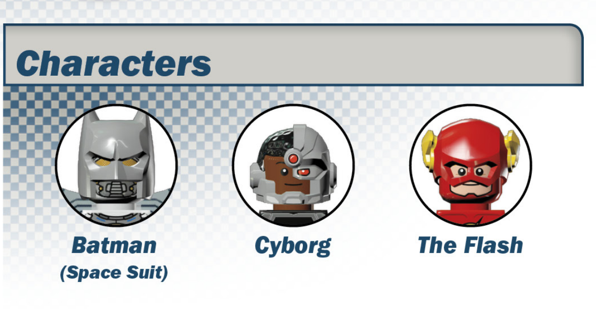


Walkthrough (Handheld)

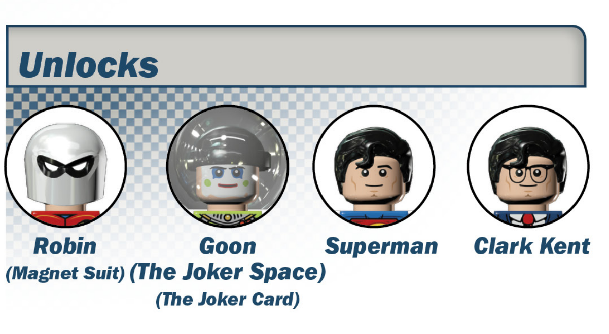
Mission 3-3: Watchtower Access

Watchtower Access

Characters



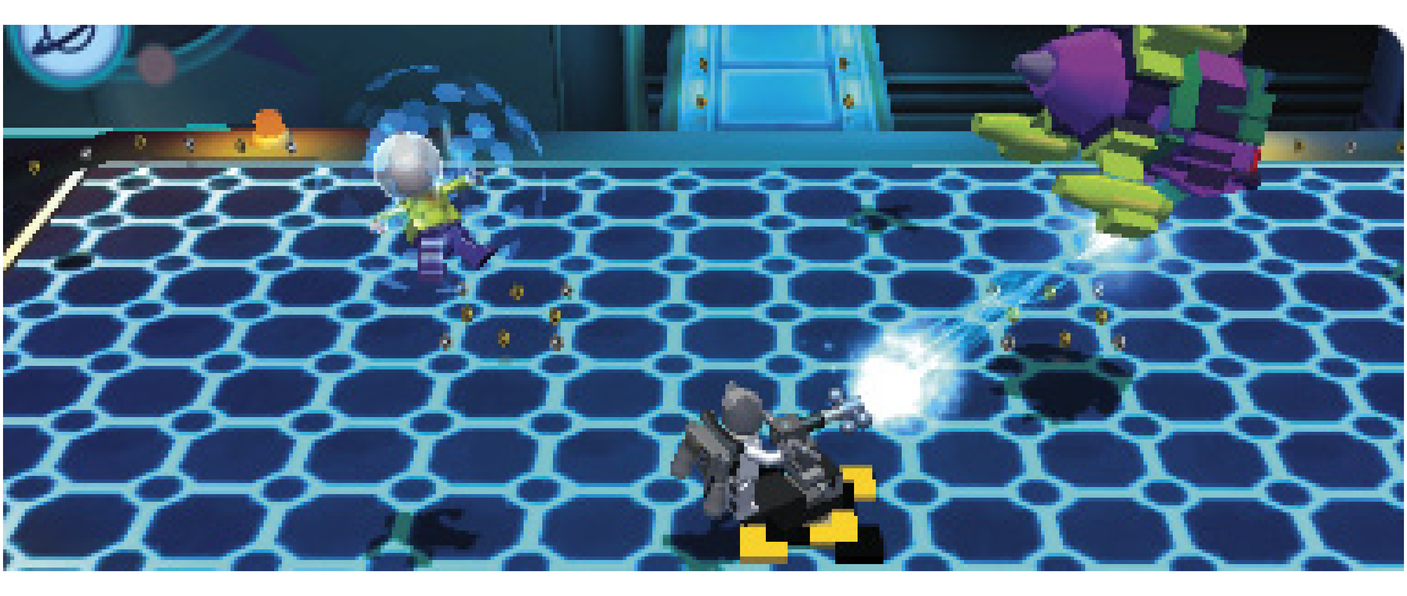
Unlocks



Gold Brick Challenges

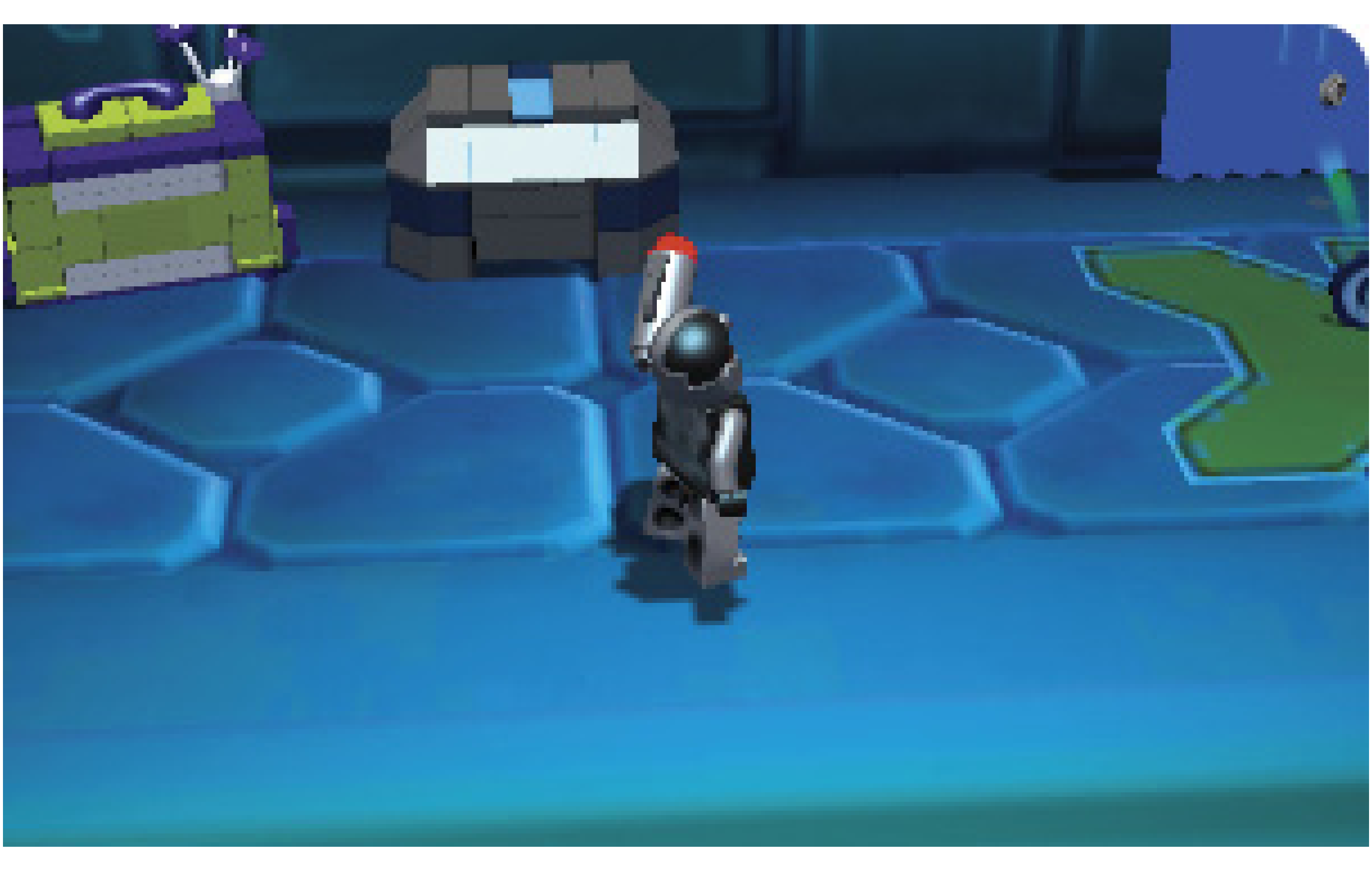
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 20,000 studs.
Combat Challenge: Zero-G	Any	Defeat 3 enemies using zero gravity. In the room where you destroy the two turbines, stand on the zero-g pad as either Batman or Cyborg and target the floating enemies with projectiles.
The Joker Smash Challenge	Any	Destroy 4 Joker props. The first Joker prop is to the right of the Zero-G floor at the entrance, the second Joker prop is near the Magno Suit token, the third is on a platform above the speed spot, and the fourth is on the platform above the left turbine.
The Joker Card	Free Play	To the left of the first Joker prop, use a character with Detective Mode to scan the corner and reveal The Joker Card.

OBJECTIVE 1: FIND THE MAGNO SUIT



Follow the trail of studs and take control of the gravity turret nearby. Wielding the turret, take aim at the atrocious Joker spaceship that descends and move it to clear the path. Next, deal with The Joker space goons that assault you before you smash The Joker prop on the right side of the zero-g floor.

> The Joker Smash Challenge: 1 / 4



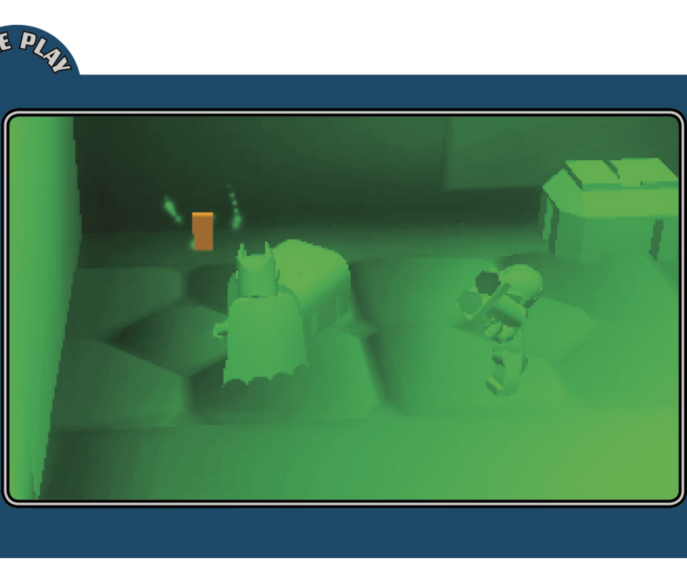
Continue up and follow the short bridge that is now open to you. Destroy the LEGO crates and The Joker prop you come across, and then claim the Magno Suit token. Now that Cyborg can equip the Magno Suit, use your newfound magnetic ability to climb the nearby blue LEGO wall. Once at the top of the wall, interact with the magnetic slide over the door to open the path to the next area. Pass through the now open door and onto the movable platform.

> The Joker Smash Challenge: 2 / 4

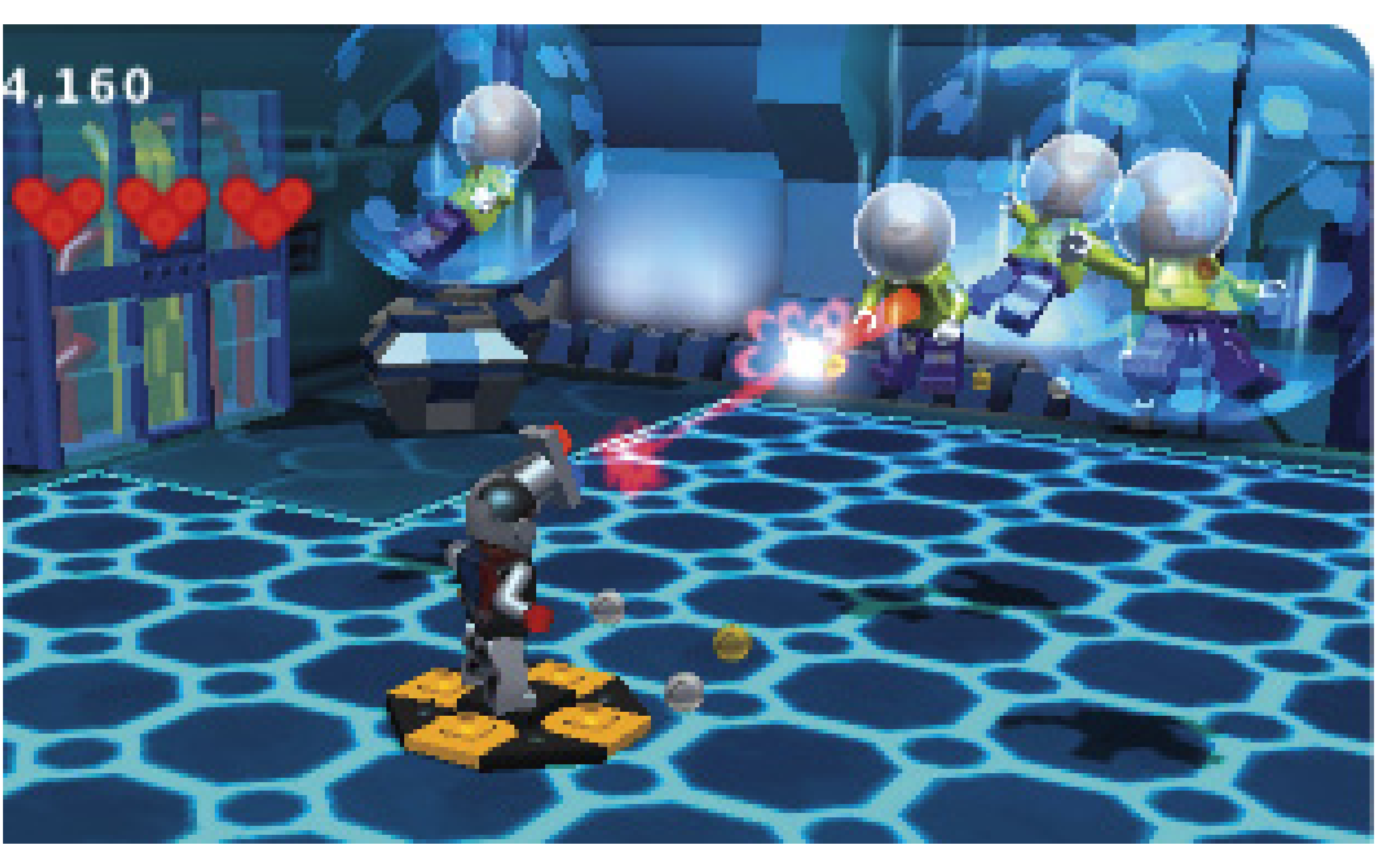
FREE PLAY

During Free Play, use a character with Detective Mode to scan the area to the left of The Joker prop to reveal The Joker Card for the stage.

The Joker Card



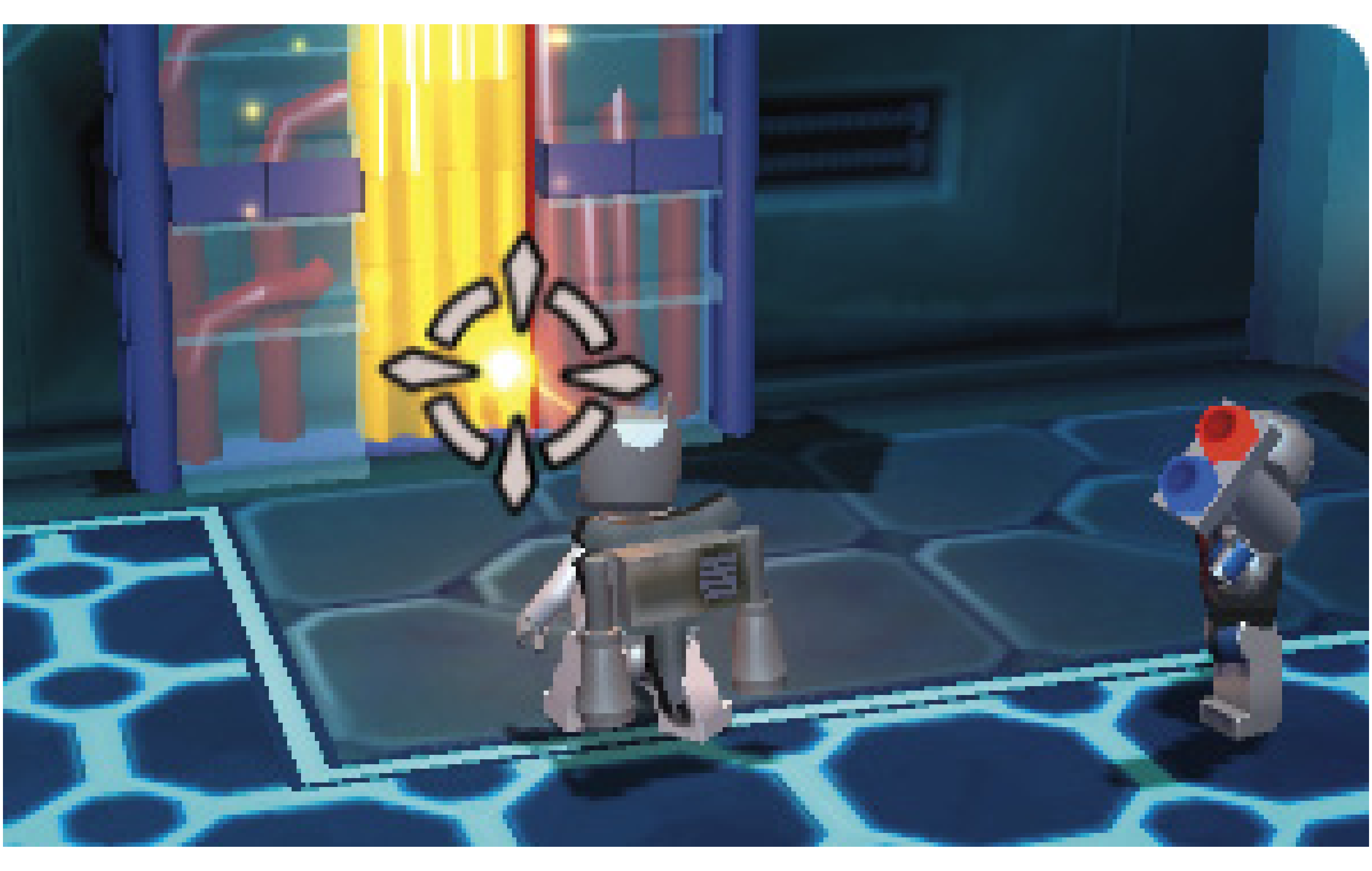
OBJECTIVE 2: DESTROY THE FIRST TURBINE



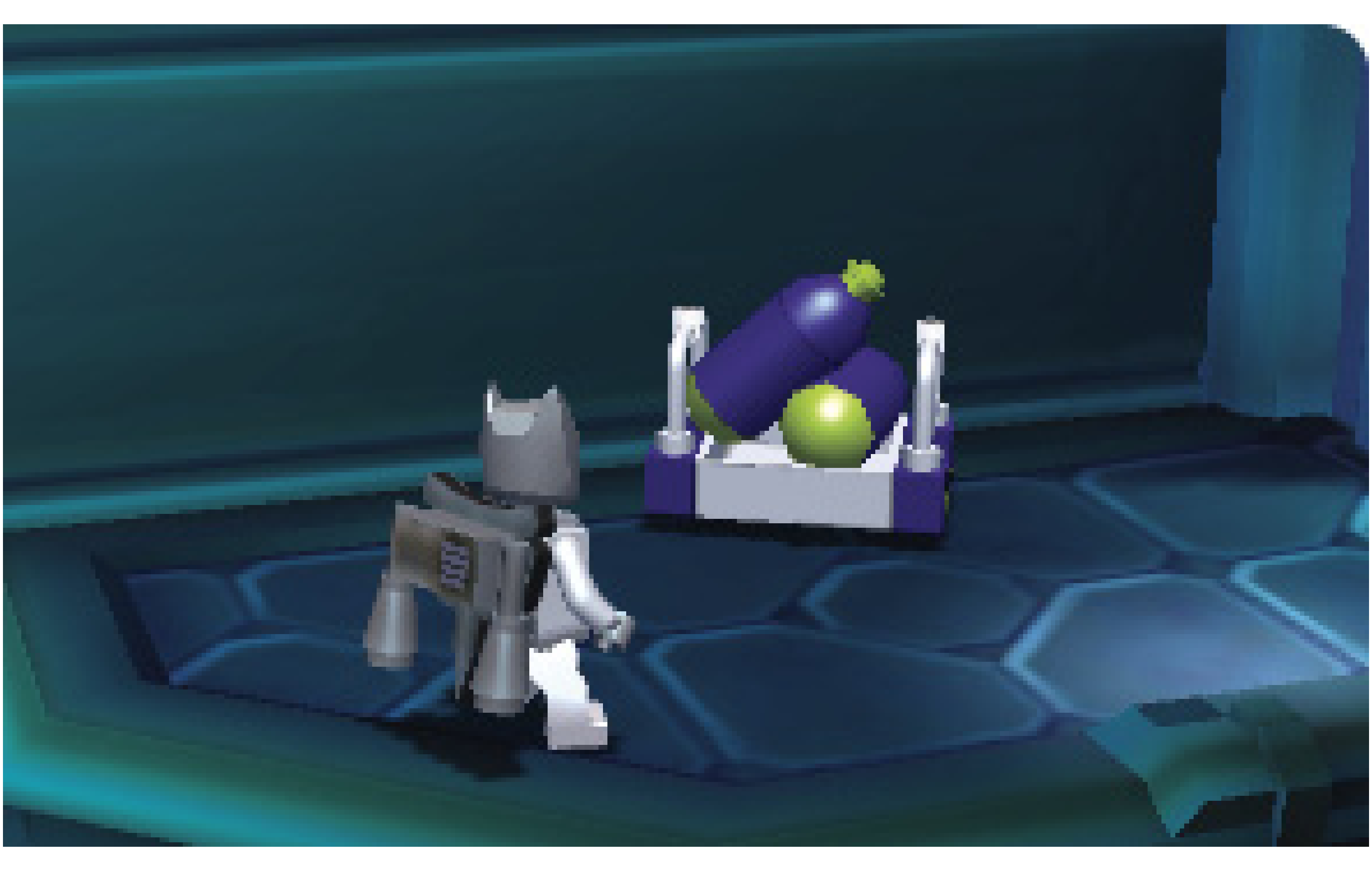
Once the platform comes to a stop, make your way to the right and stand on the black and yellow zero-g pad. This lifts all of the enemies on the zero-g surface into the air. Target the floating baddies with projectiles until they are defeated to complete the Combat Challenge for the stage.

> Combat Challenge: Zero-G

Near the Zero-G surface, there are some bricks that you can build into a grapple point above the cabinet full of conduit. Pull on the grapple handle to expose some gold LEGO conduit. Use a character with the laser ability to destroy the gold LEGO. Build the bricks that spill out into a Speed Spot. Run on this Speed Spot as The Flash to extend some stair steps nearby. Ascend these steps to access the first turbine.

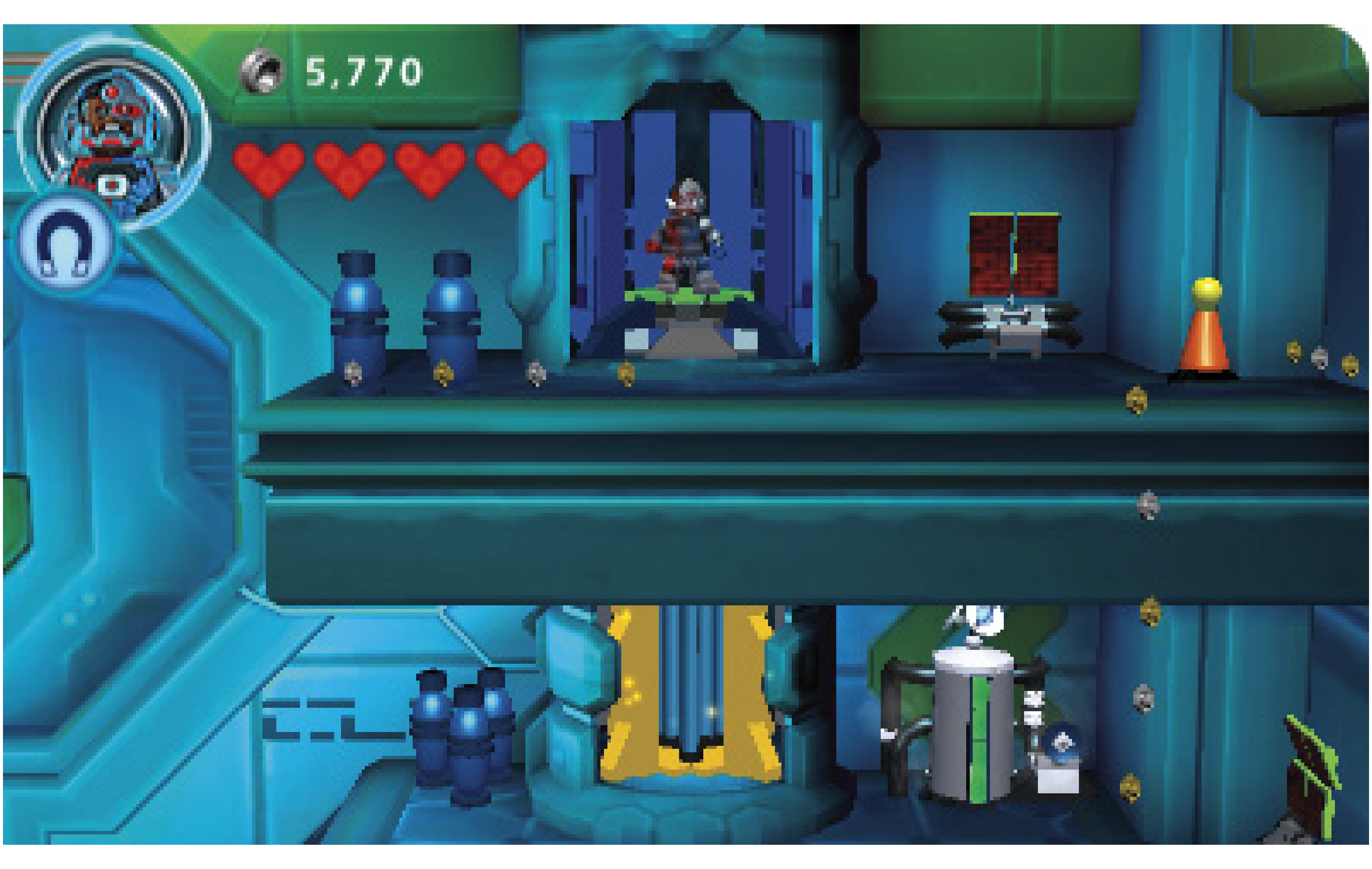


At the top of the stairs, use the refuel station to fuel up Batman's jetpack. Now, go back to the speed spot and fly to the platform above it. Destroy The Joker prop you find there.

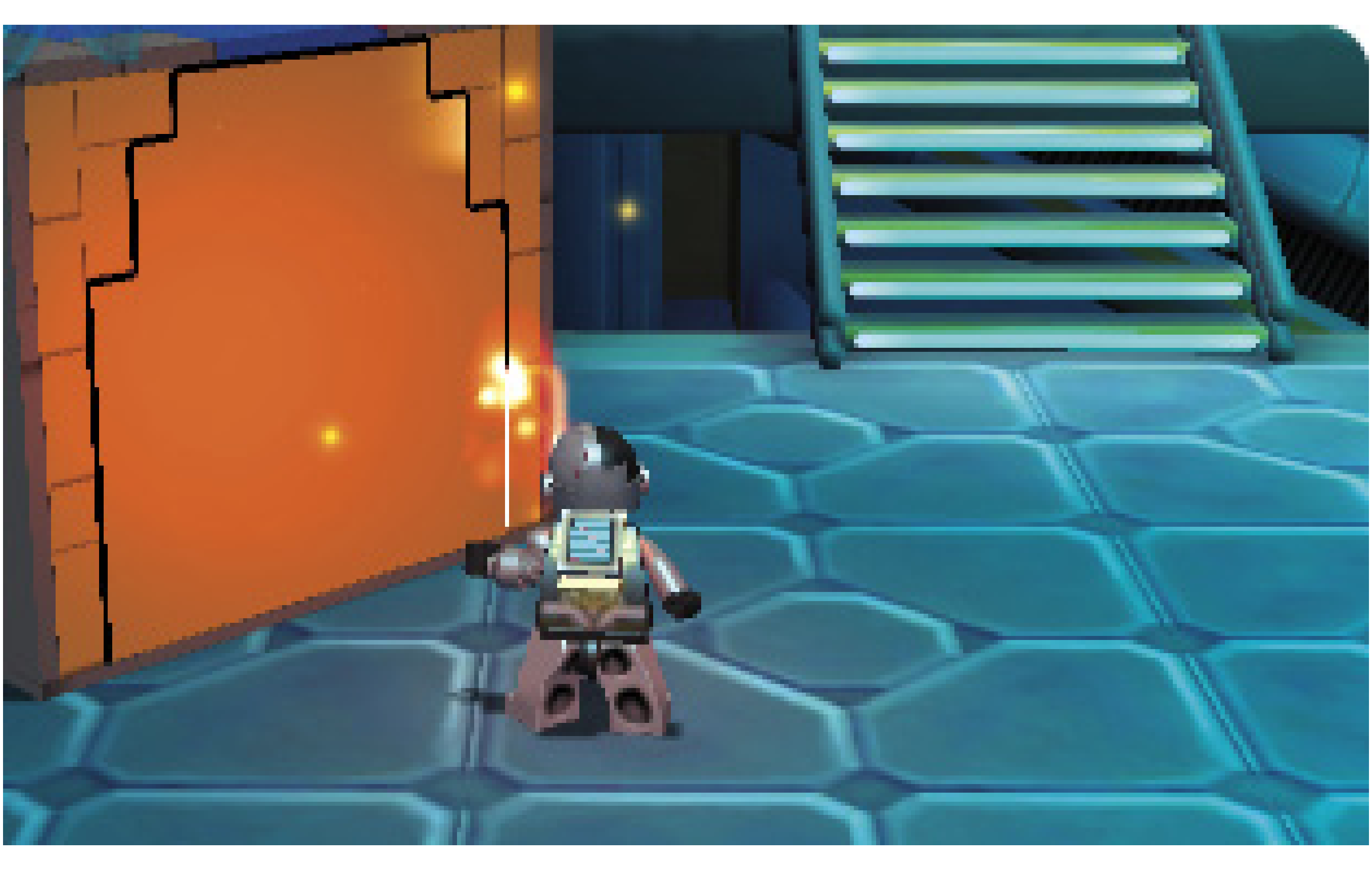


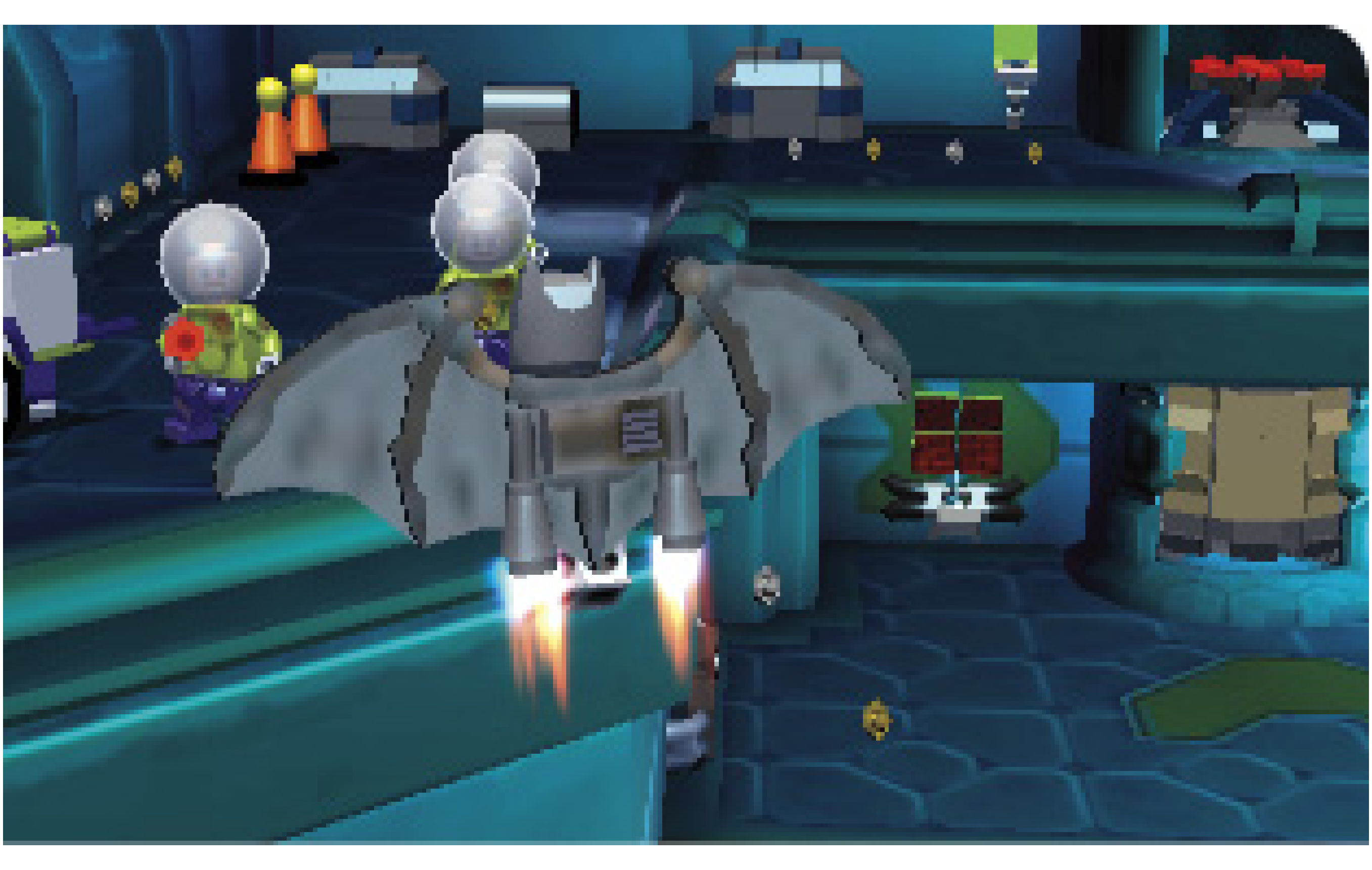
> The Joker Smash Challenge: 3 / 4

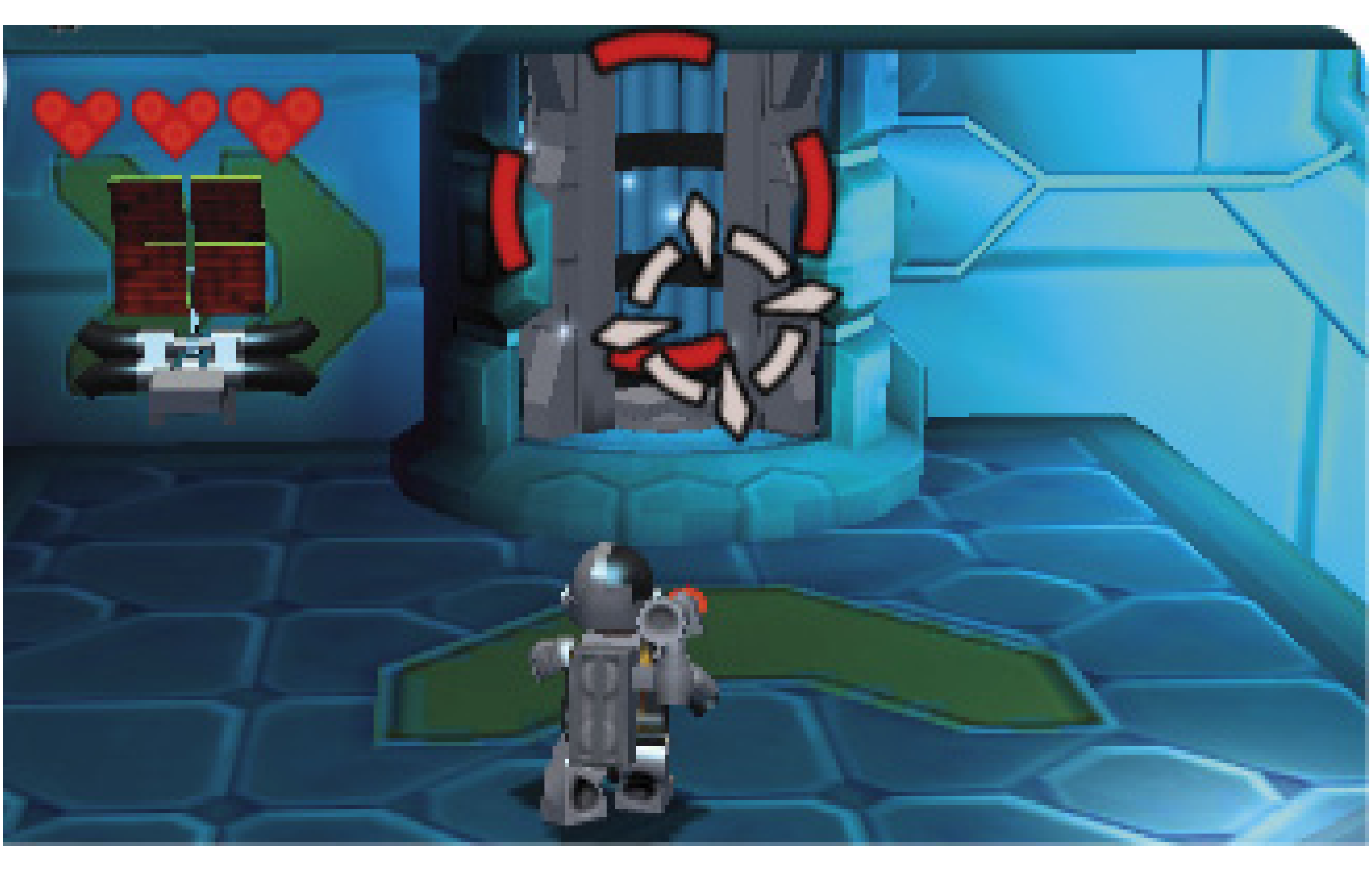
Switch to Cyborg and equip the Space Suit. Fuel up at the refuel station and then fly to the platform above. Now, equip the Magno Suit and interact with the magnetic LEGO door. After the door opens, jump onto the red pad that is inside the turbine. Next, as Batman, destroy the gold LEGO pieces of the turbine that are revealed once the doors have opened below.



OBJECTIVE 3: DESTROY THE SECOND TURBINE







Cross the bridge back to the left side of the room. Fight off the goons you find there and equip Cyborg with his Magno Suit. To the left of the stairs, you find a magnetic LEGO wall. Interact with the wall to pull down a box with a gold LEGO face. Use a character with the laser ability to trace and cut the gold LEGO, which causes LEGO bricks to spill out. Build these bricks into a refuel station.

As Batman, refuel and fly to the platform above. Destroy The Joker prop in the far left corner and defeat the goons that you find in the area. Follow the platform to the right, enter the open turbine and stand on the red pad. This opens the door on the turbine below, exposing some silver LEGO pieces.

> The Joker Smash Challenge: 4 / 4

Equip Cyborg with his Demolition Suit and destroy the silver LEGO on the turbine. Now that both turbines have been destroyed, jump onto the platform hovering between the two turbines to exit through the open door on the back wall of the stage.

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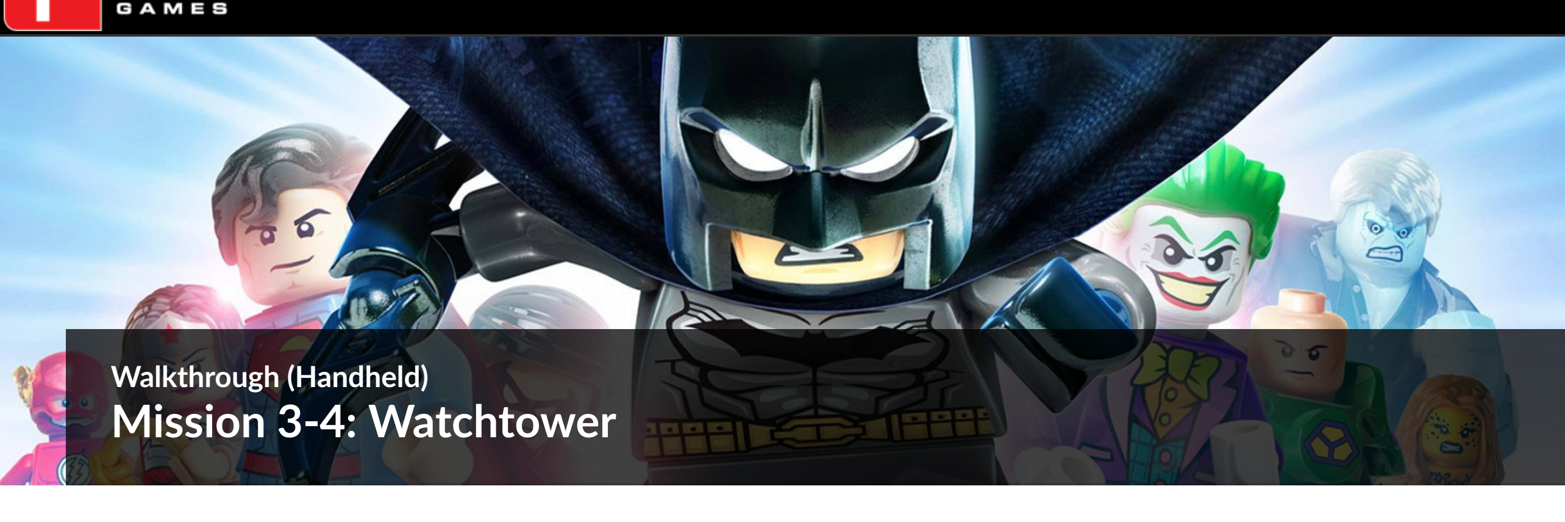
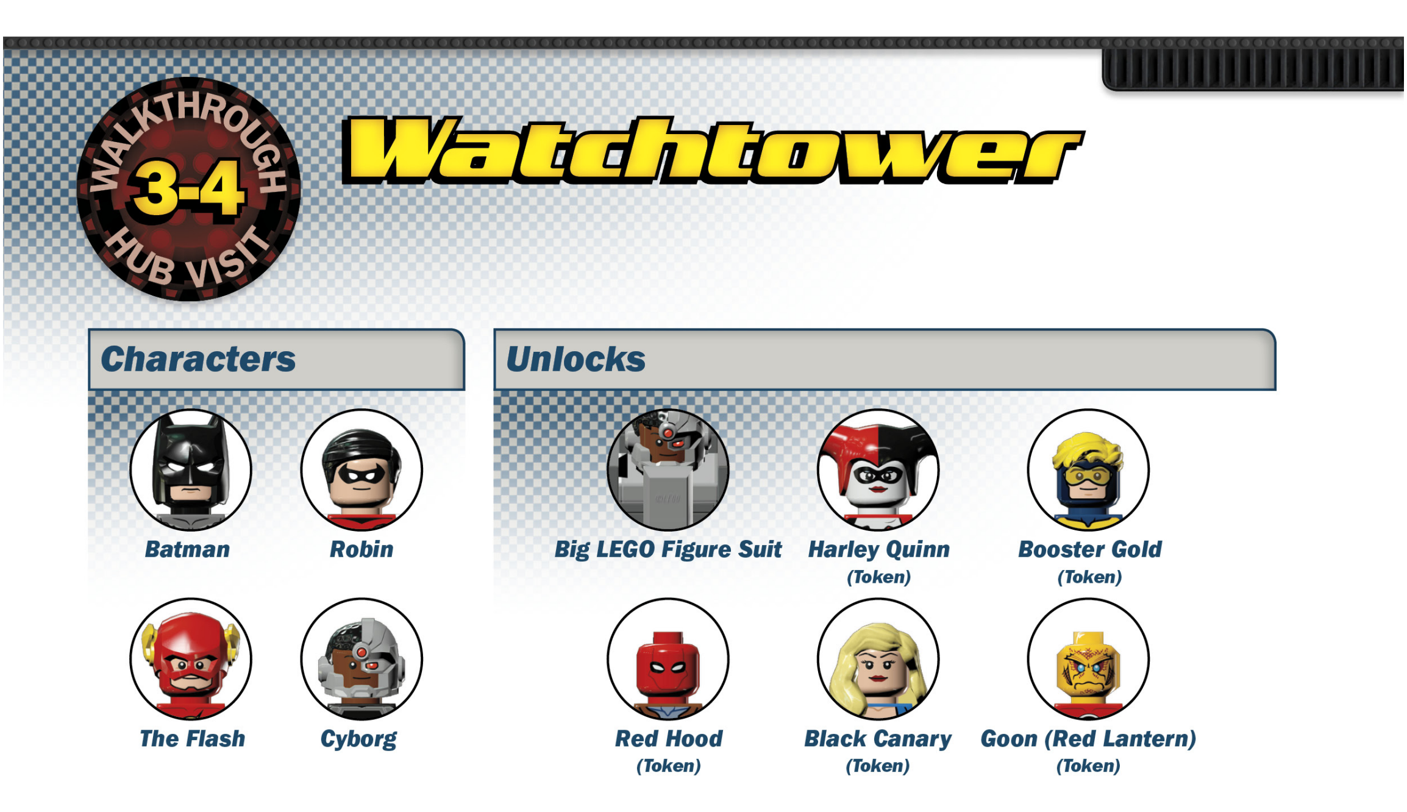


Walkthrough (Handheld)

Mission 3-4: Watchtower



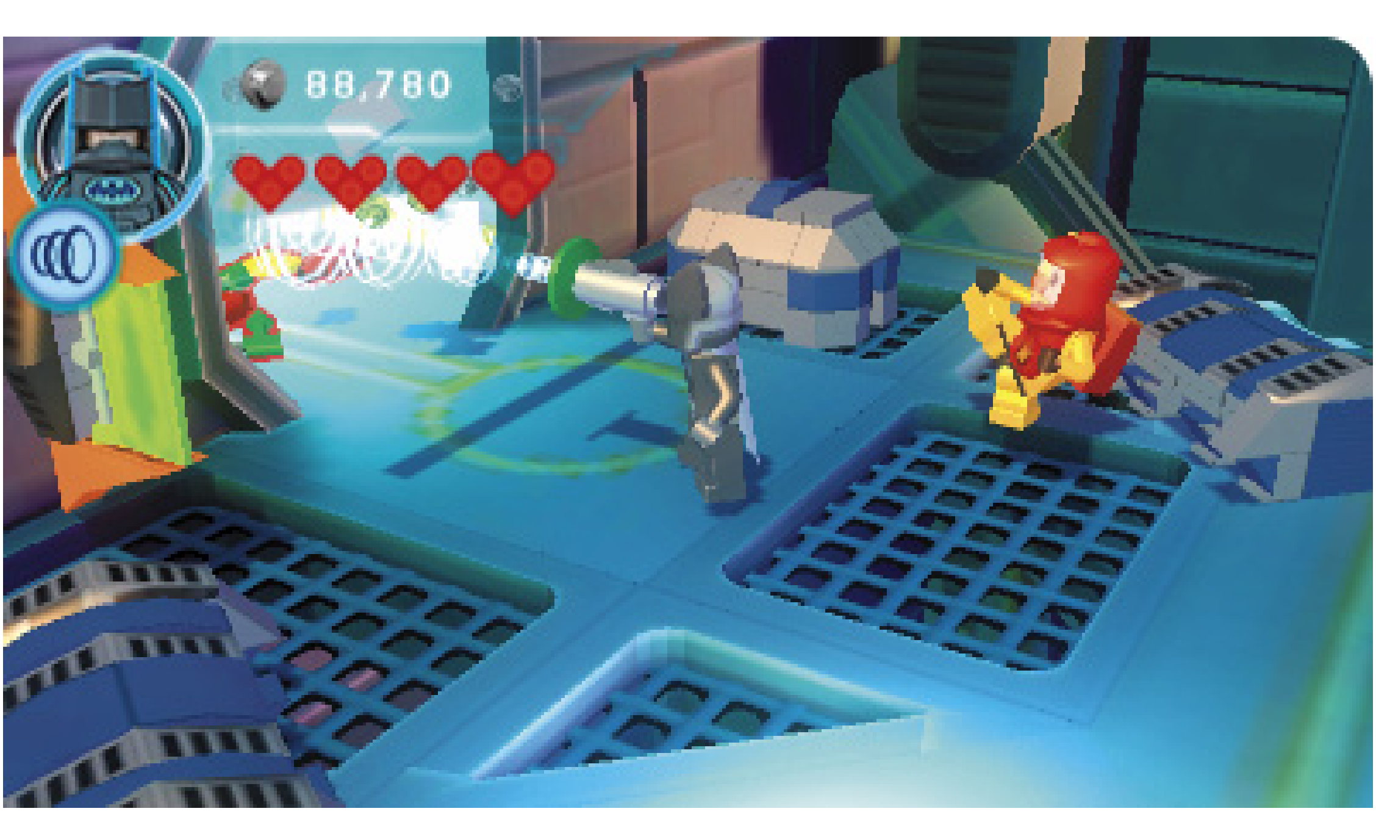
Characters

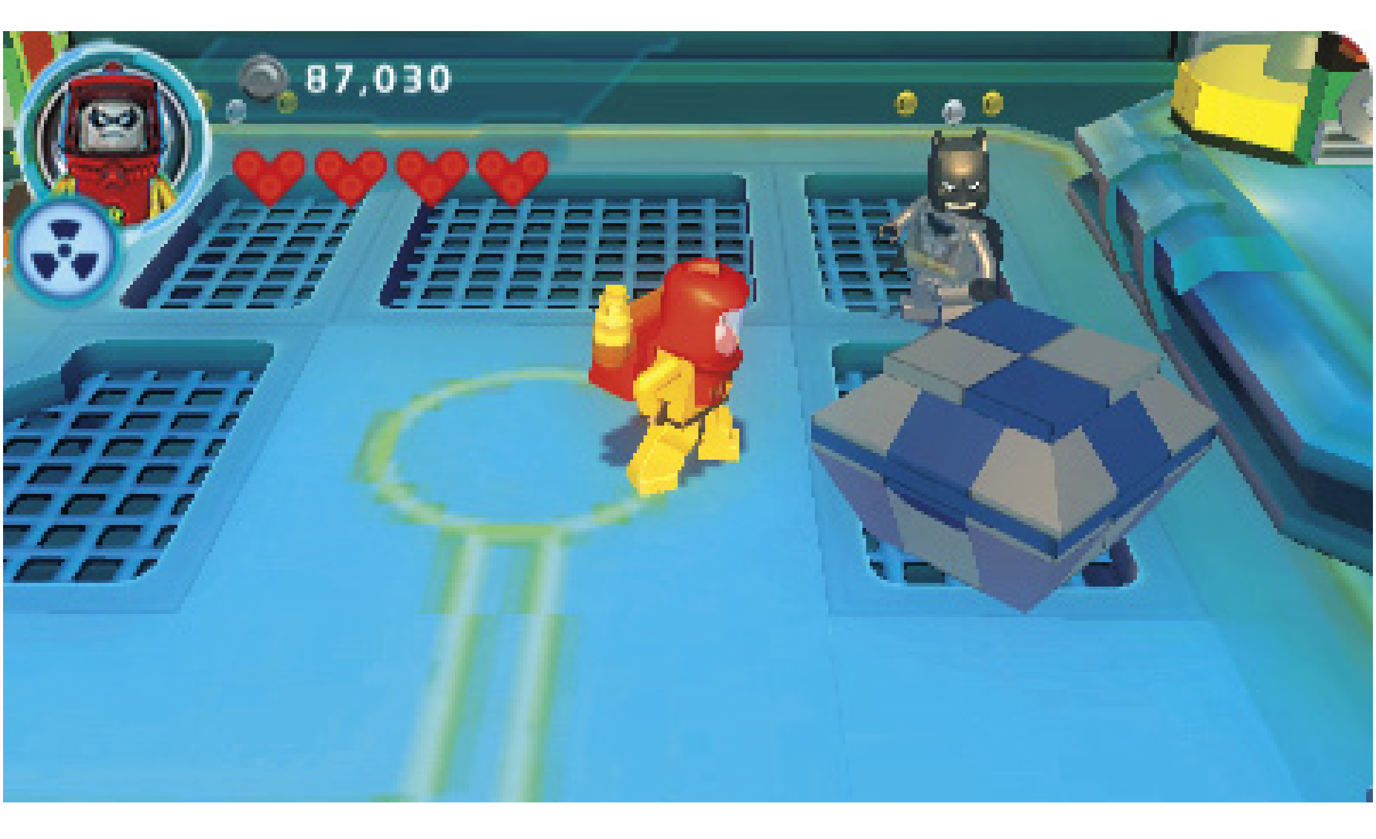
- Batman
- Robin
- The Flash
- Cyborg

Unlocks

- Big LEGO Figure Suit
- Harley Quinn (Token)
- Booster Gold (Token)
- Red Hood (Token)
- Black Canary (Token)
- Goon (Red Lantern) (Token)

OBJECTIVE 1: BREAK OUT OF THE HANGAR



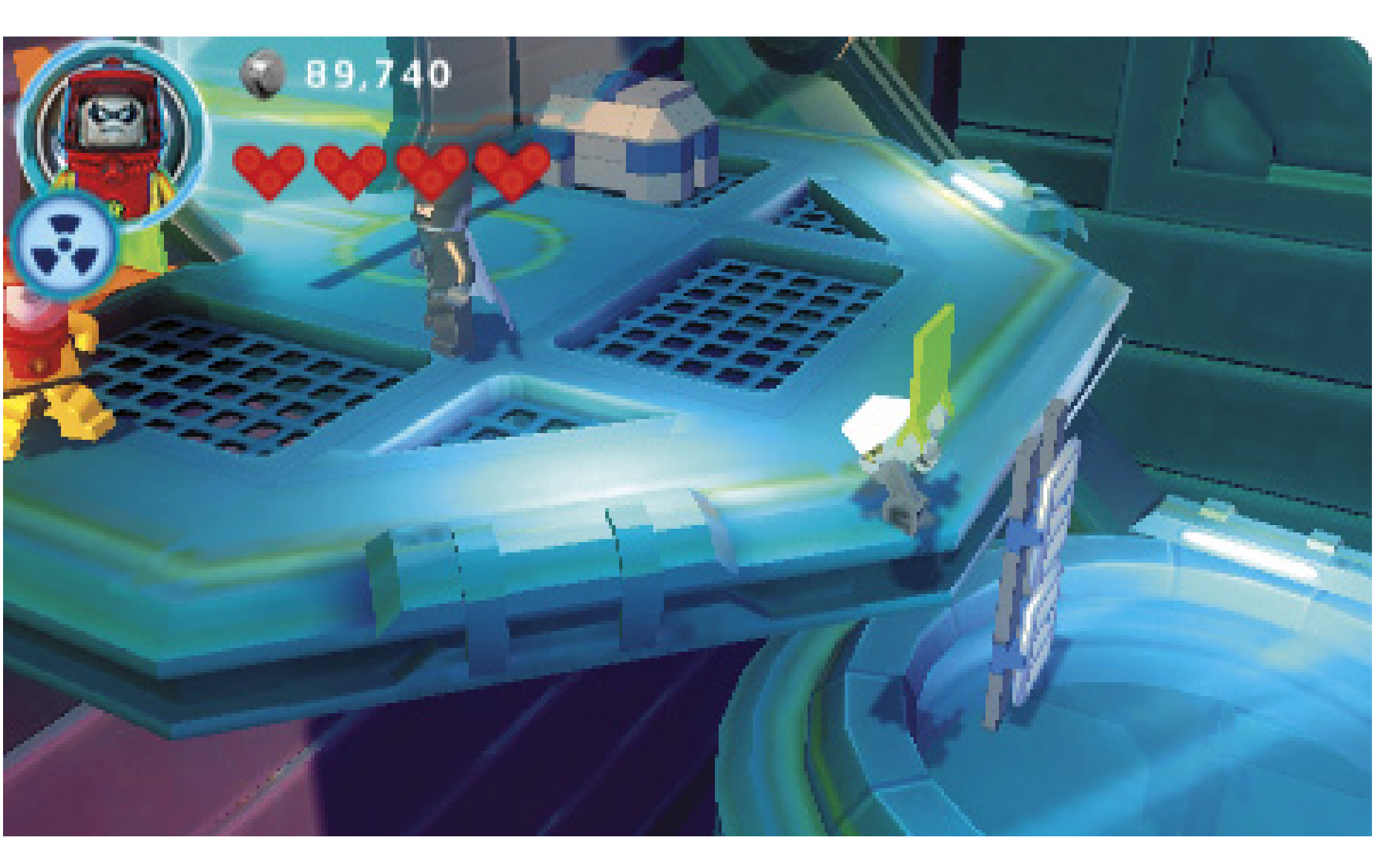


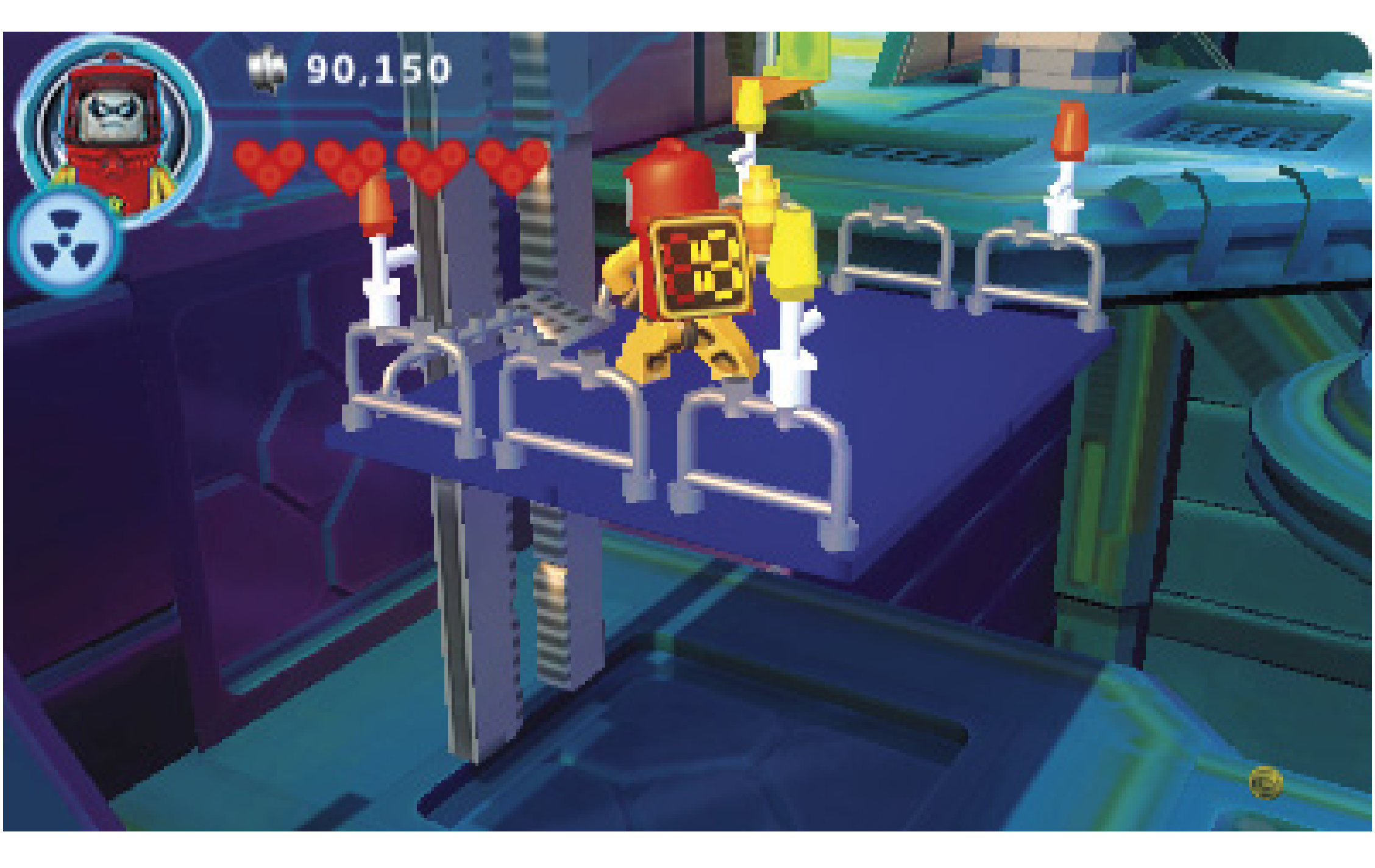
With the villains keeping the Watchtower on lock down, it's time to build something to knock a few locks. Start by equipping Robin with his Hazard Suit. The nearby Attract Station needs 27 Attract pieces to operate. Start by smashing the nearby LEGO objects and picking up the nine that spill out.

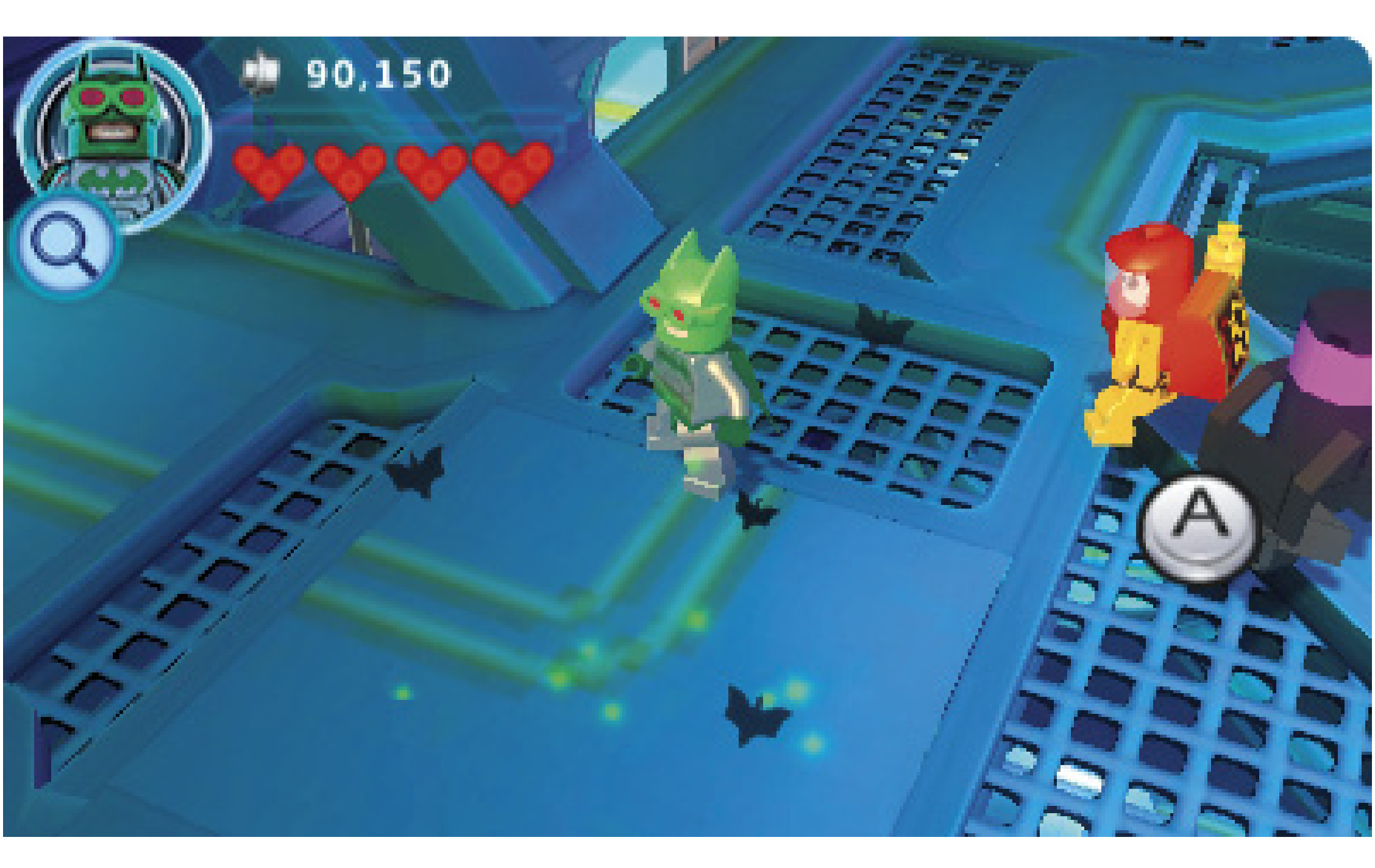
Next, take the stairs to the left and climb the short ladder. At the top of the ladder, there is a doorway that is blocked by a glass LEGO wall. Equip Batman with his Sonar Suit and shatter the LEGO glass. Now you can have Robin pick up the Attract pieces within the small alcove.

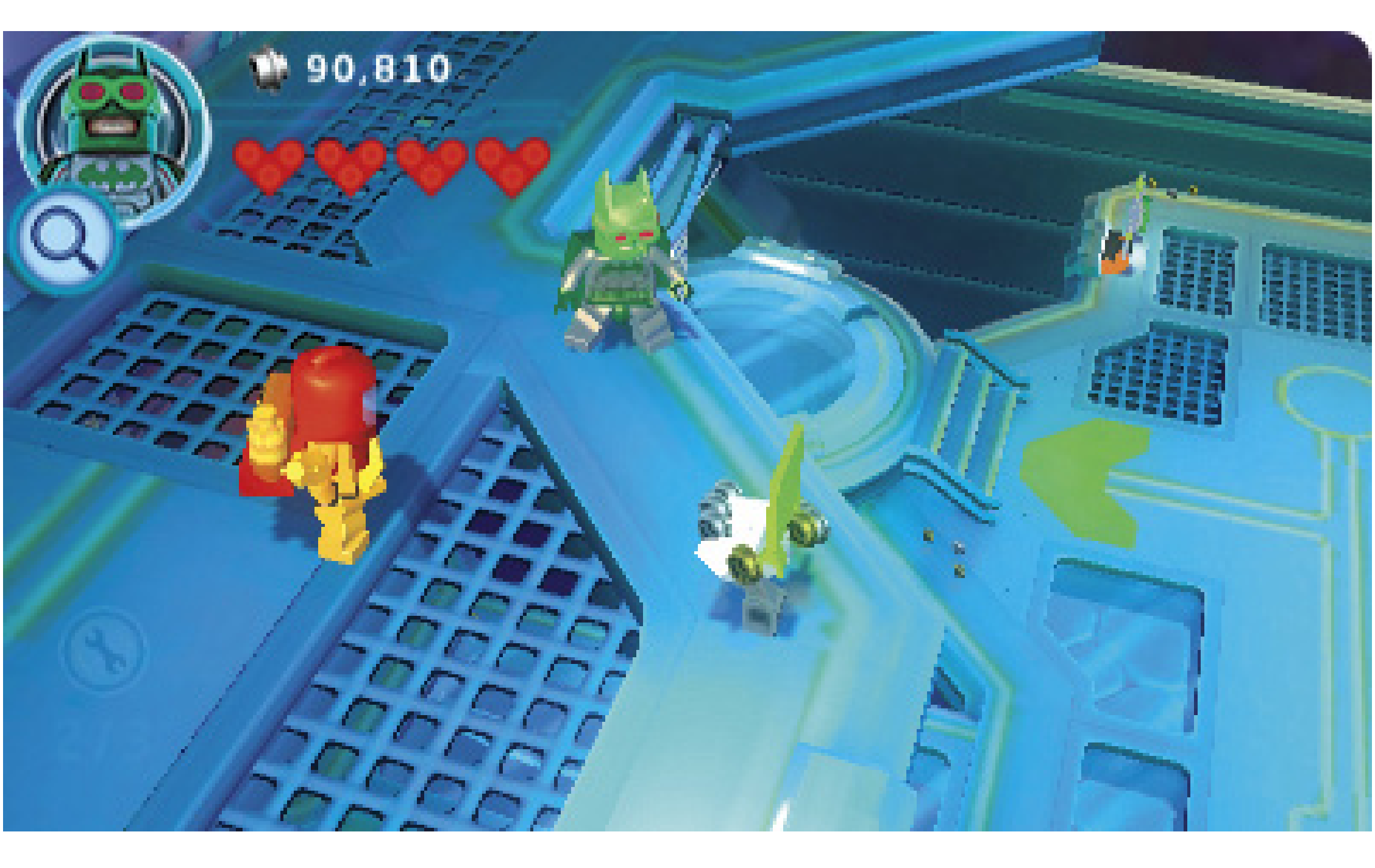
Before heading down, bust up the LEGO objects and build the bricks into a small terminal.

Locate the blue elevator (also on the left side of the room). Use it to reach the upper level of the hangar.









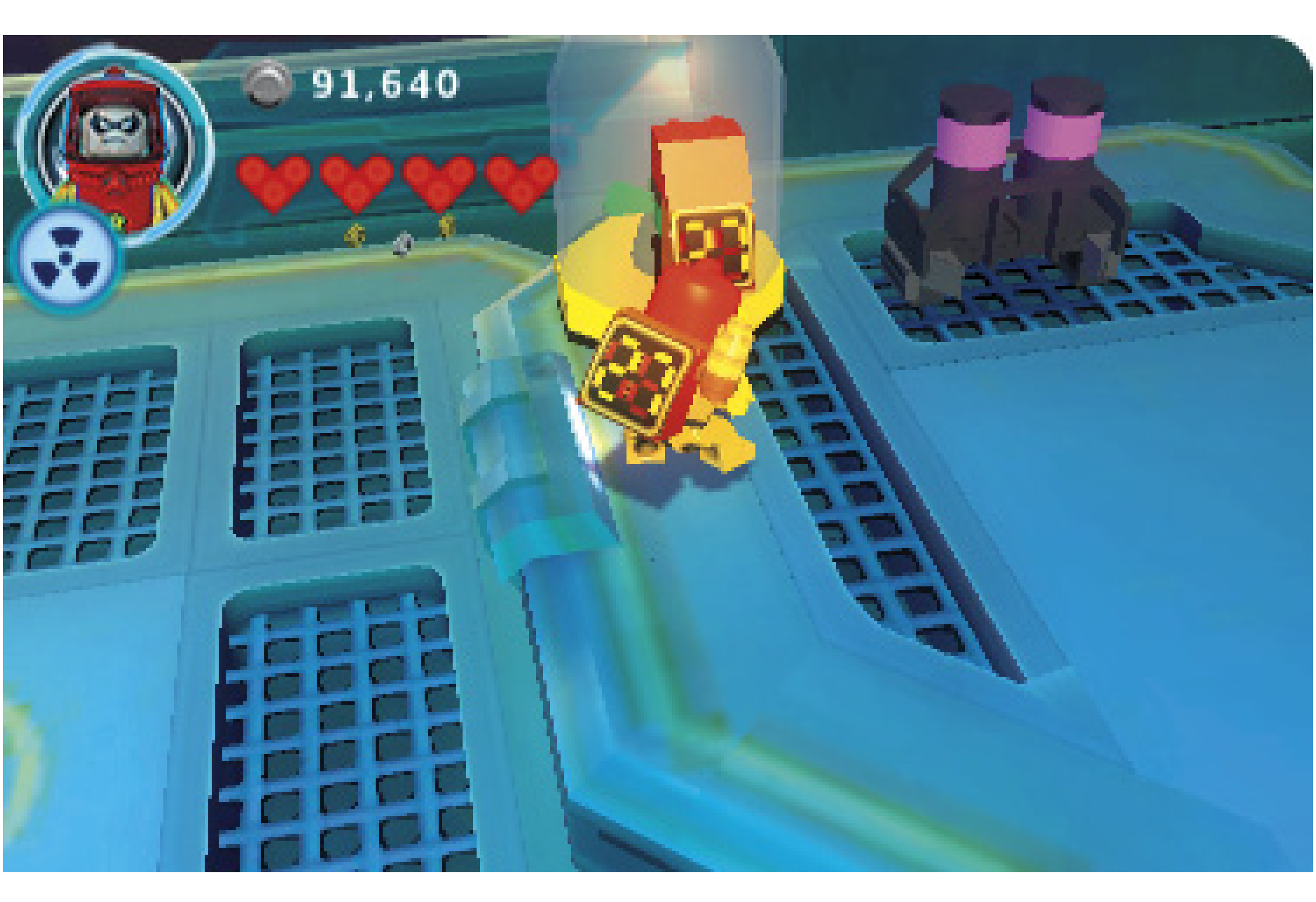
Equip Batman with his Sensor Suit and turn on Detective Mode. This reveals a large LEGO crate for you to smash. Collect the Attract pieces that spill out.

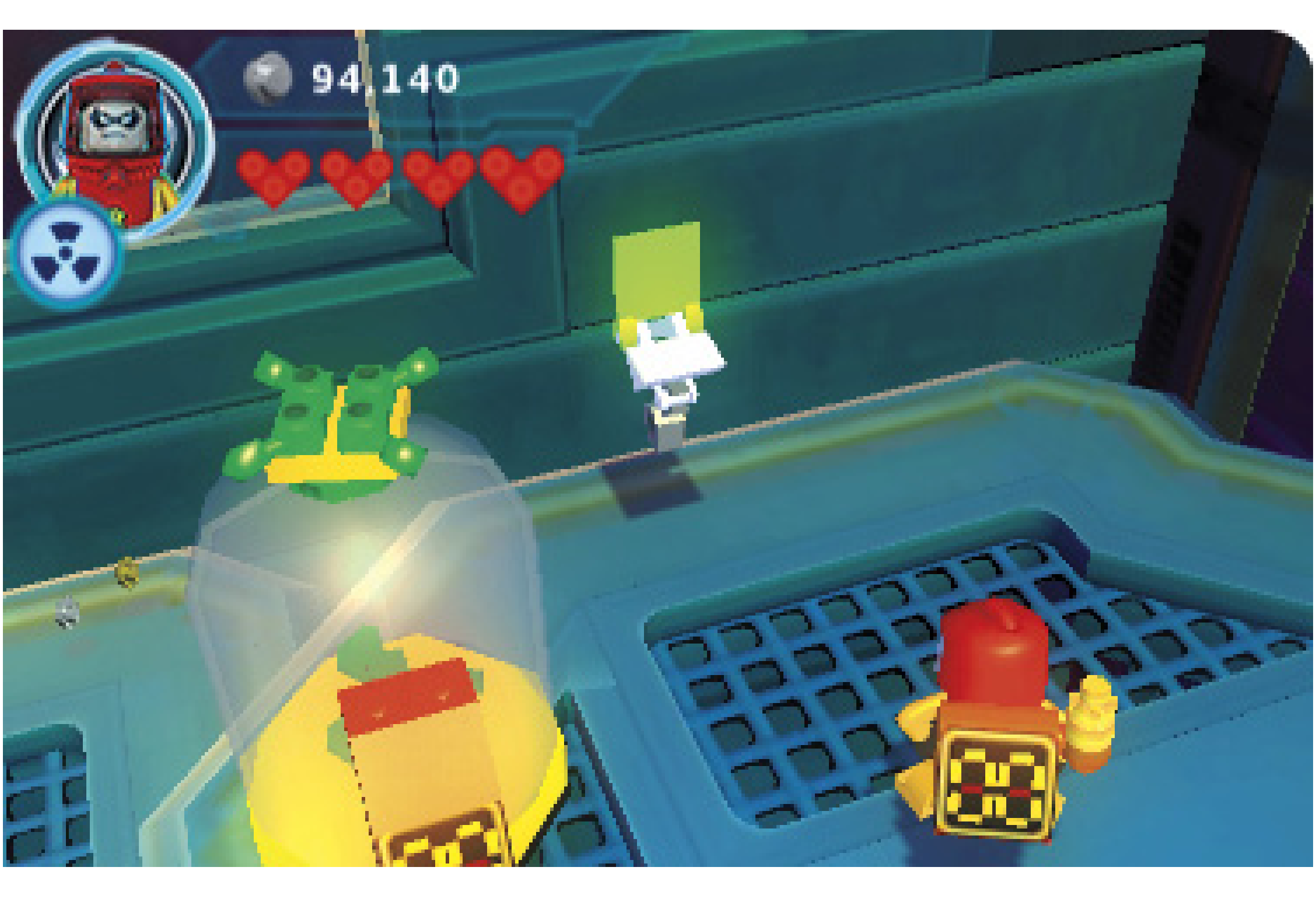
Don't forget to break the LEGO objects to find bricks to build another terminal with!

Deposit the Attract pieces into the Attract Station to build a rocket launcher that does the trick of opening the door for you.

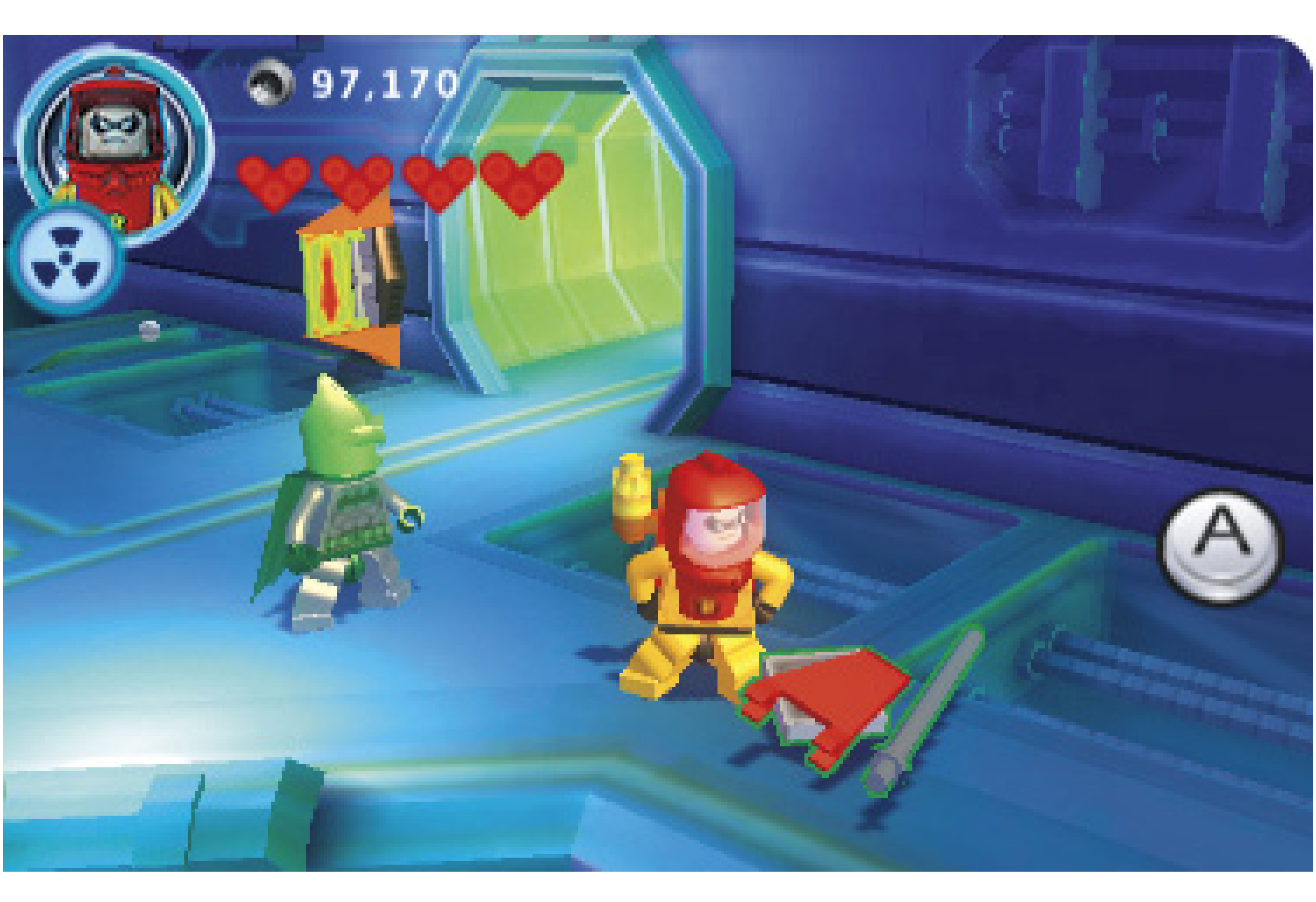
Before you go, smash the LEGO object near the Attract Station to find bricks to build the last terminal. After you do, collect the Token to unlock Harley Quinn!

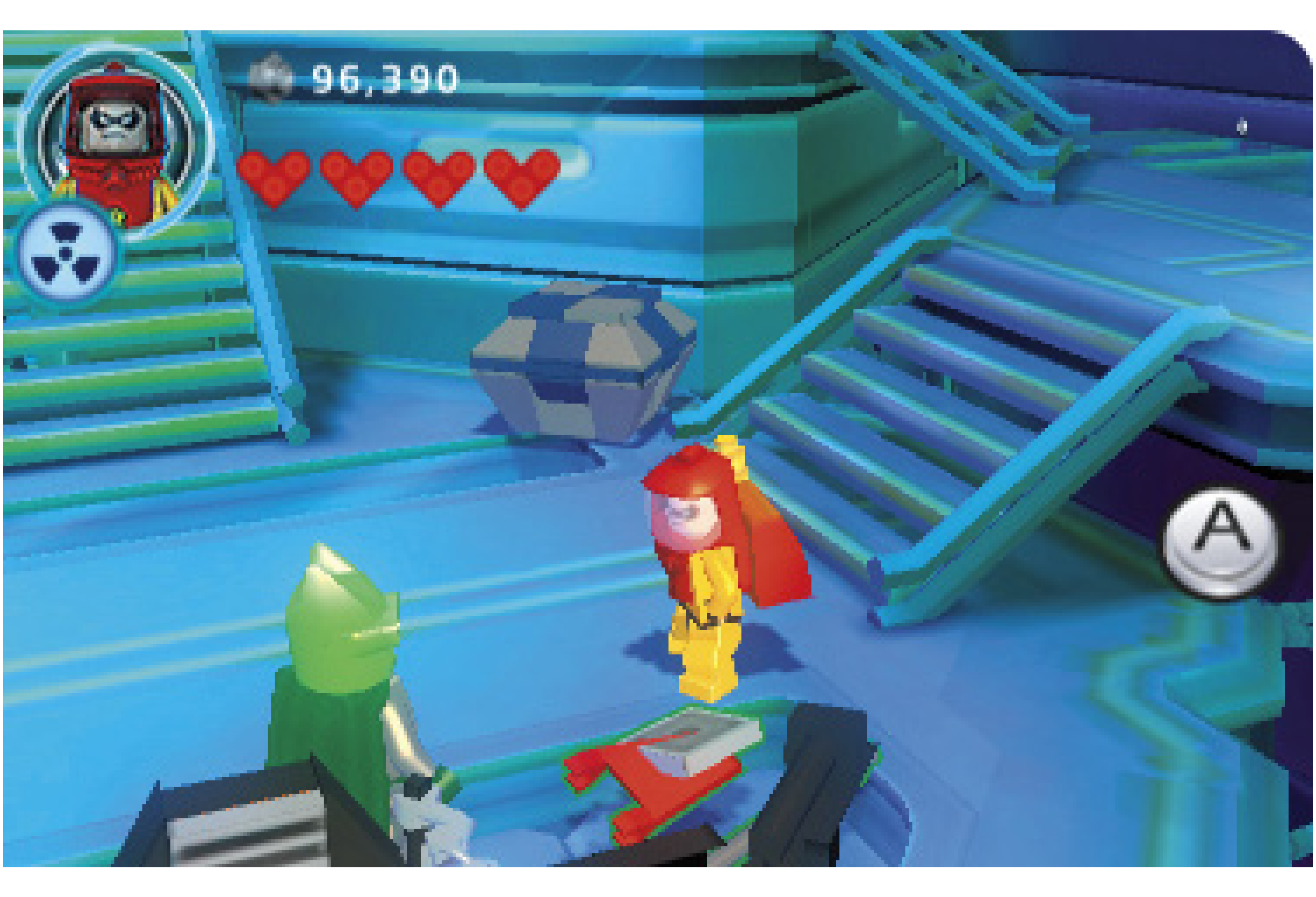
> Unlocked: Harley Quinn

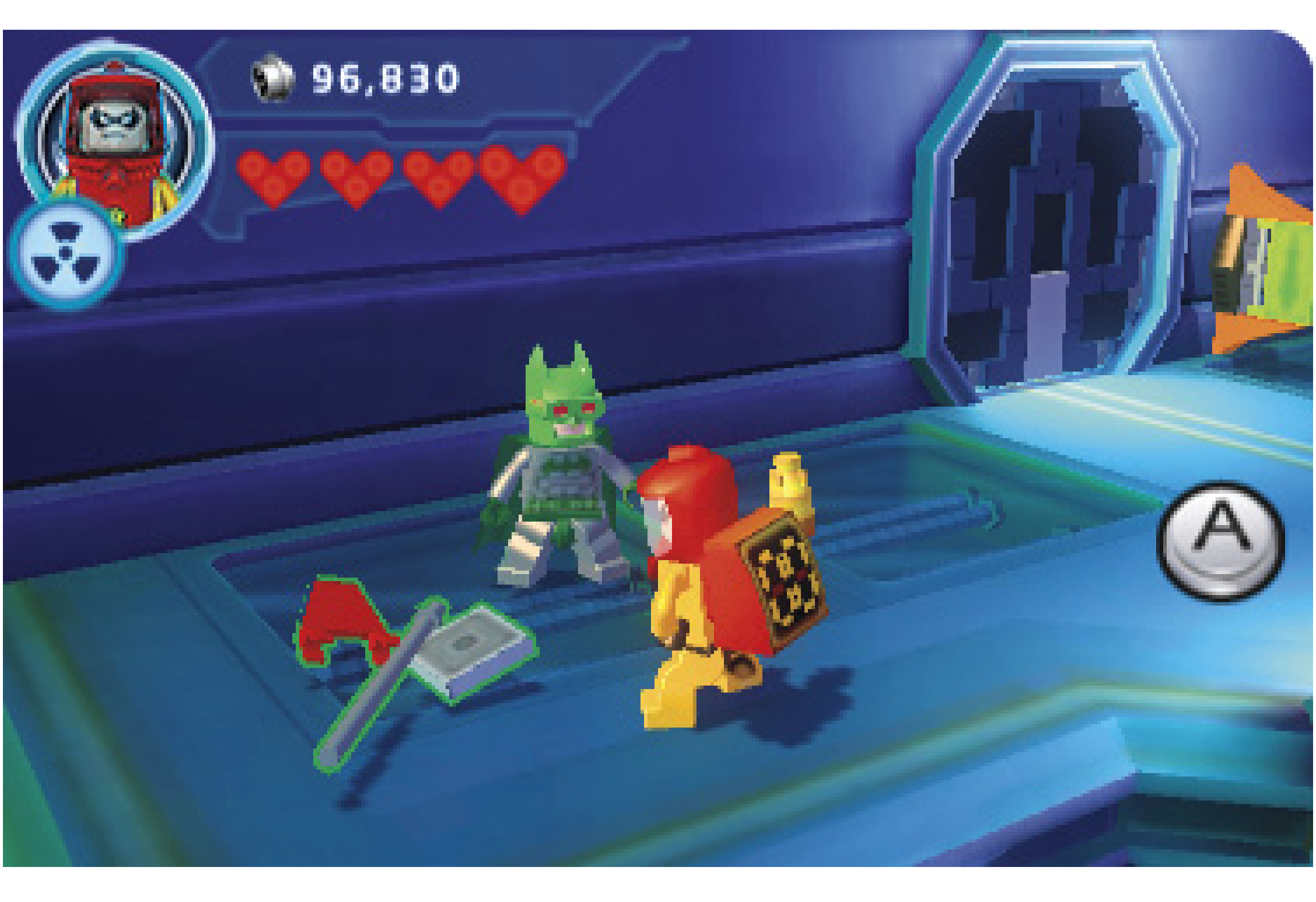




OBJECTIVE 2: GET TO THE CONTROL ROOM







Now that you're out of the hangar. It's time to head to the main control room. Before that, be sure to build the flag in the right corner of the room.

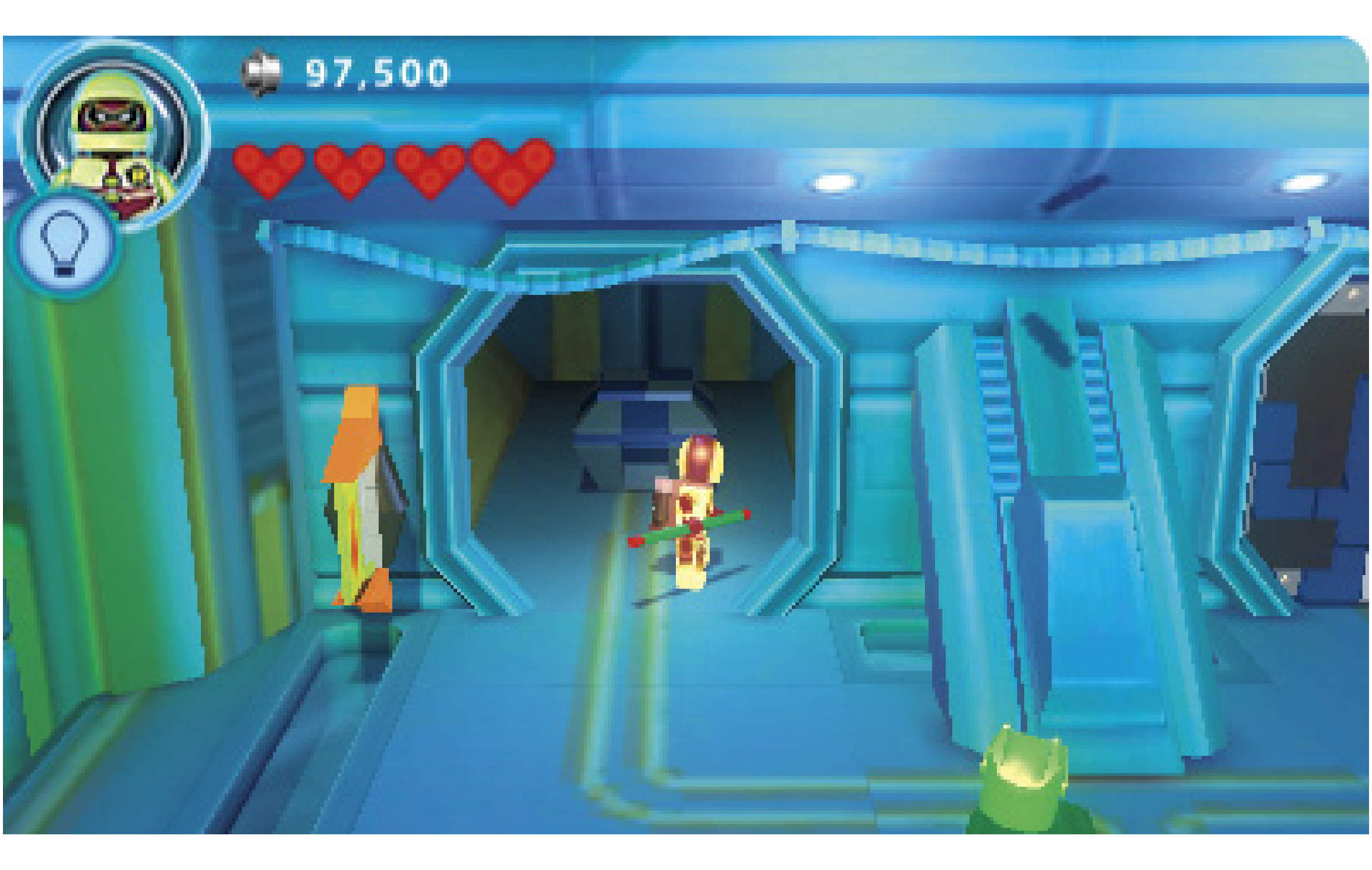
Next, head down the stairs to the left and build the bricks you find there into a second flag.

The third and final flag is built using the bricks in the far left corner. Pick up the Token that appears in the center of the room to unlock Booster Gold.

> Unlocked: Booster Gold

In the back of the room, you come across a dark alcove. Equip Robin with his Illumination Suit and step inside. Smash the LEGO crate you find there to collect a Token that unlocks the Big LEGO Figure suit.

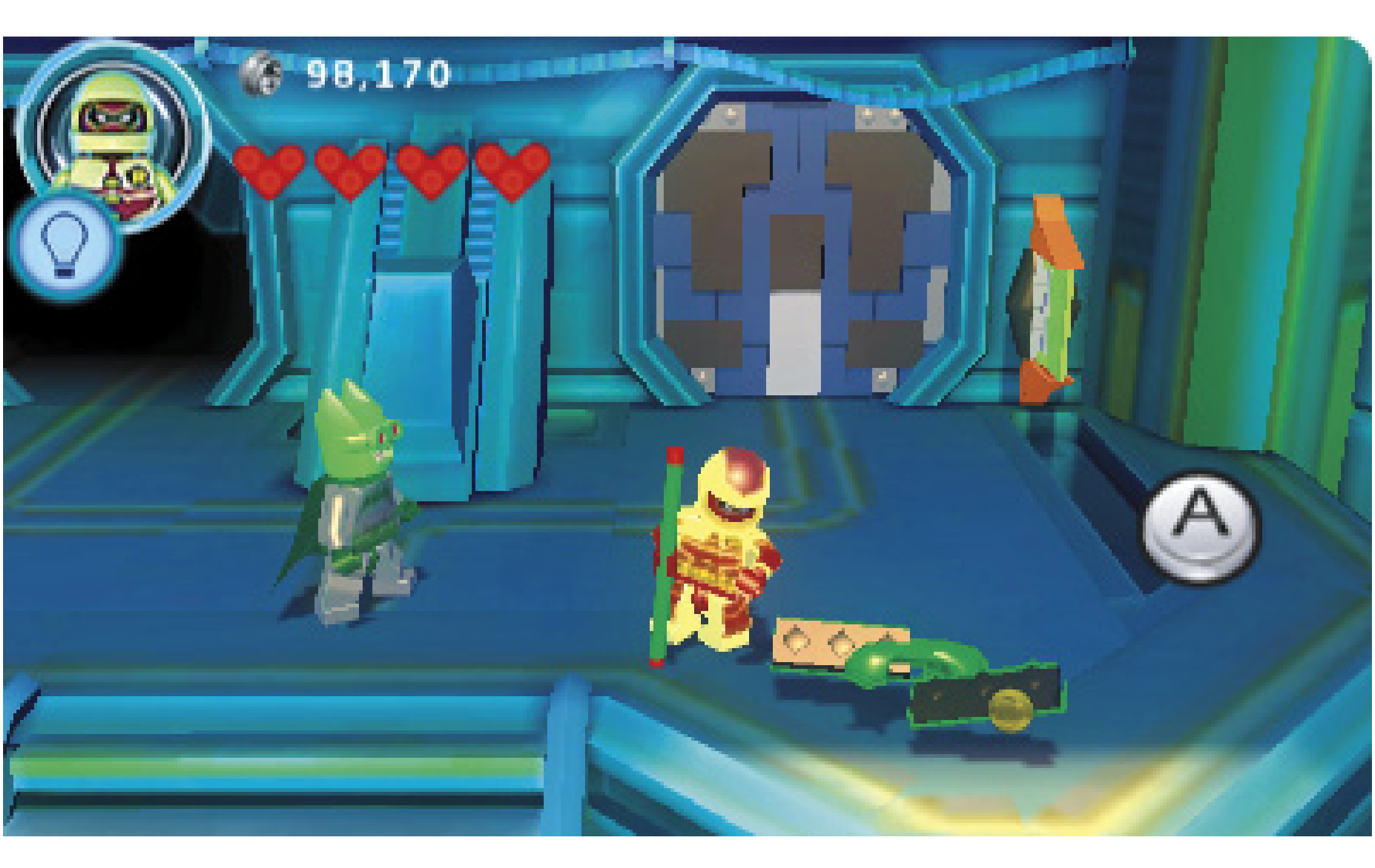
> Unlocked: Big LEGO Figure Suit

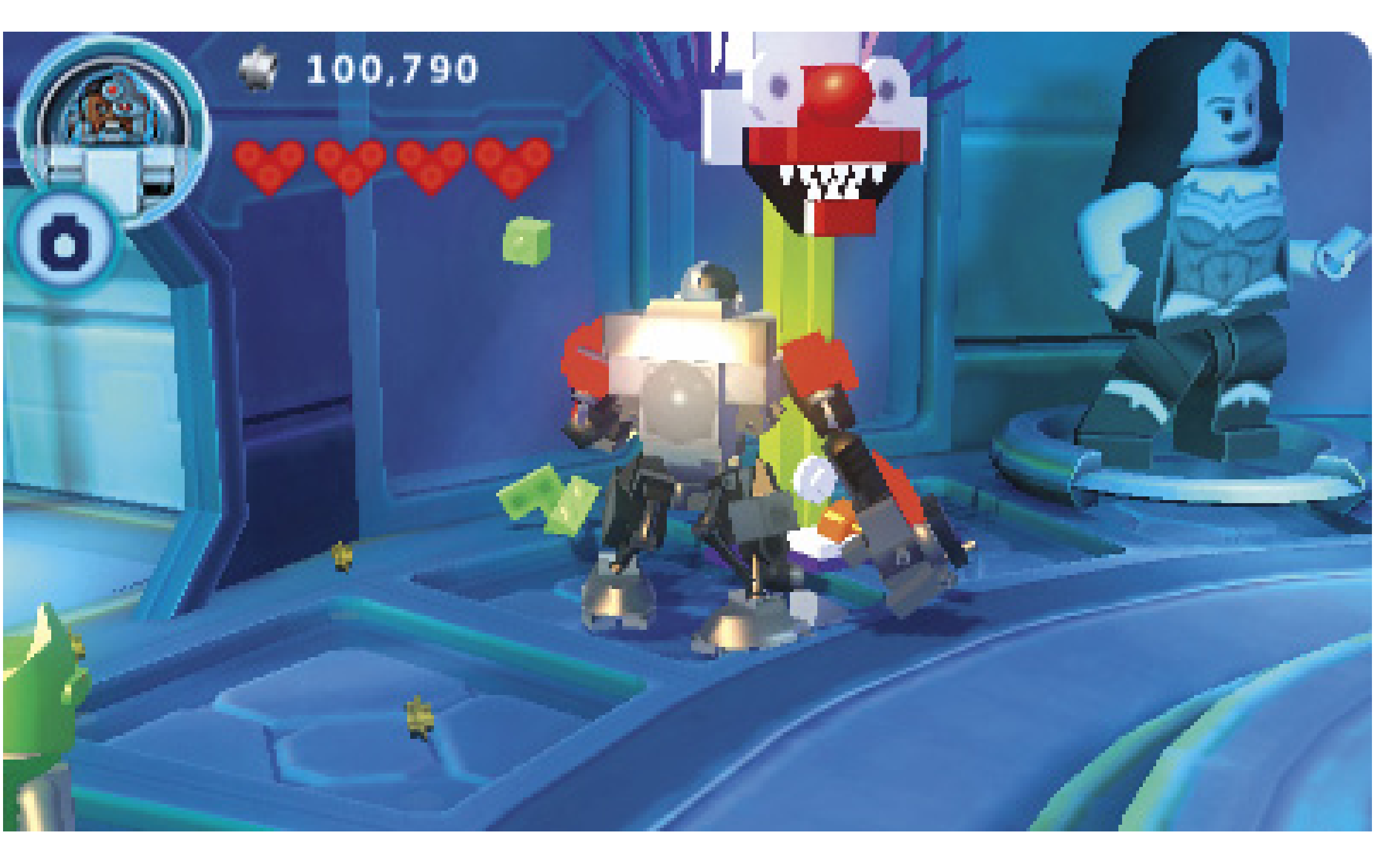


Now that you have the Big LEGO Figure suit, break apart the LEGO crate near the closed door to your right to find some bricks to build into hyper strength handles. Use Cyborg's Big LEGO form to rip the door off of it's hinges. Pass through the "unlocked" door to enter the control room.

Once inside the control room, head right and pass the level pad to enter the Hall of Justice. Smash all of The Joker props you find there to reveal a Token. Collect it to unlock Red Hood.

> Unlocked: Red Hood



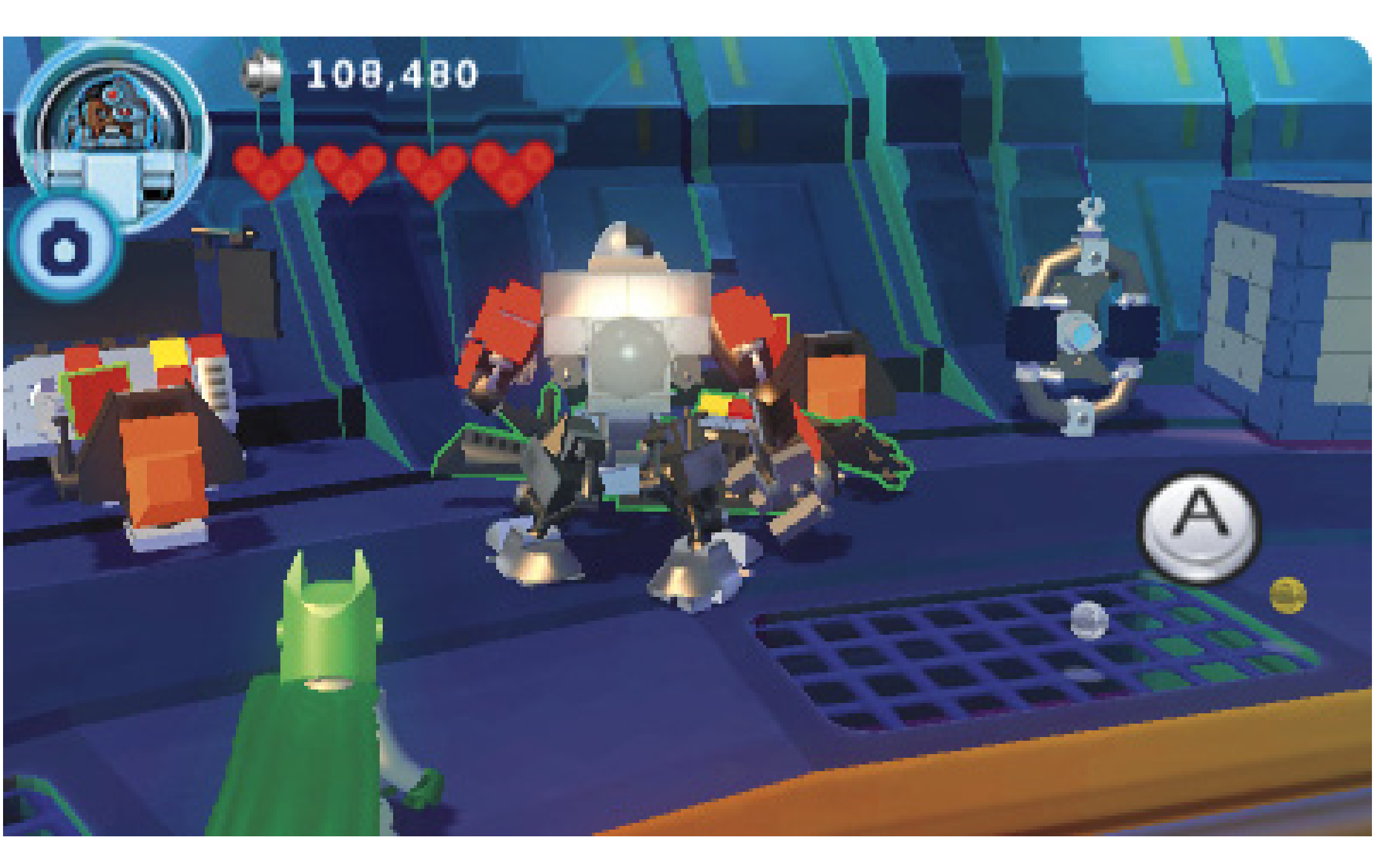


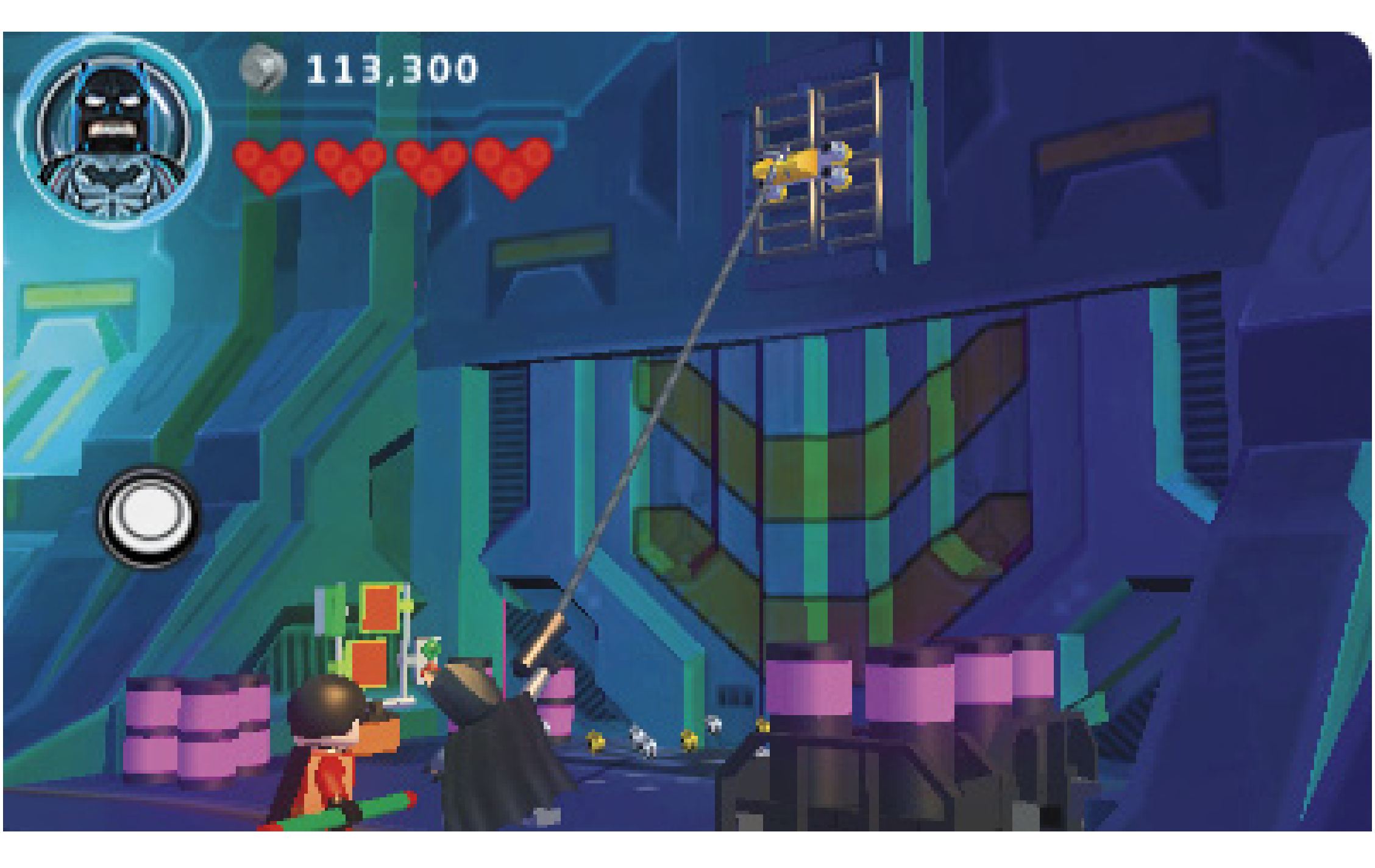
Head back to the control room and follow the perimeter around the northern end of the room to find some loose LEGO brick piles. Build these four piles into computer consoles to reveal another Token, unlocking Black Canary.

> Unlocked: Black Canary

Before you head to the level pad, be sure to pull down the grate on the east side of the control room. Out drops a Token that unlocks Goon (Red Lantern). Once you do, exit by using the level pad on the south end of the control room.

> Unlocked: Goon (Red Lantern)





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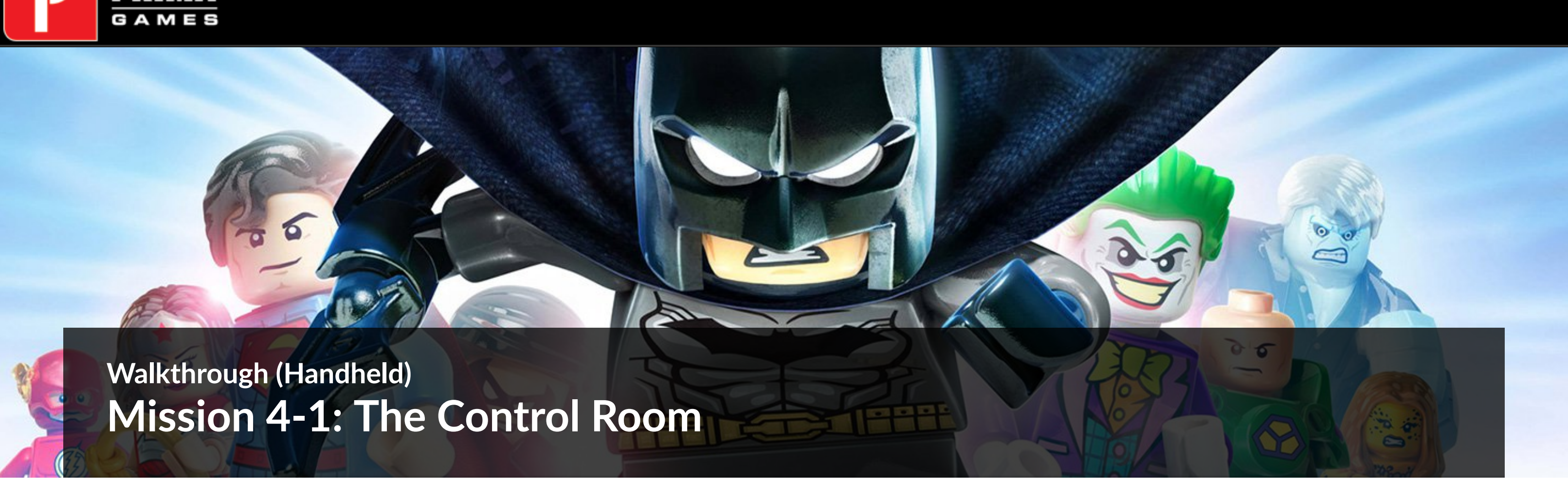


Mission 4-1: The Control Room

WALKTHROUGH 4-1 MISSION

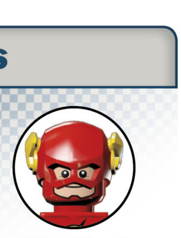
The Control Room

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 10,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first prop is to the left of the stairs at the start of the level, the second is to the left of the hologram, and the third prop is to the right of the hologram.
Combat Challenge: Finishers	Any	Perform 3 ground finishers during the level.
The Joker Card	Free Play	To the right of the fiery stairs there is a phase point. Pass through to enter a small area with silver LEGO barrels. Destroy the silver LEGO barrels to reveal the card.

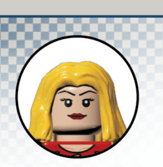
Characters

Wonder Woman



The Flash

Unlocks



Wondergirl
(The Joker Card)

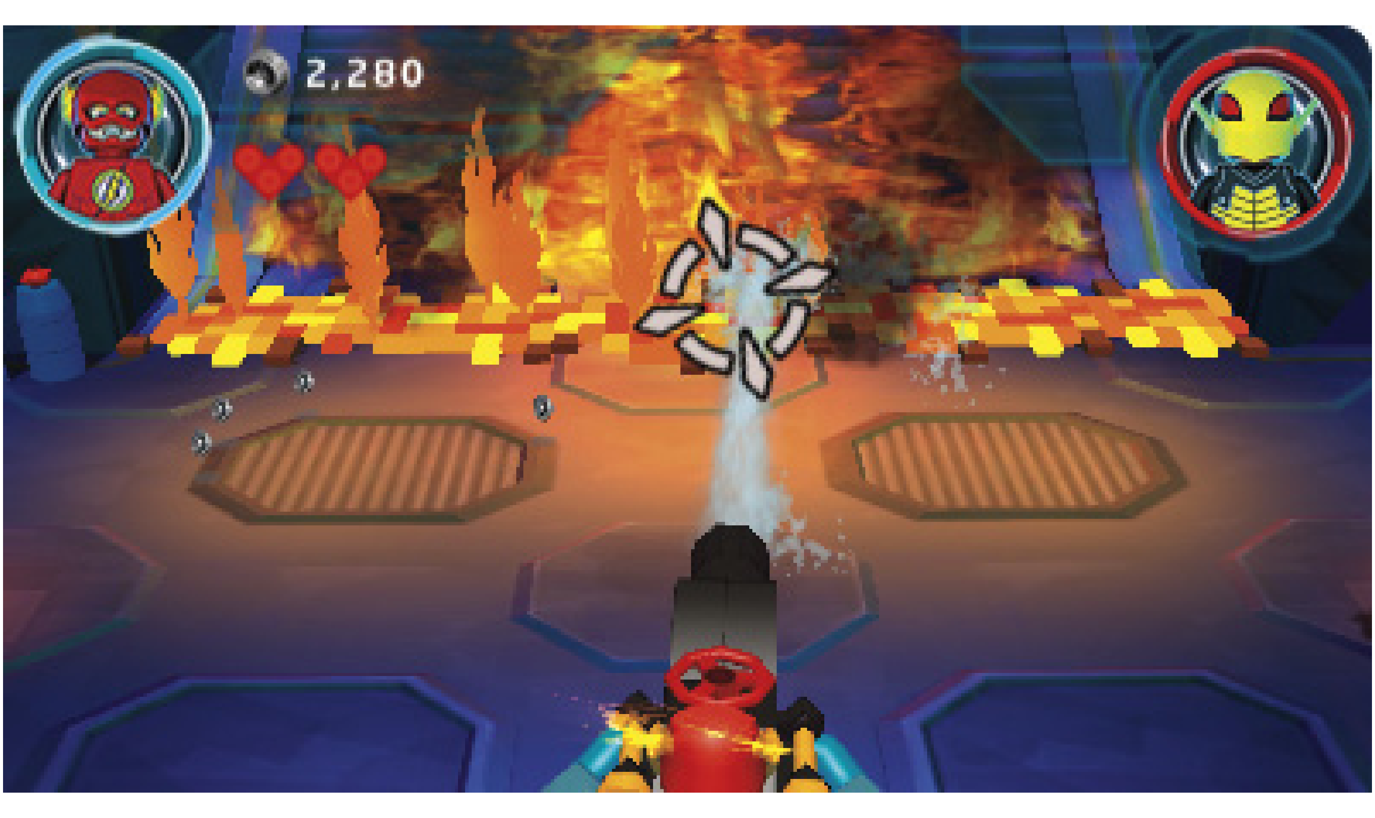
OBJECTIVE 1: EXTINGUISH FIREFLY

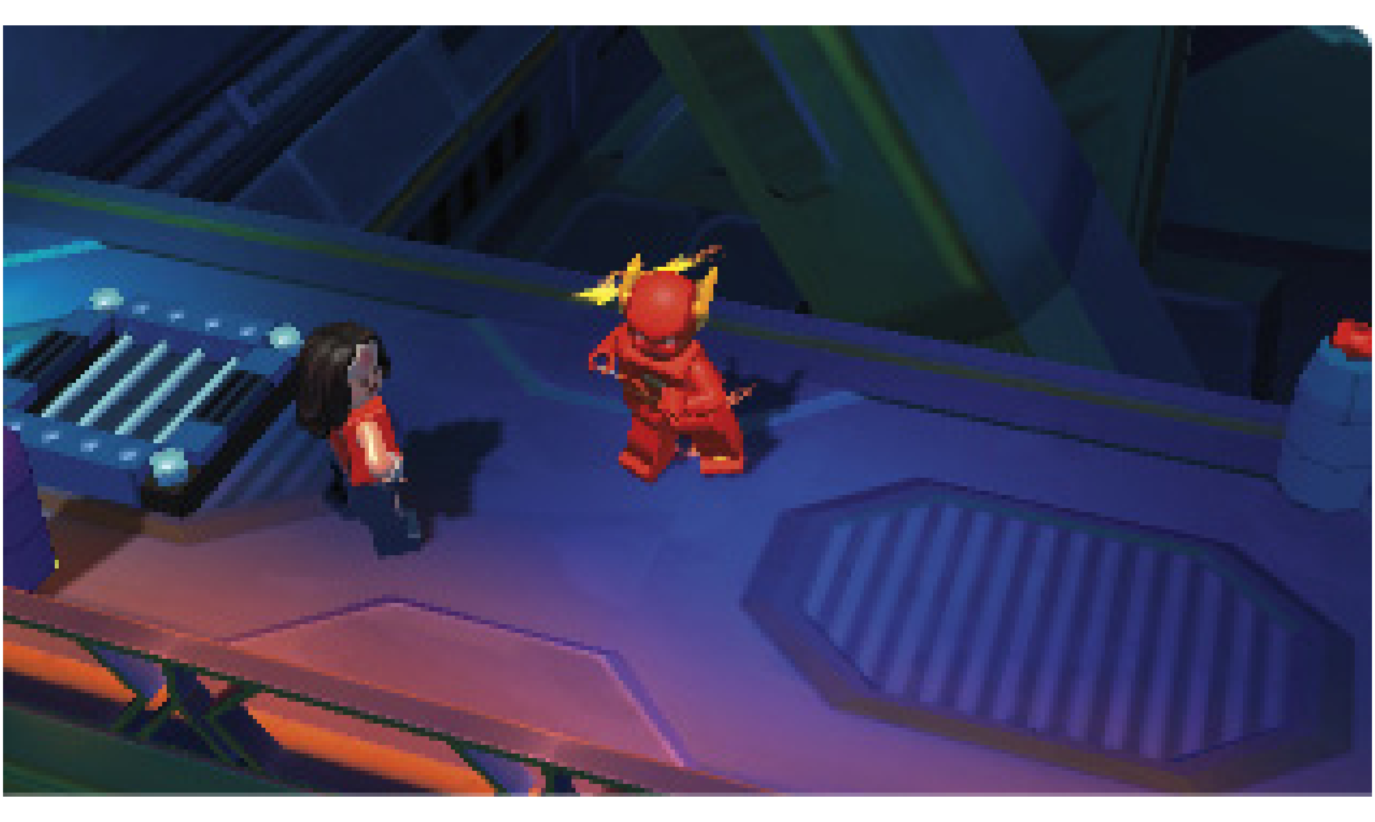
Safe above the flames, that pyromaniac Firefly fires blasts down upon you. To get him down, you need to build a water cannon to help extinguish the flames. Start by busting all of the nearby LEGO objects to find some bricks that you can build into the water cannon. Once the cannon is built, interact with it to hop on board and take aim at the flames. After you've put out some of the inferno, Firefly comes down to your level. Quickly unleash some justice on him and take him down. Once the firebug retreats, rebuild the water cannon and fully extinguish the flames.

During the fight, you are accosted by some goons. Take this opportunity to perform three ground finishers and complete the combat challenge for the level. In addition to completing that challenge here, be sure to check the path to the left of the stairs for a Joker prop to smash.

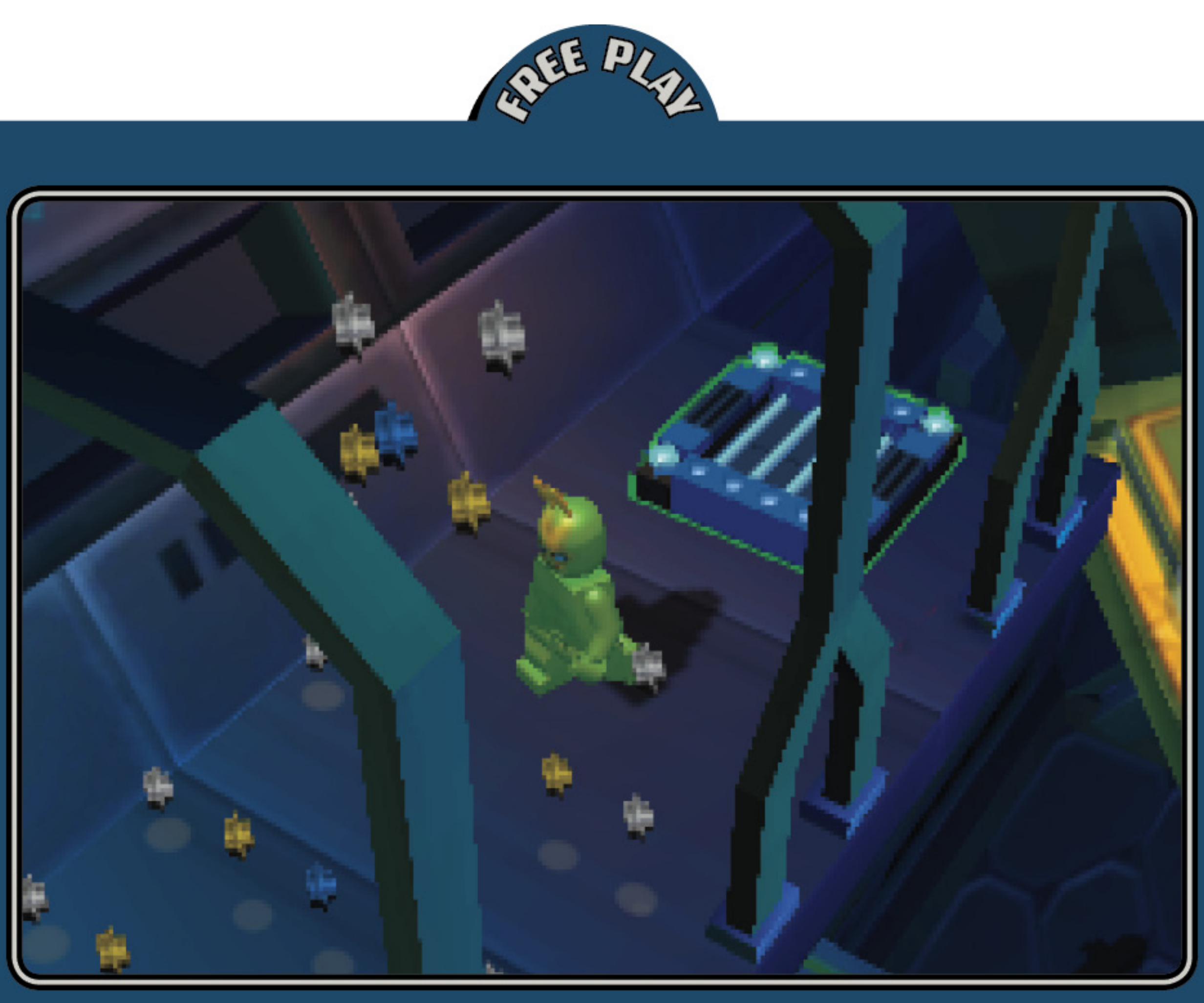
> Combat Challenge: Finishers

> The Joker Smash Challenge: 1 / 3



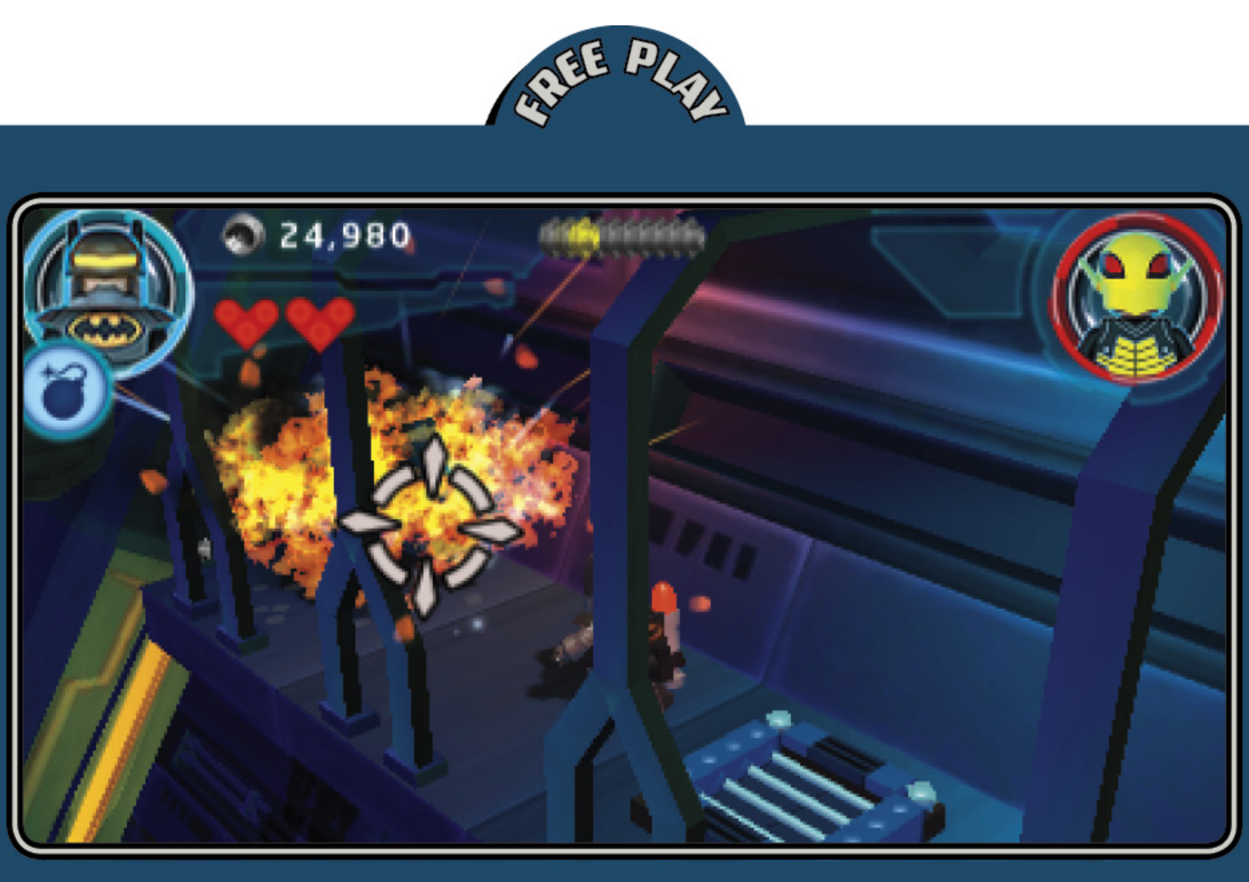


FREE PLAY



During Free Play, shatter the LEGO object near The Joker prop and build the bricks into a phase point. Pass through this phase point to find yourself in a small hideaway full of studs, including a valuable Purple Stud!

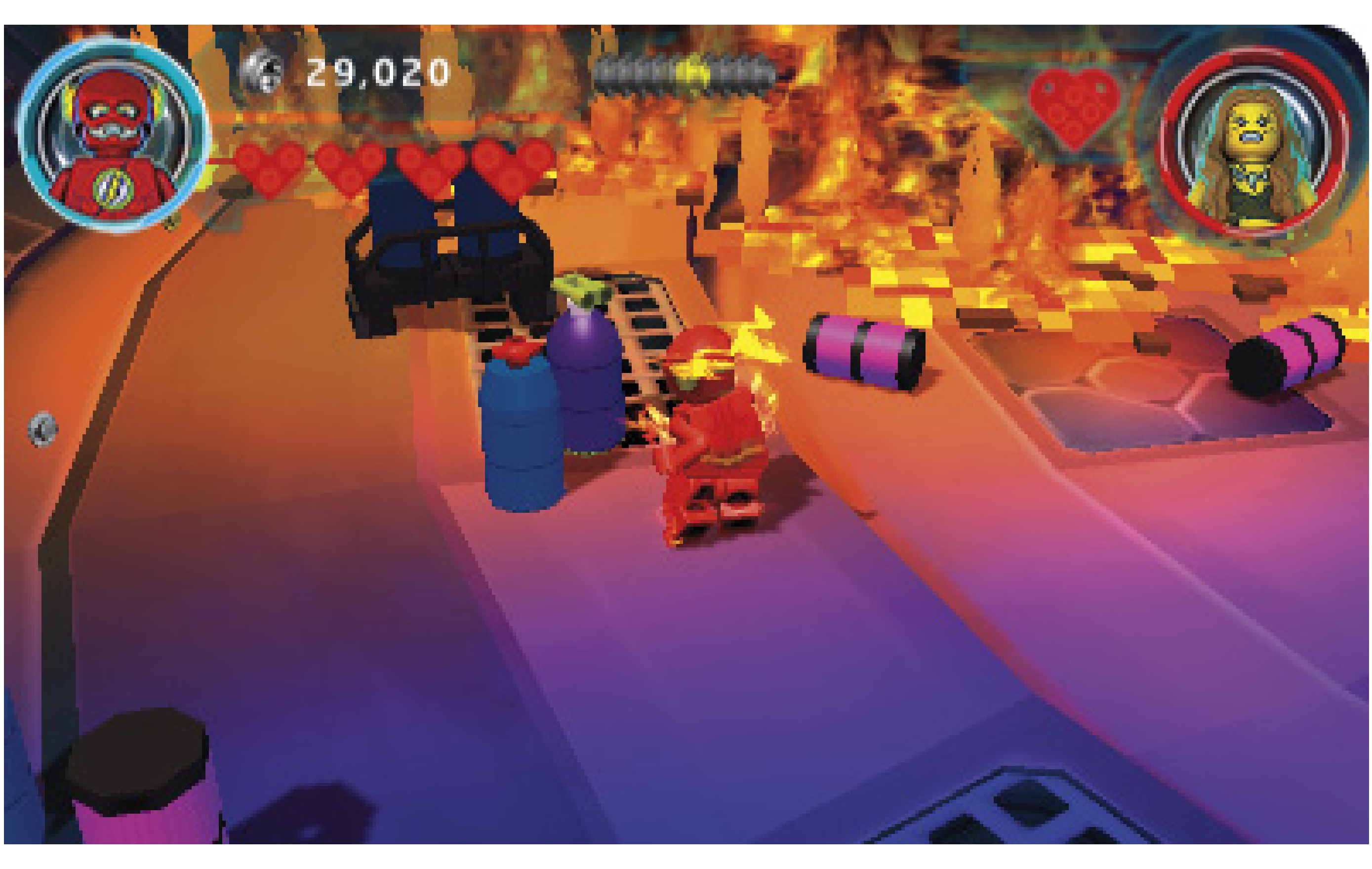
FREE PLAY



Head to the right of the once-burning staircase to find a phase point. Slip through it to be whisked to a small area with some silver LEGO barrels. Use a character with explosives to destroy the silver LEGO barrels and reveal The Joker Card for the level.

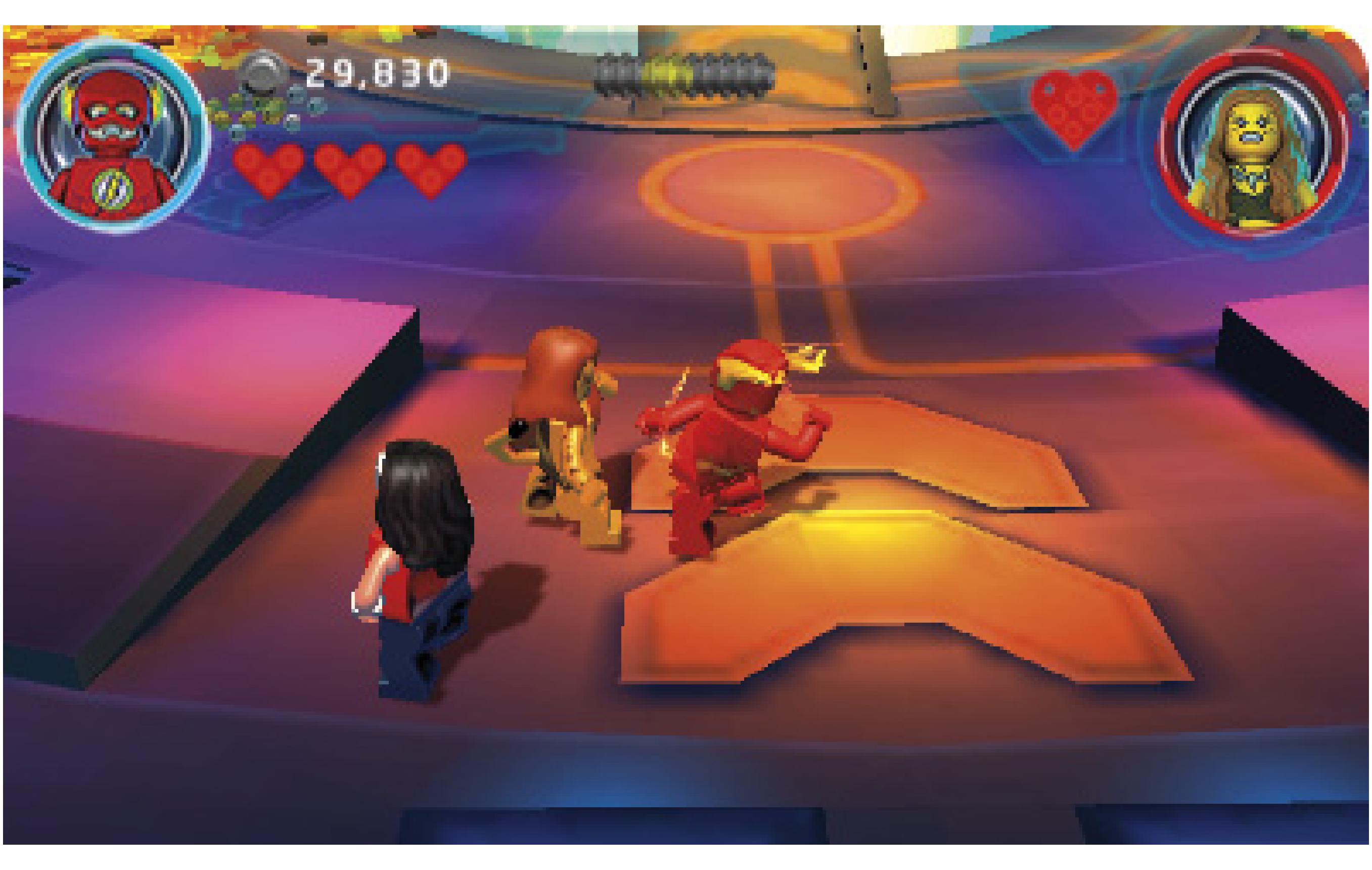
The Joker Card

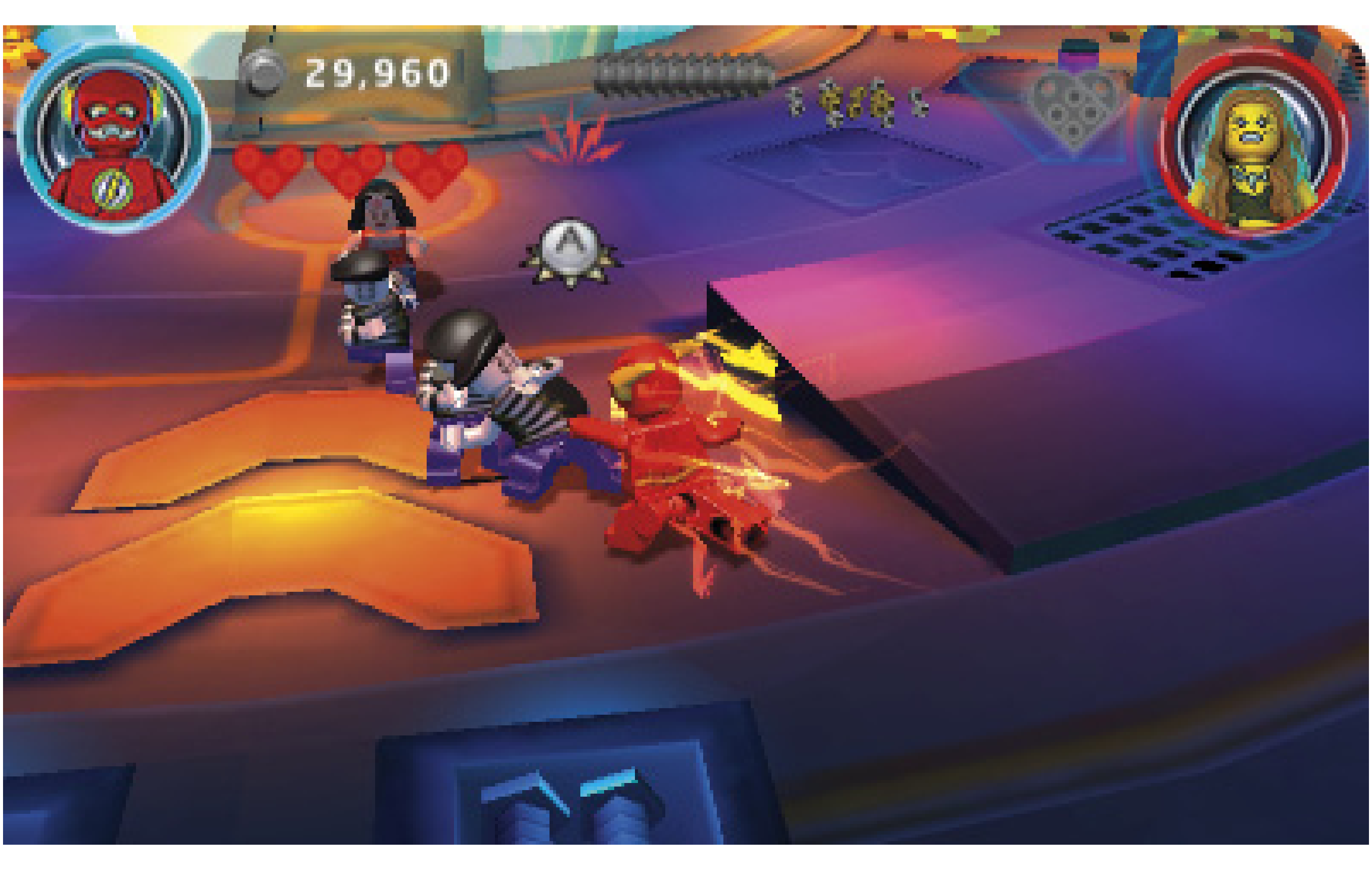
OBJECTIVE 2: DEFEAT CHEETAH



With Firefly's flames extinguished, head up the stairs where you are soon confronted by Cheetah. Lucky for you, this area is quite large and you can easily outrun her. Take advantage of this and run from the left to the right side destroying the LEGO objects you come across for studs, as well as The Joker props you find on the left and right sides of the platform.

> The Joker Smash Challenge: 3 / 3





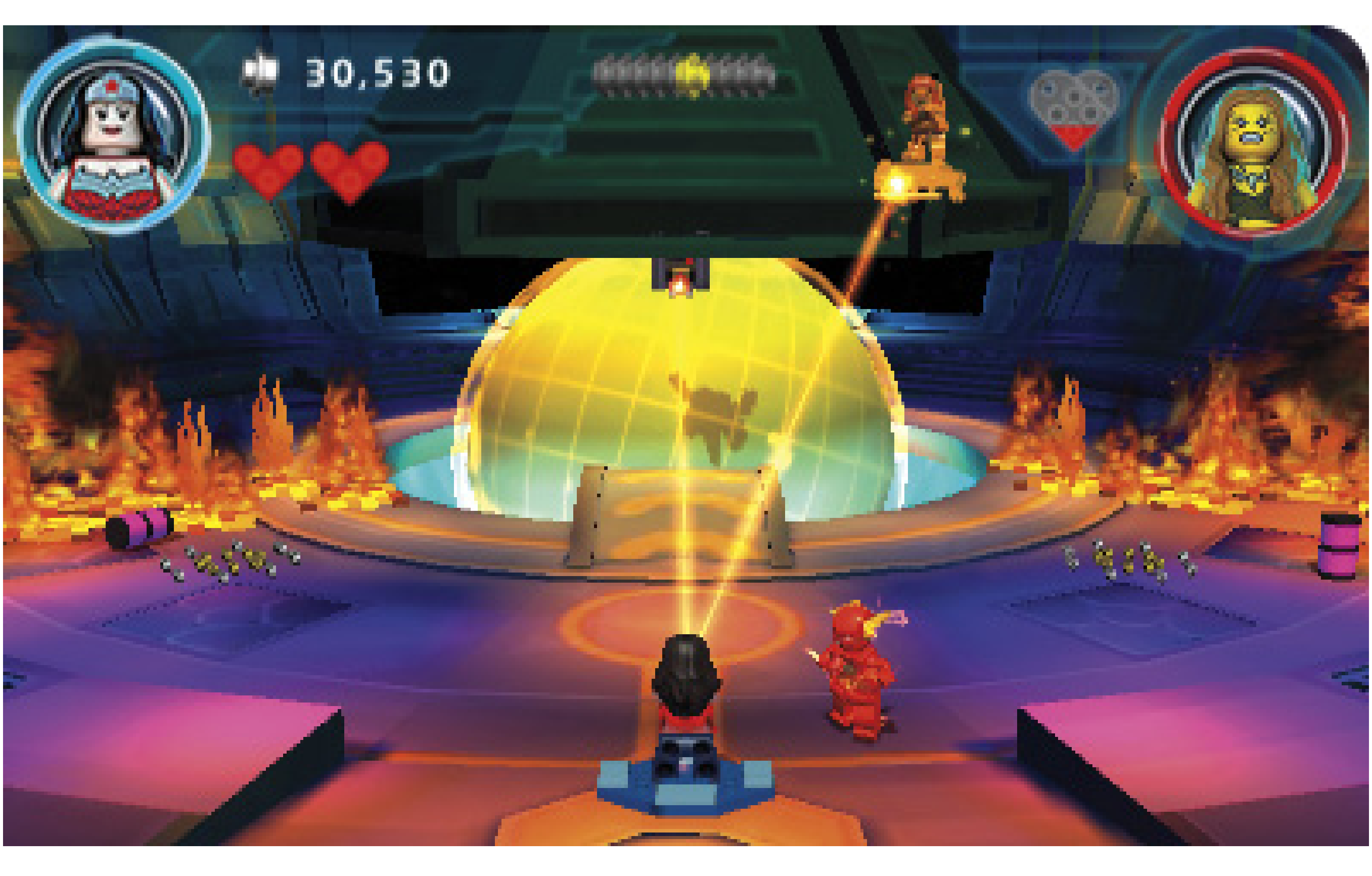
With that out of the way, it's time to take on Cheetah herself. If you're having difficulty dealing damage to her without getting hit yourself, take your time and counter her attacks. After a few quick barrages, Cheetah retreats. When she does, you can count on several goons to rappel into the area to try their hand at stopping you.

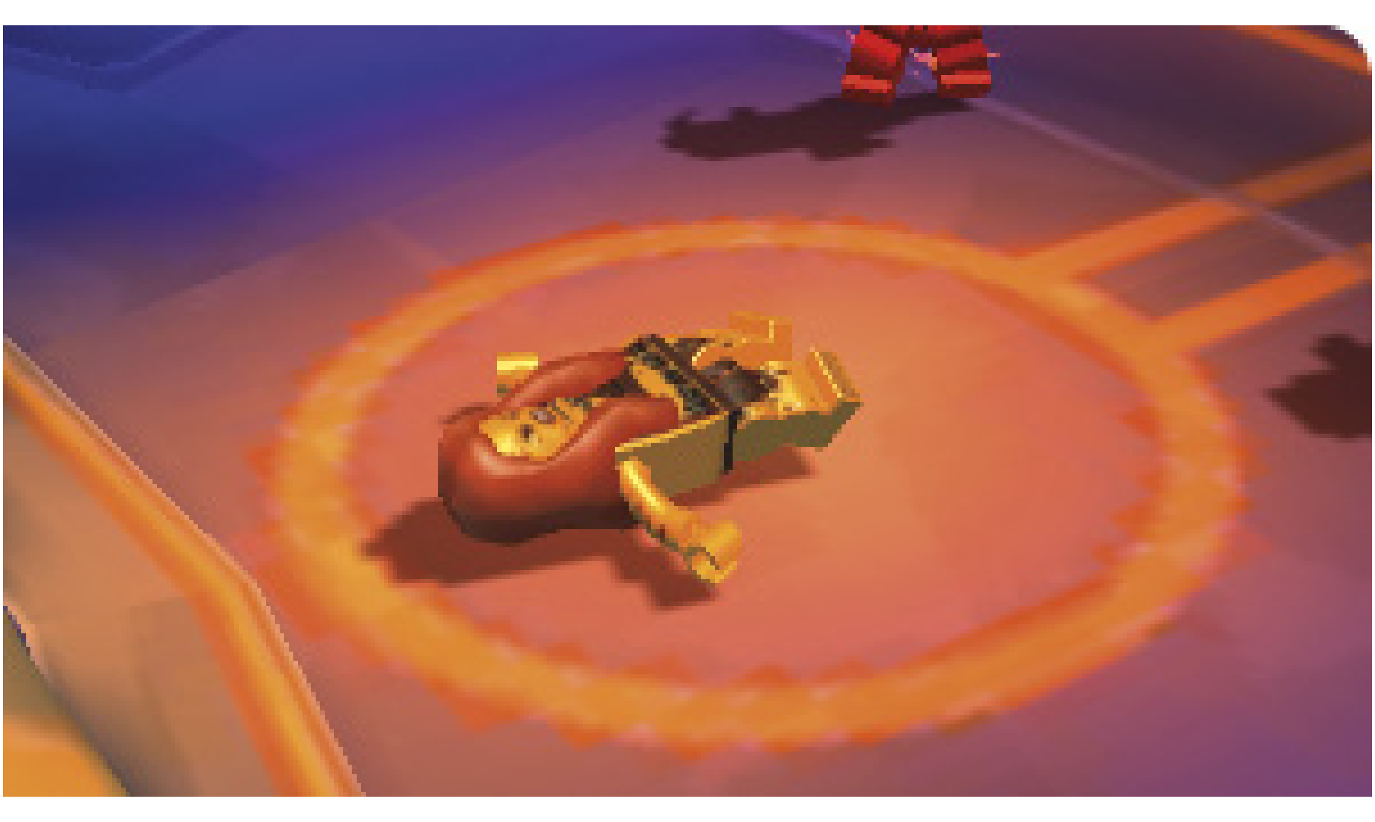
Once you've defeated the goons, keep an eye out for a red reticle to appear on the ground. This marks where Cheetah attempts to pounce on you, so get out of the way! Dish out some swift justice on her and once again she retreats, leaving goons to do her dirty work. This cycle repeats one more time.

If you didn't complete the Combat Challenge during the fight with Firefly, now is a great chance to do so.

After Cheetah retreats for the third time, she perches above the hologram of the earth. This causes some panels to come crashing down, activating a laser in the process. Build the bricks that come from the broken panels into a deflection spot that Wonder Woman can use.

Deflect the laser toward Cheetah, who is conveniently standing atop a gold LEGO piece (3DS only). Aim the laser at the gold LEGO she is standing on to have her attack you one last time. Finish her off with some quick hand to hand combat to complete the level.





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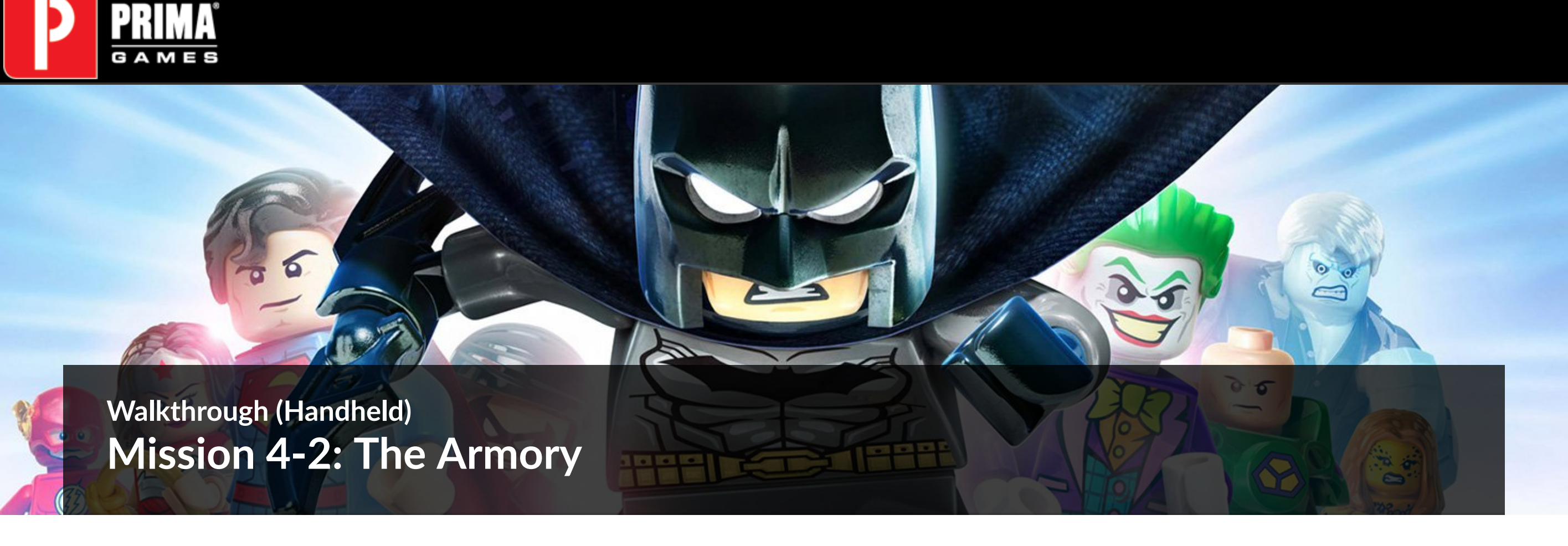


Walkthrough (Handheld)

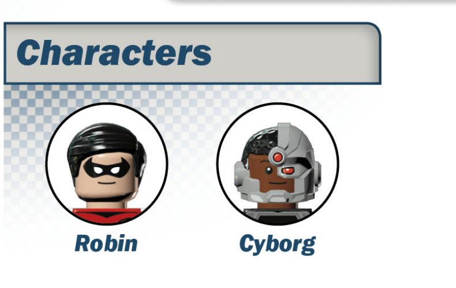
Mission 4-2: The Armory

4-2 Walkthrough Mission The Armory

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 30,000 studs.
Red Brick	Free Play	Use a character with mind control abilities to take control of the civilian behind the force field and hack the nearby computer terminal. Once the force field is down, use a character with a laser to destroy the gold LEGO object that was obstructed by the force field to reveal the Red Brick.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first prop is to the right of the zero-g area, the second is along the left wall in the darkened hangar, and the third is on the second floor ledge in the dark hangar on the right side.
The Joker Card	Any	In the dark hangar area, use the grapple handle at the back of the room to access the second floor. Follow the second floor ledge to the left to locate a silver LEGO tank, destroy it with explosives to reveal The Joker Card.

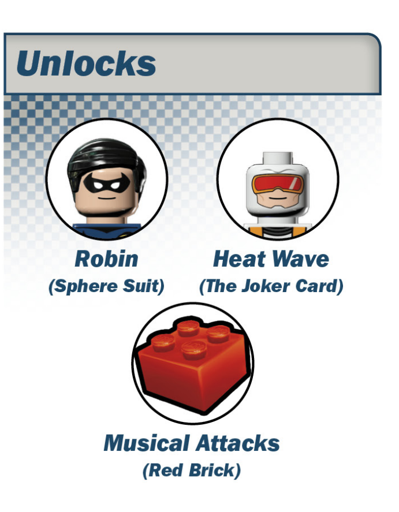
Characters



Robin

Cyborg

Unlocks



Robin
(Sphere Suit)

Heat Wave
(The Joker Card)

Musical Attacks
(Red Brick)

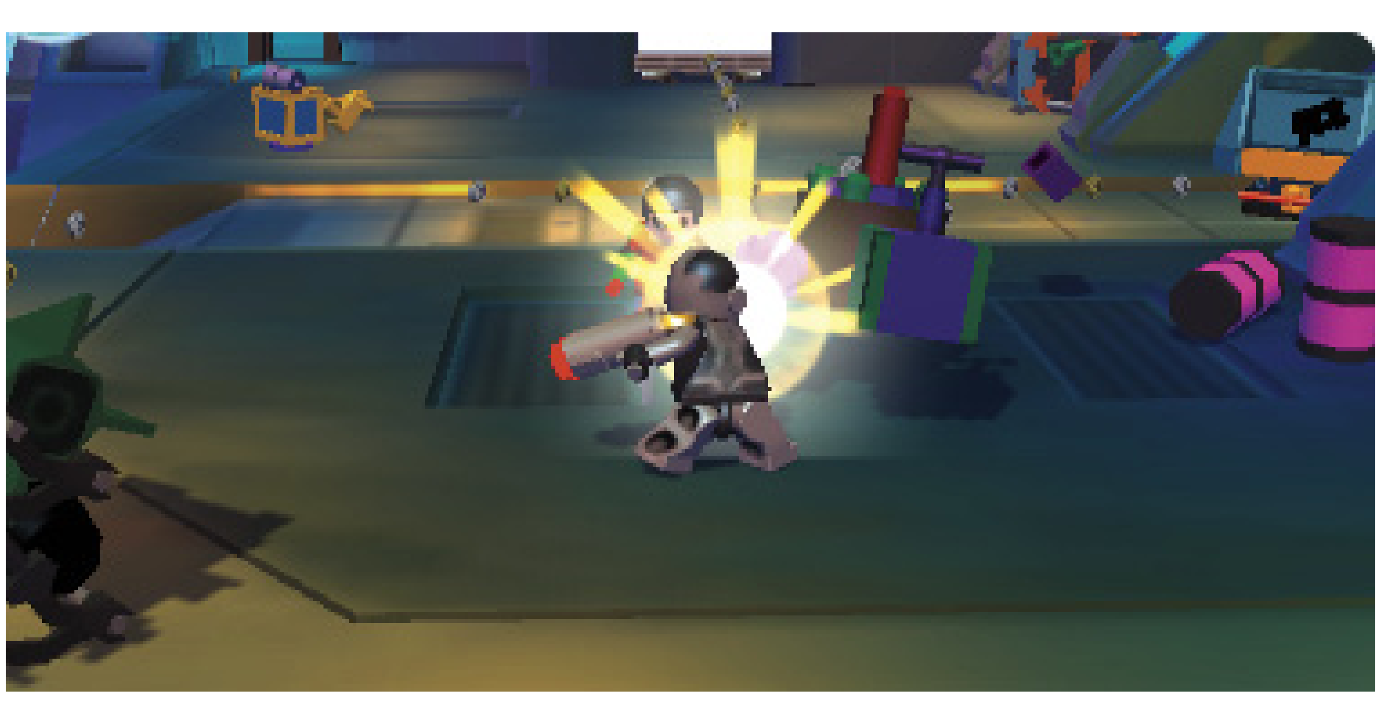
OBJECTIVE 1: ACQUIRE THE SPHERE SUIT

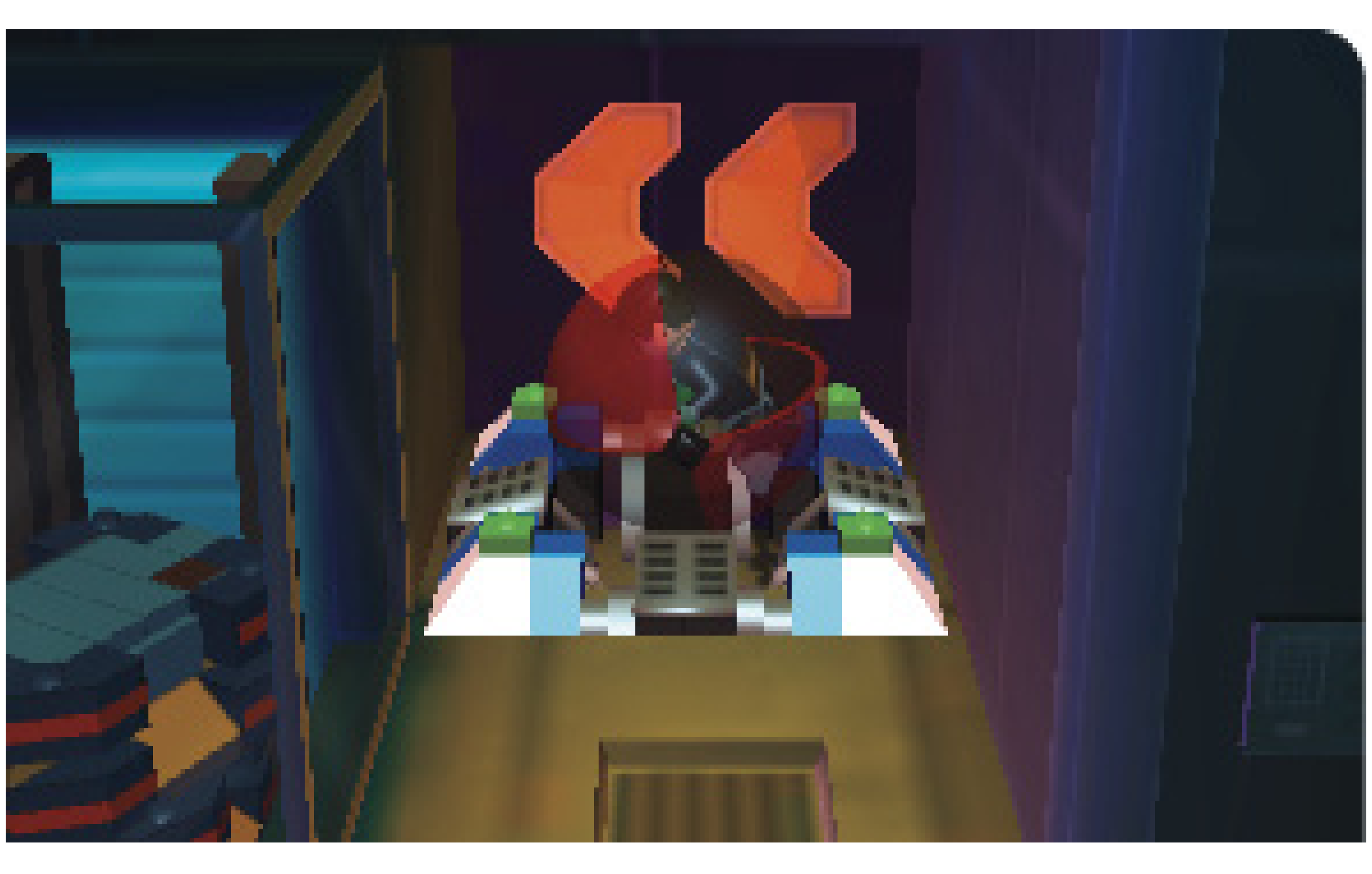
At the start of the level, head right and you come across some goons. As Cyborg, make quick work of them with your laser blaster. With those fiends out of the way, continue to the right and smash The Joker prop that you find there. Once you've smashed the prop, head to the back wall and equip Cyborg with his Demolition Suit. Destroy the silver LEGO door against the back wall and build the bricks that spill out into a fan.

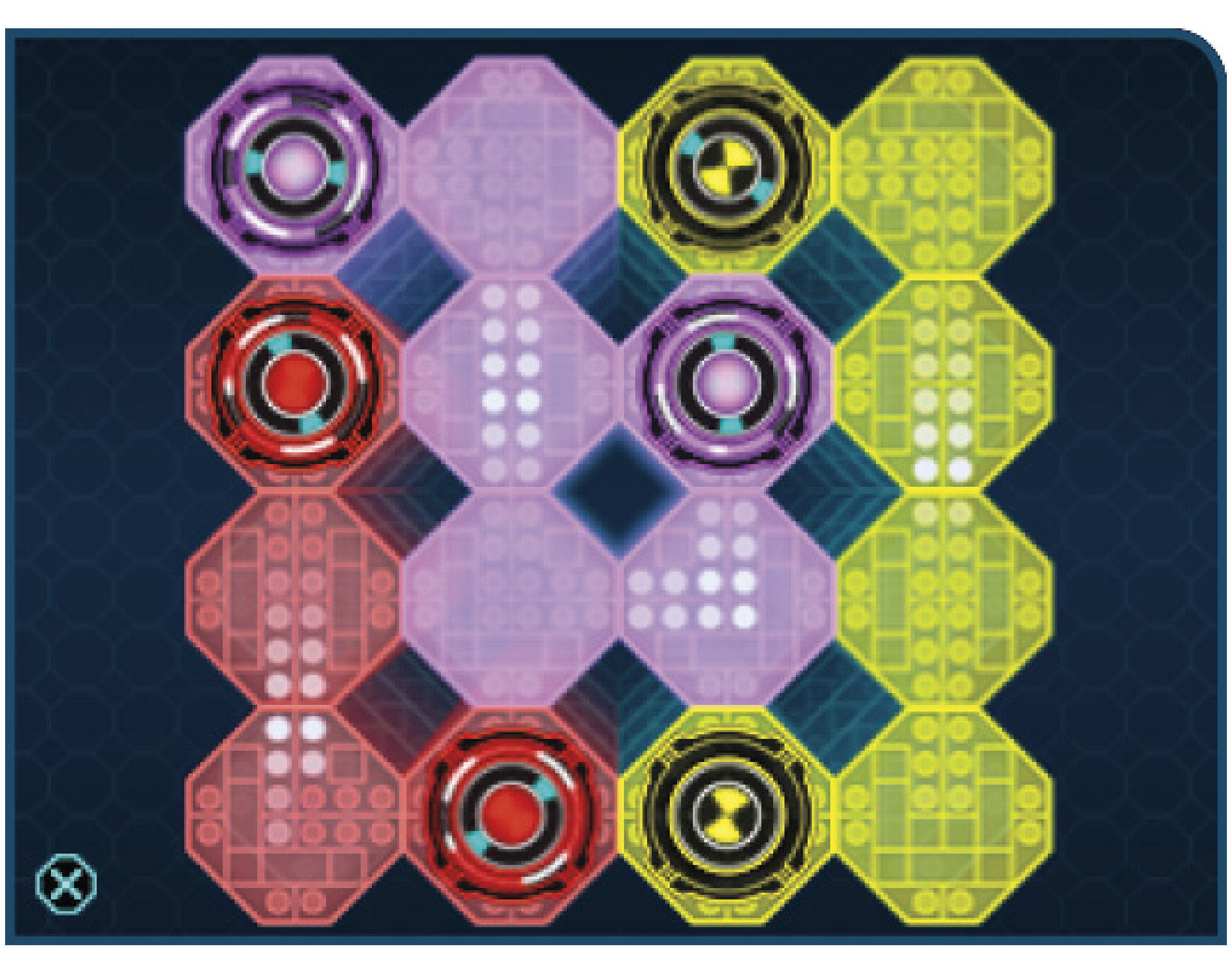
> The Joker Smash Challenge: 1 / 3

With the fan built, hop into the updraft and float to the floor above. Head to the left side of the narrow catwalk and smash the LEGO crate there. Claim the Token that appears to equip Robin with the Sphere Suit. As Robin, equip the Sphere Suit and roll onto the sphere spot against the back wall. Roll to the left to lower the nearby elevator and its cargo. Destroy the crates on the elevator for some bricks. Build these fresh LEGO bricks into a computer terminal and hack into it.

> Unlocked: Sphere Suit

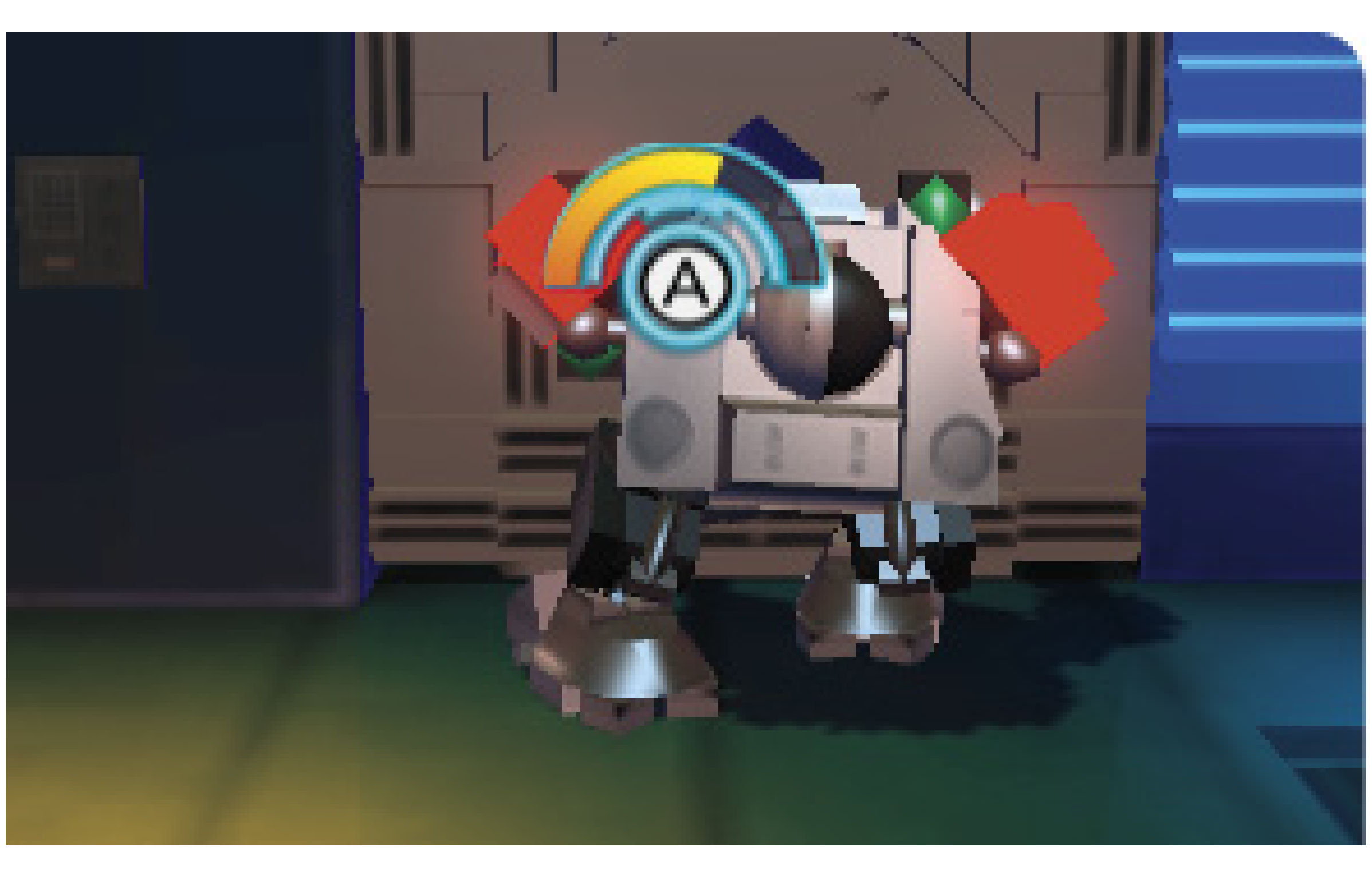


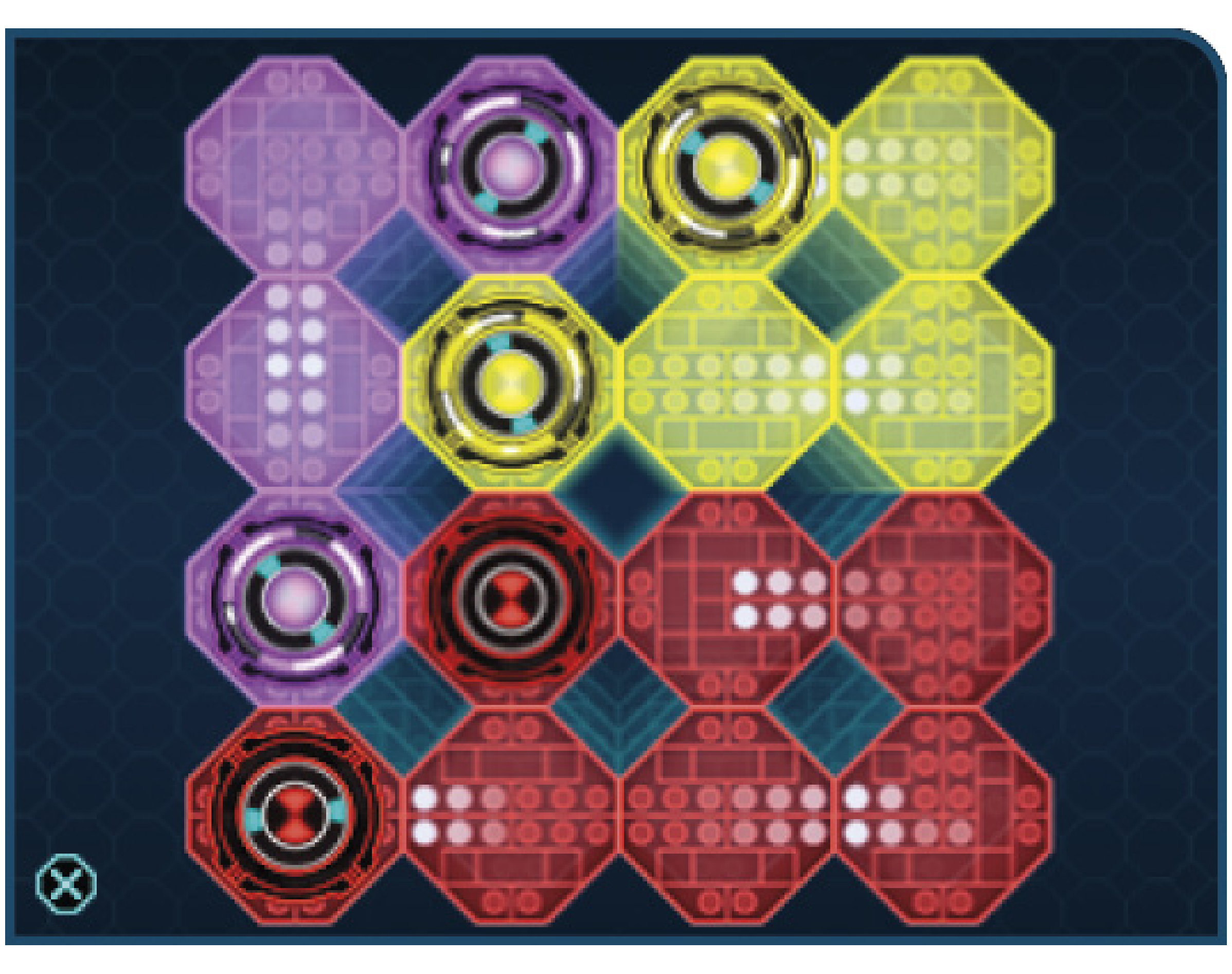




Computer Hacking Solution

OBJECTIVE 2: CALL DOWN THE ELEVATOR





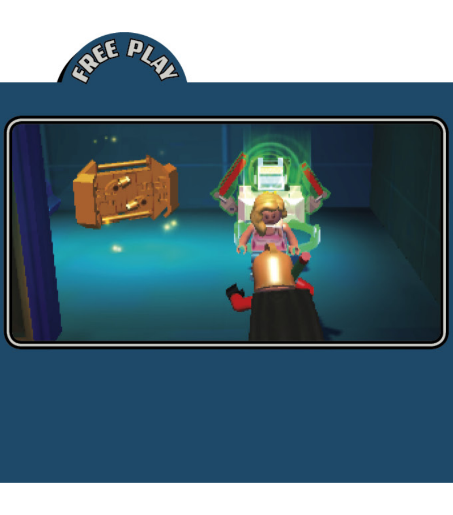
Computer Hacking Solution

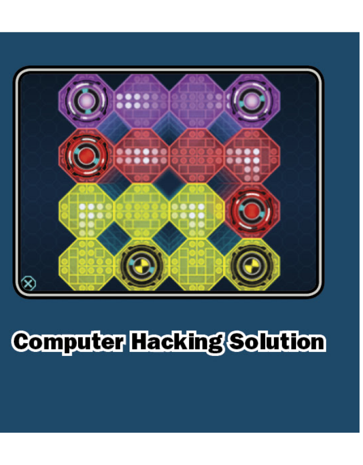
Now head back to the left side of the zero-g pad and locate the blue magnetic wall there. The electricity that barred access before has been removed. Equip Cyborg with his Magno Suit and climb the magnetic wall. Once on the second floor platform, switch Cyborg to his Big LEGO form and take hold of the green hyper strength handles on the back wall. Once the door is ripped off its hinges, hack the computer terminal within. This results in an elevator being called down. Hop onto the elevator's red pads to proceed to the next area.

FREE PLAY

During Free Play, use a character with the mind control ability to take control of the civilian behind the force field. Once you have control of them, hack the nearby computer terminal. This brings down the force field, granting you access to the gold LEGO object near the computer terminal. Use a character with a laser to destroy the gold LEGO and reveal the Red Brick for the level.

Red Brick





Computer Hacking Solution

OBJECTIVE 3: NAVIGATE THE DARKNESS

After the elevator has ascended you find yourself in a hangar shrouded in darkness. Equip Robin's Illumination Suit to provide light as you explore. Start by making your way along the left side of the room. In the far left corner, you find a Joker prop to smash.

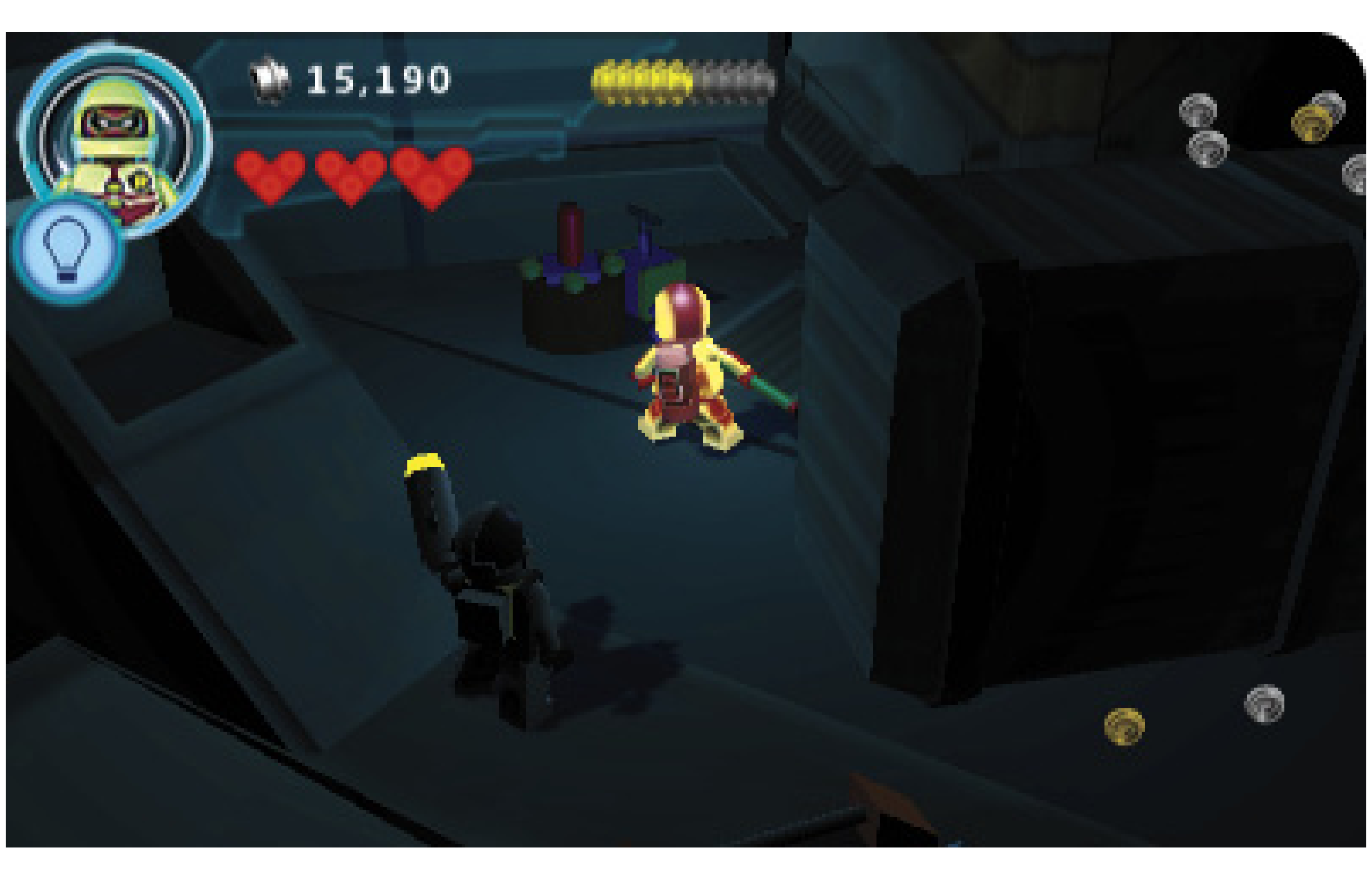
> The Joker Smash Challenge: 2 / 3

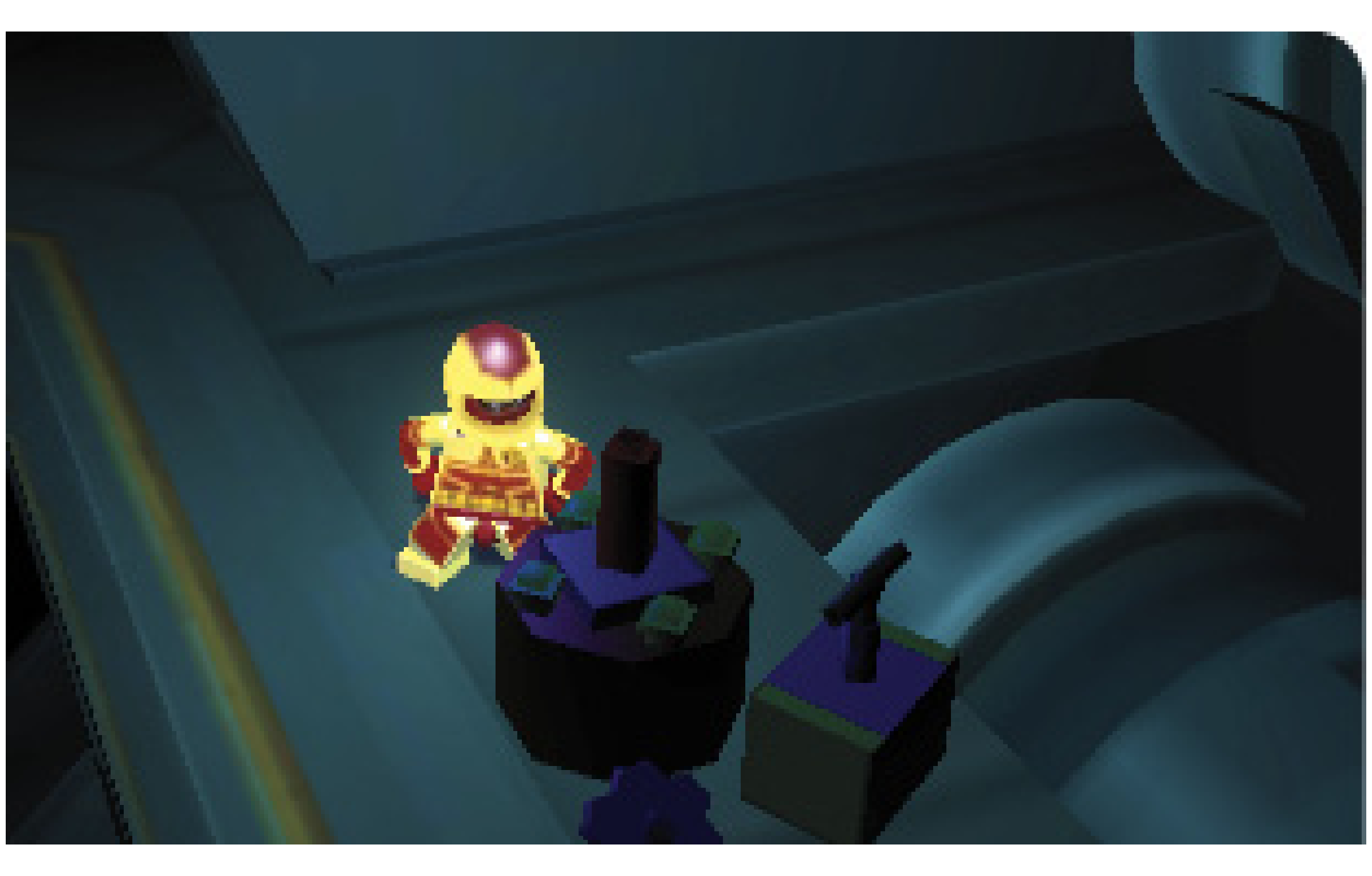
Continue along the wall and you soon find a grapple point to access the floor above. Follow the narrow ledge of the second floor to the right until you come to a Joker prop that needs smashing.

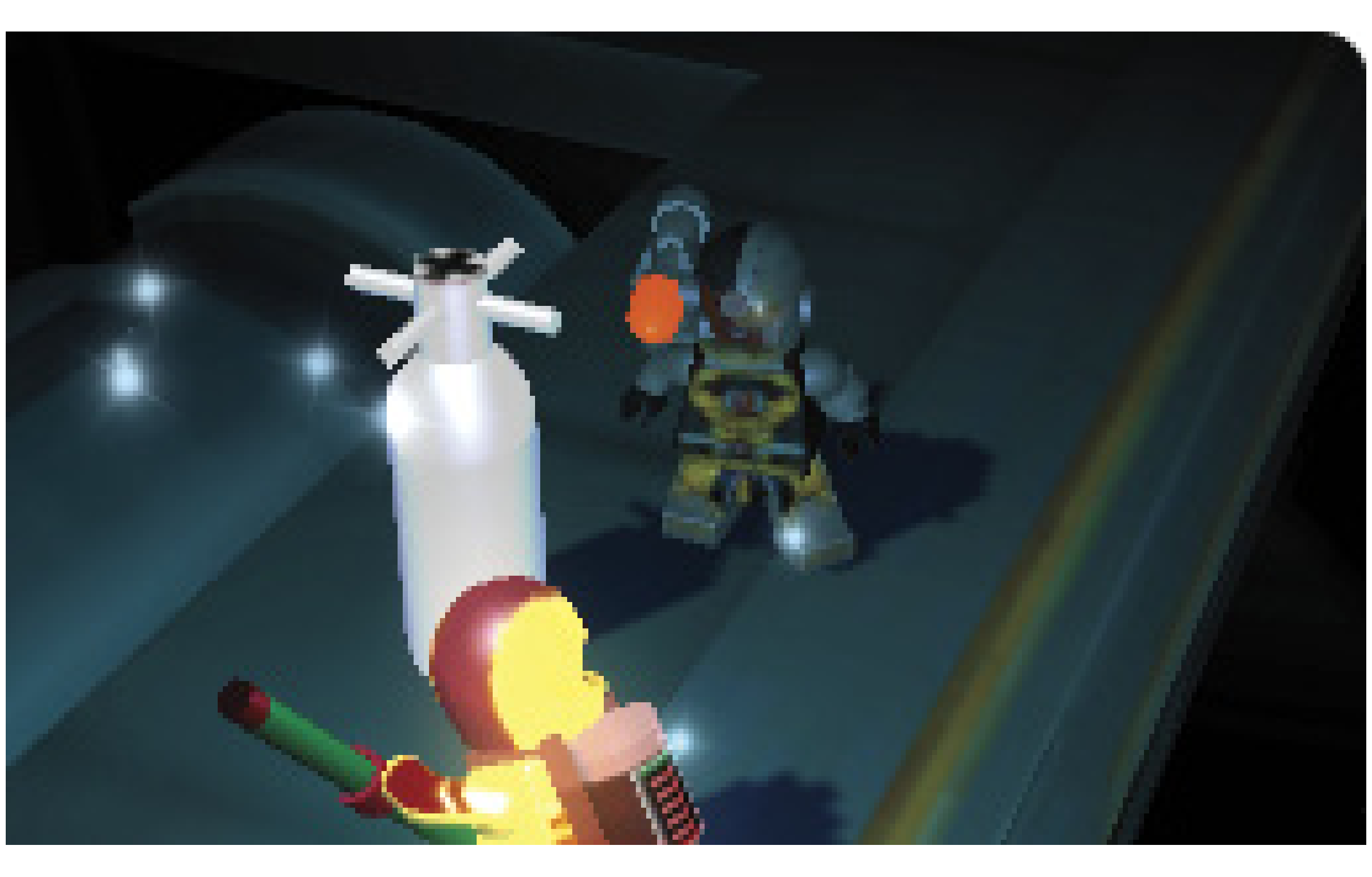
> The Joker Smash Challenge: 3 / 3

Next, make your way to the left side of the area. Once again, follow the second floor ledge until you locate a silver LEGO tank. Use the explosives from Cyborg's Demolition Suit to destroy the silver LEGO tank and reveal The Joker Card hidden within.

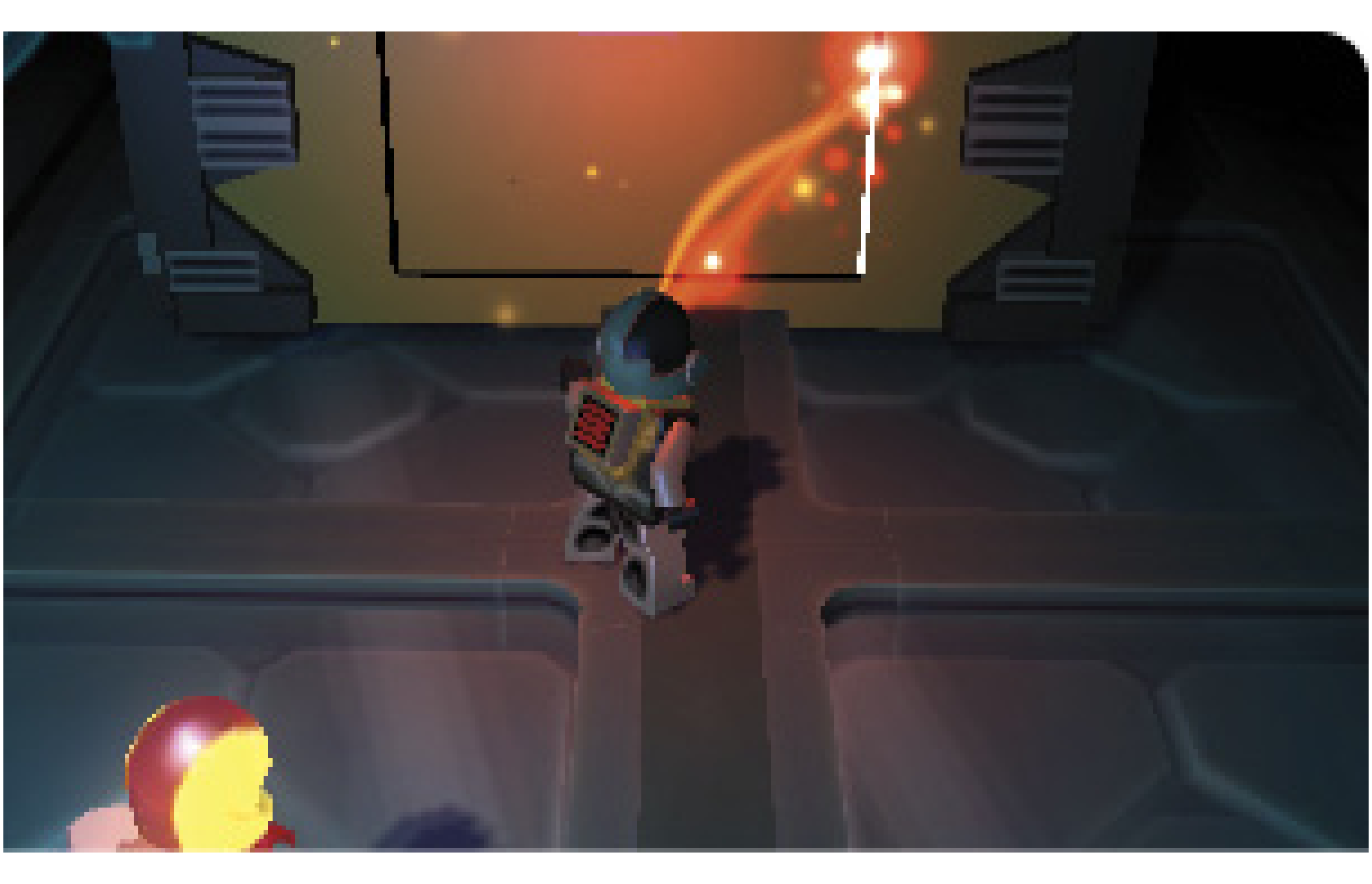
> The Joker Card







OBJECTIVE 4: DEFEAT SOLOMON GRUNDY AND KILLER CROC



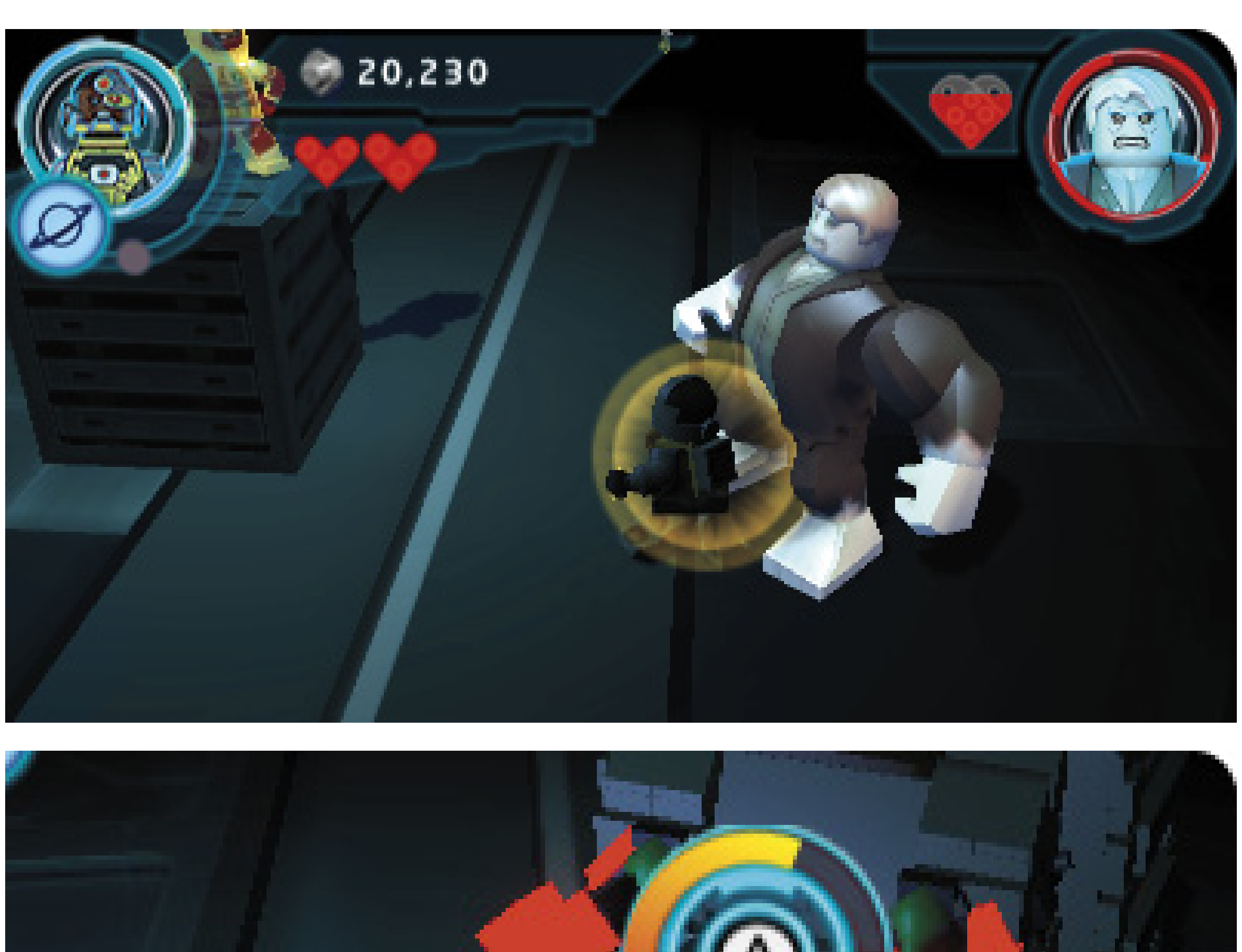
Drop down to the first level and locate the crate in the center of the room with a gold LEGO panel on one side. Equip Cyborg's Space Suit, take aim, and cut through the gold LEGO panel. Be ready to confront the monstrous Solomon Grundy once you've successfully cut through.

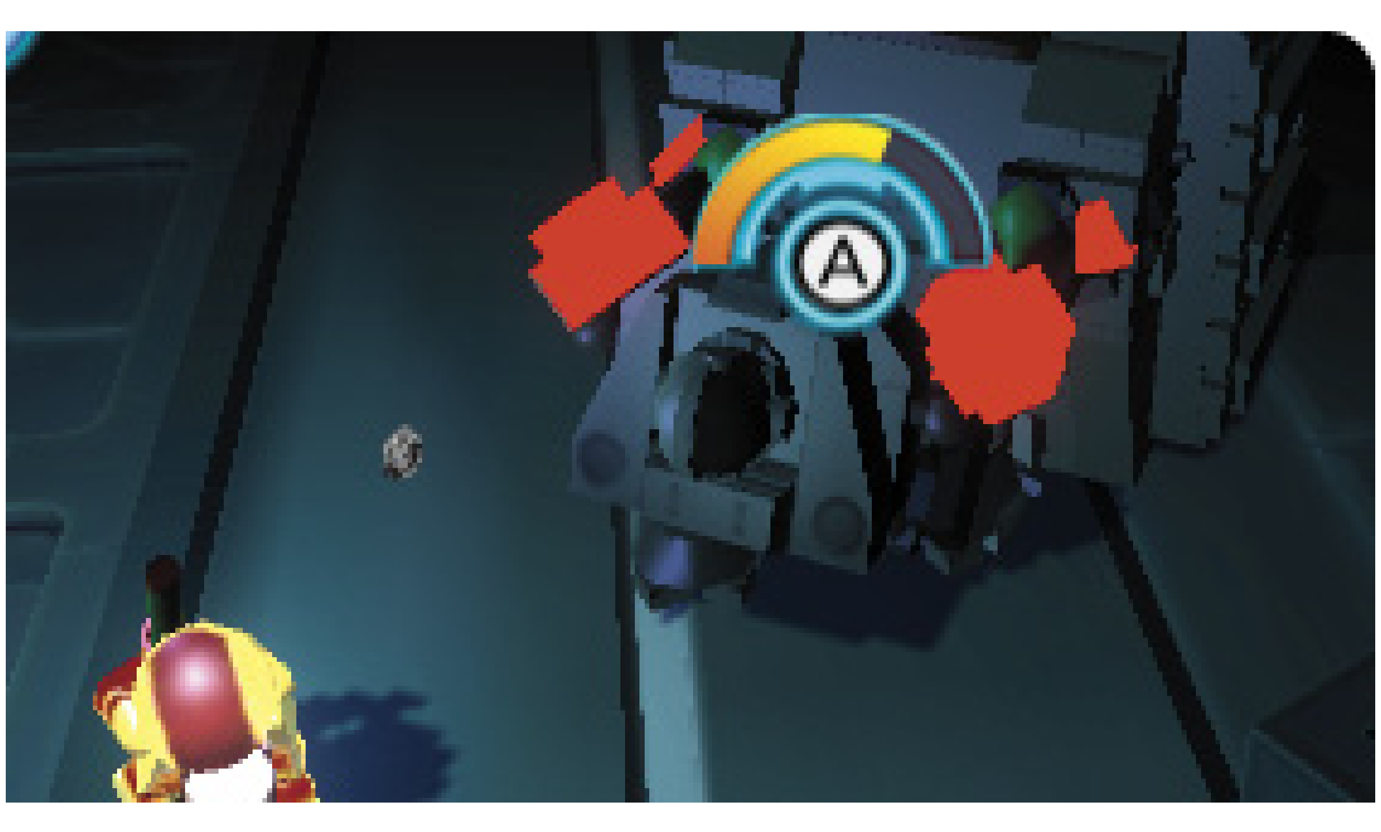
> In order to target the panel, you need to have Robin standing nearby in his Illumination Suit.

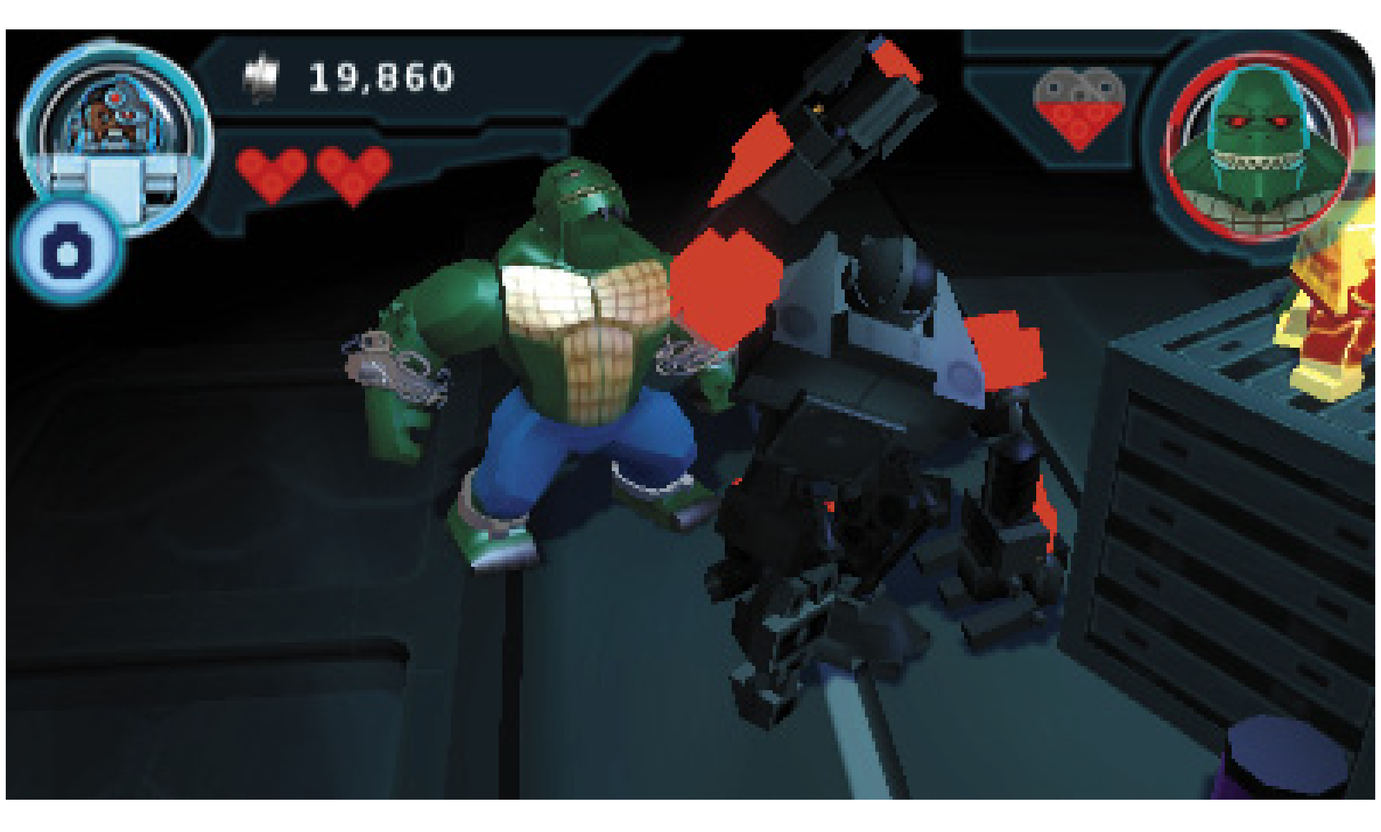
Solomon Grundy is not the sharpest tool in the shed, so be sure to use that to your advantage. Attack with quick bursts, making sure to steer clear of him when he begins to swing in your direction. Another option is to equip Cyborg's Space Suit and use his laser to chip away at his health. Solomon Grundy ends his barrage of attacks with a ground pound attack. Continue with this strike and run plan of attack and soon the fiend retreats.

While fleeing, he runs straight into another large container, knocking off a section of it in the process. Use Cyborg's explosives on the fallen piece of the container to free some bricks that can be built into hyper strength handles. As the Big LEGO version of Cyborg, pull on the hyper strength handles to set Killer Croc free.

The fight with Killer Croc is the same as with Solomon Grundy. Lay into him with a quick combo or two then retreat from his counterattack. Keep up the attack and retreat tactics and you quickly put the reptilian fiend down for the count.







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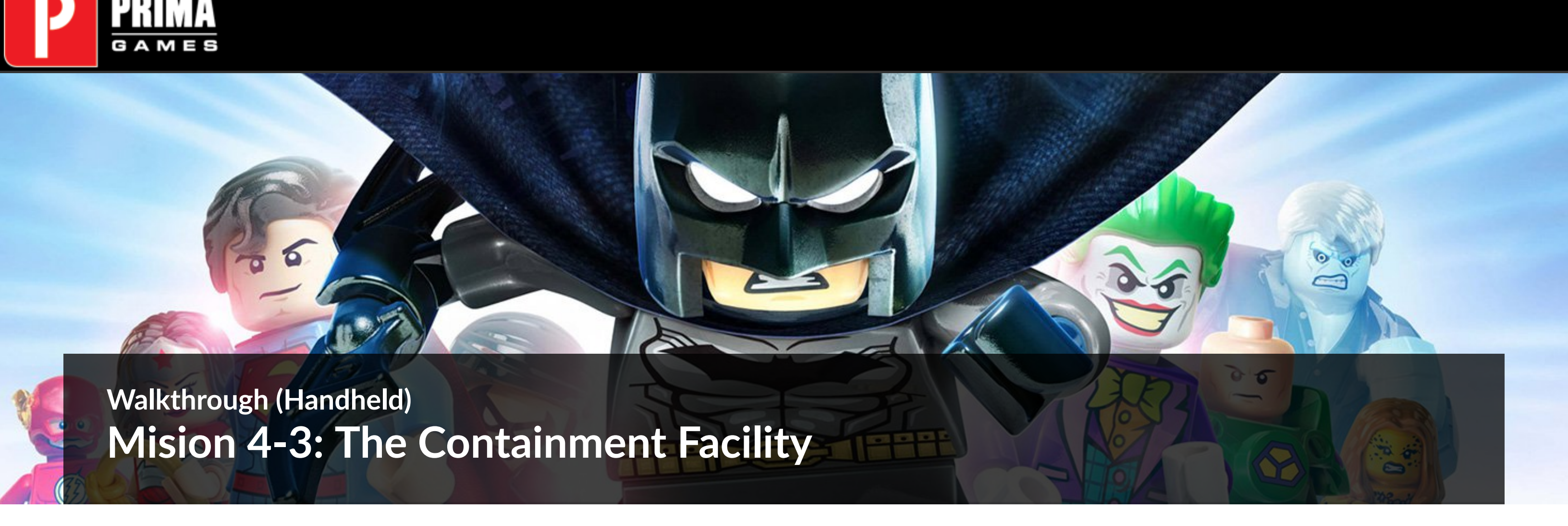


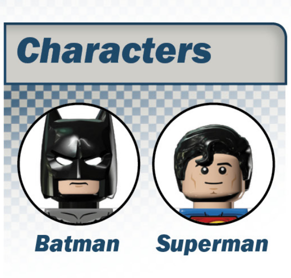
Walkthrough (Handheld)

Mision 4-3: The Containment Facility

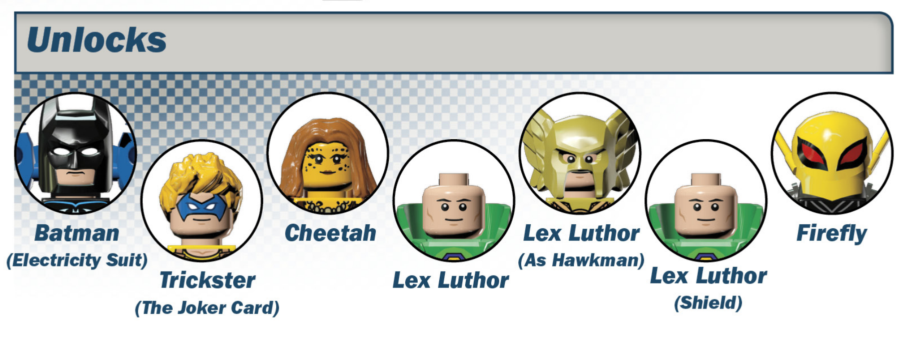
WALKTHROUGH 4-3 MISSION

The Containment Facility

Characters



Unlocks

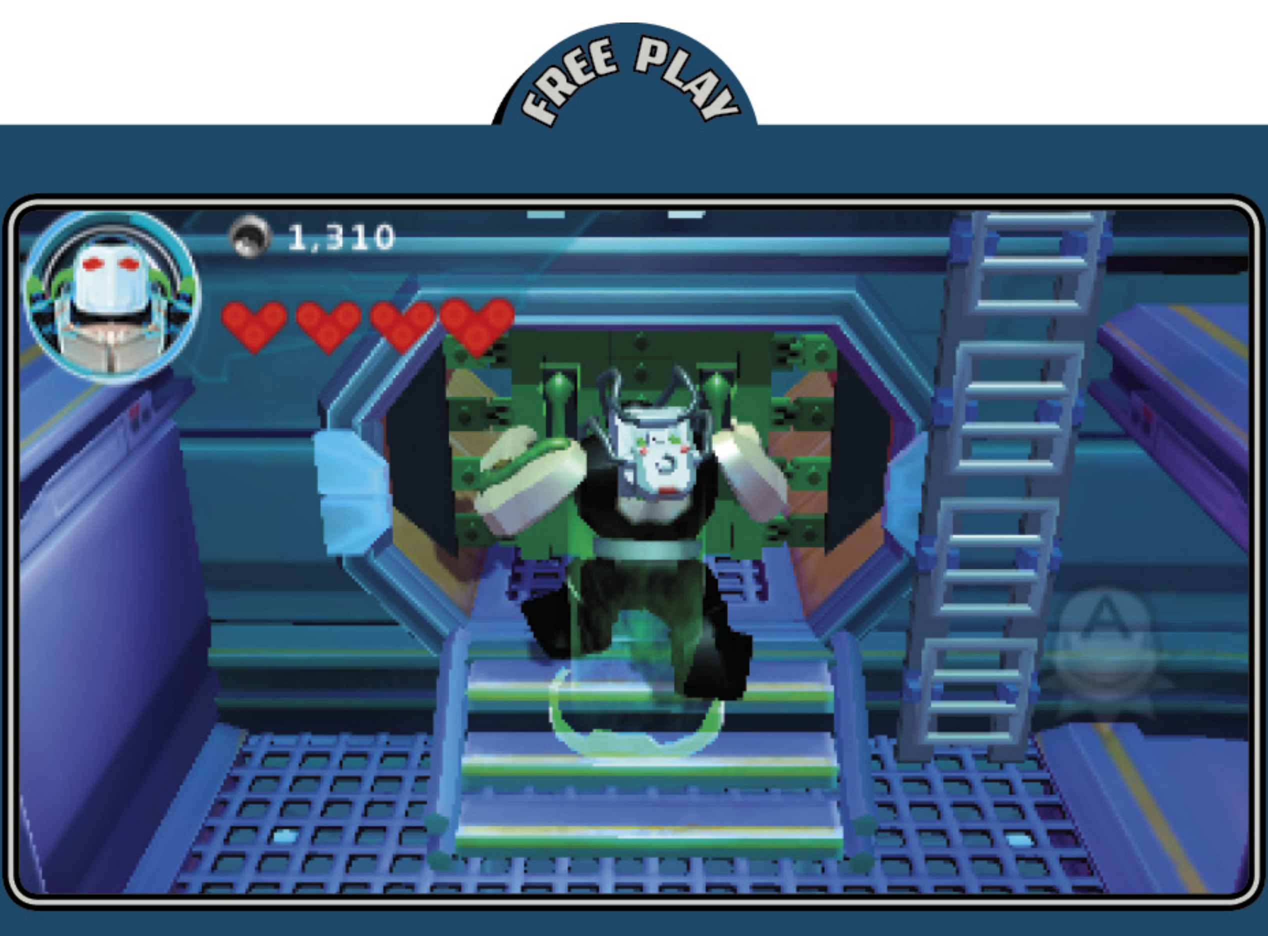


Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 9,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first Joker prop is in the lower left corner of the area, the second is on the platform off the bottom end, and the third is on the far right side of the area.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. After taking care of the first wave of LexBots, the three goons that emerge from the nearby door make for an easy completion of the challenge.
The Joker Card	Free Play	Use a character with hyper strength to pull on the handles of the door on the platform off the side of the bottom end of the area. The Joker Card is in the small room.

OBJECTIVE 1: FACE THE GOONS

FREE PLAY



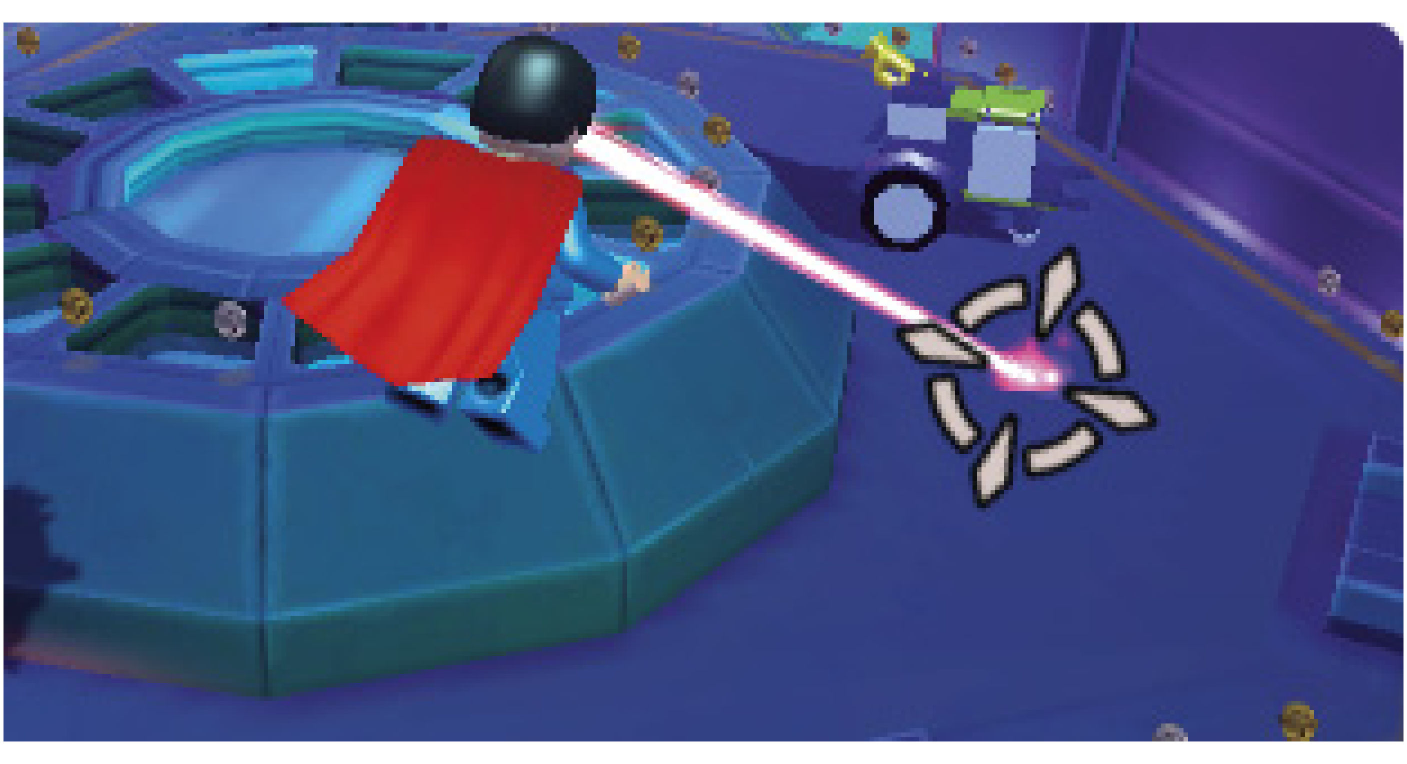
During Free Play, use a character capable of pulling on hyper strength handles and rip the door on the lower platform off its hinges. The Joker Card is found within.

The Joker Card

Head to the back of the platform and be ready to listen to a tirade from The Joker. Once his rant is finished, the door on the left of The Joker opens and three LexBots emerge. Make quick work of them and the door to the right opens. This time, three goons rush out to attack. This is a good opportunity to complete the Combat Challenge for the level as well. After you've dispensed some justice, be ready for the real fight.

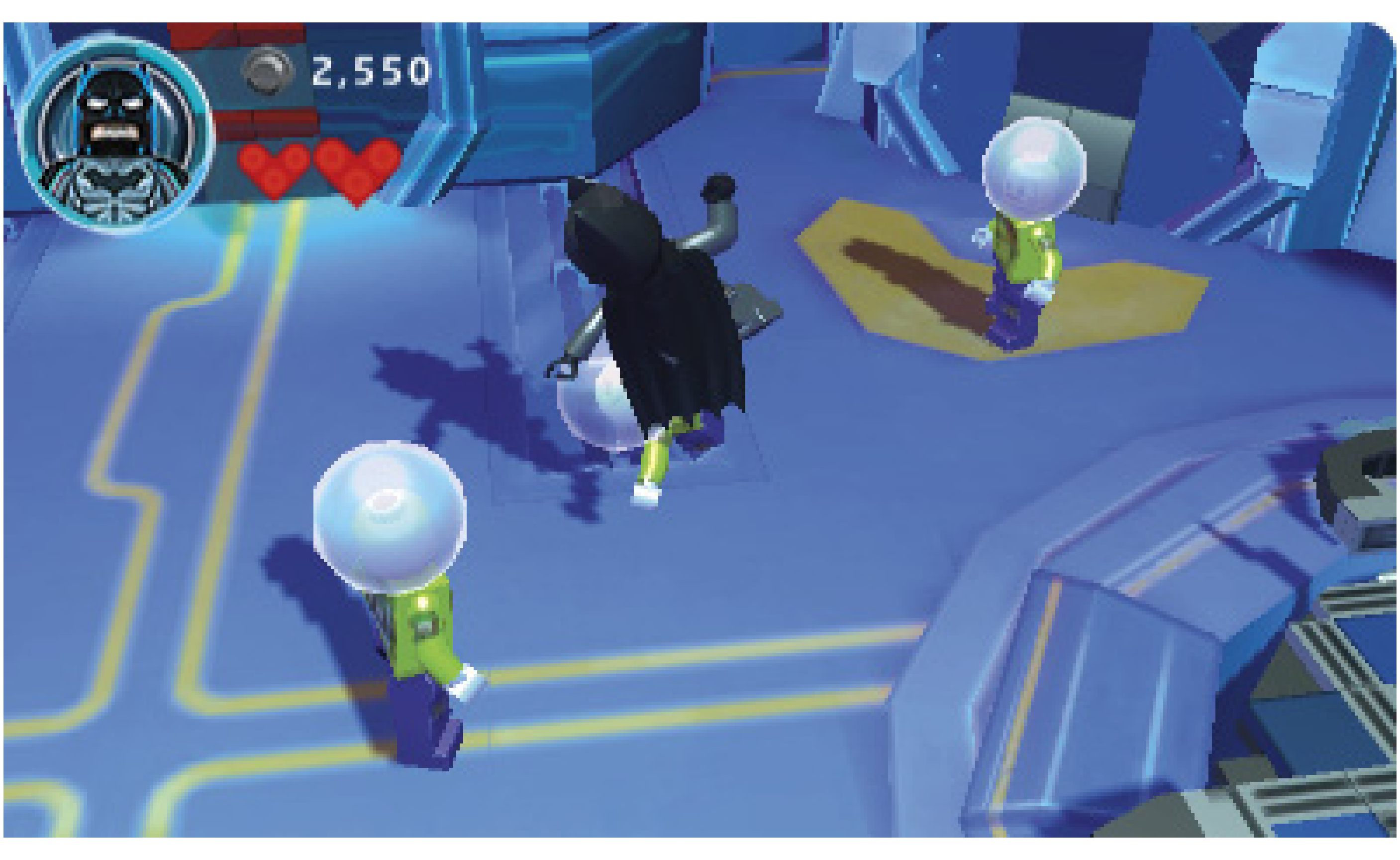
> Combat Challenge: Finishers

The goons have blasters in hand. To make the Combat Challenge easier, strike the goons once, then counter their melee attack to get them down for the finisher.

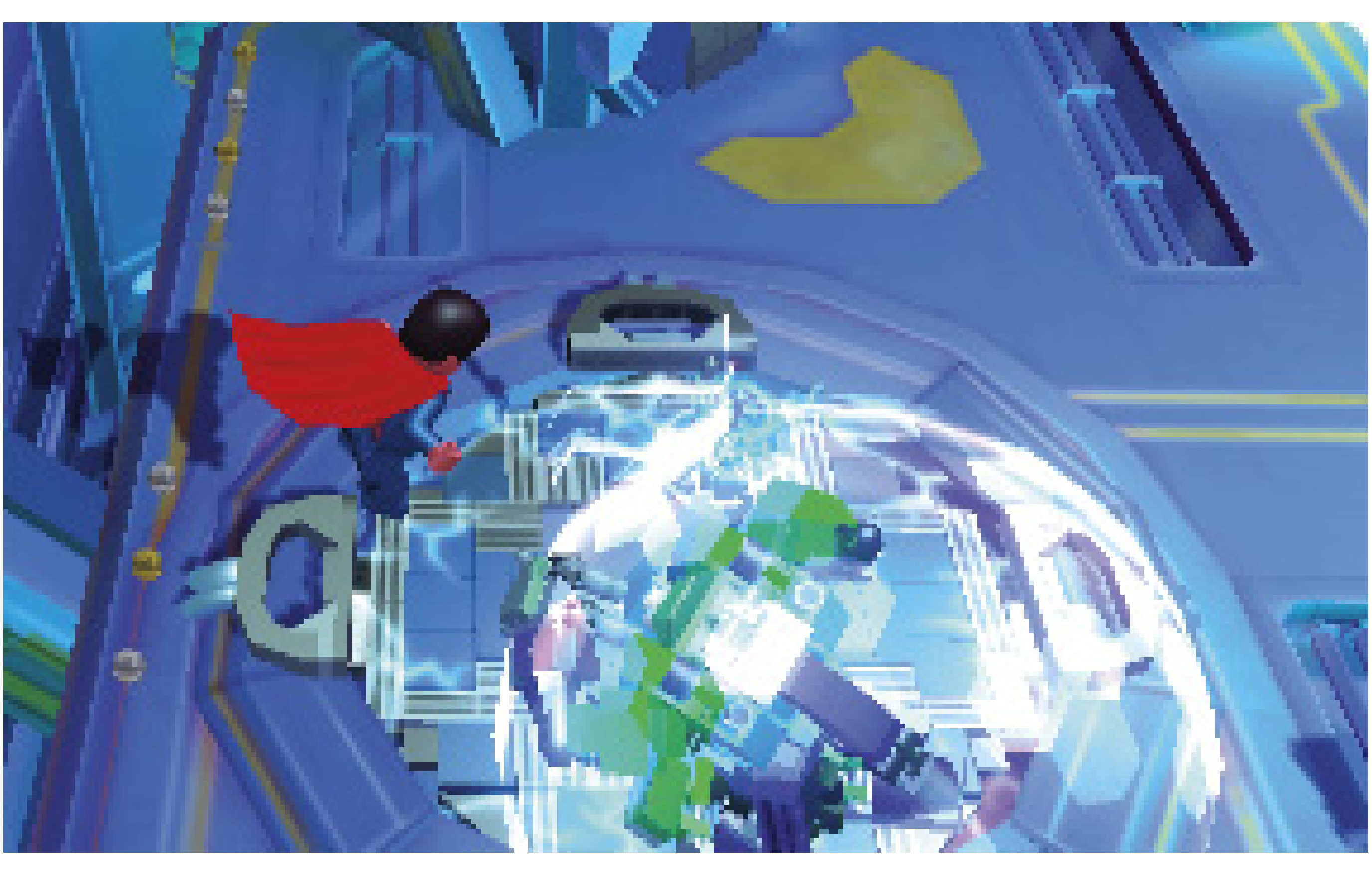


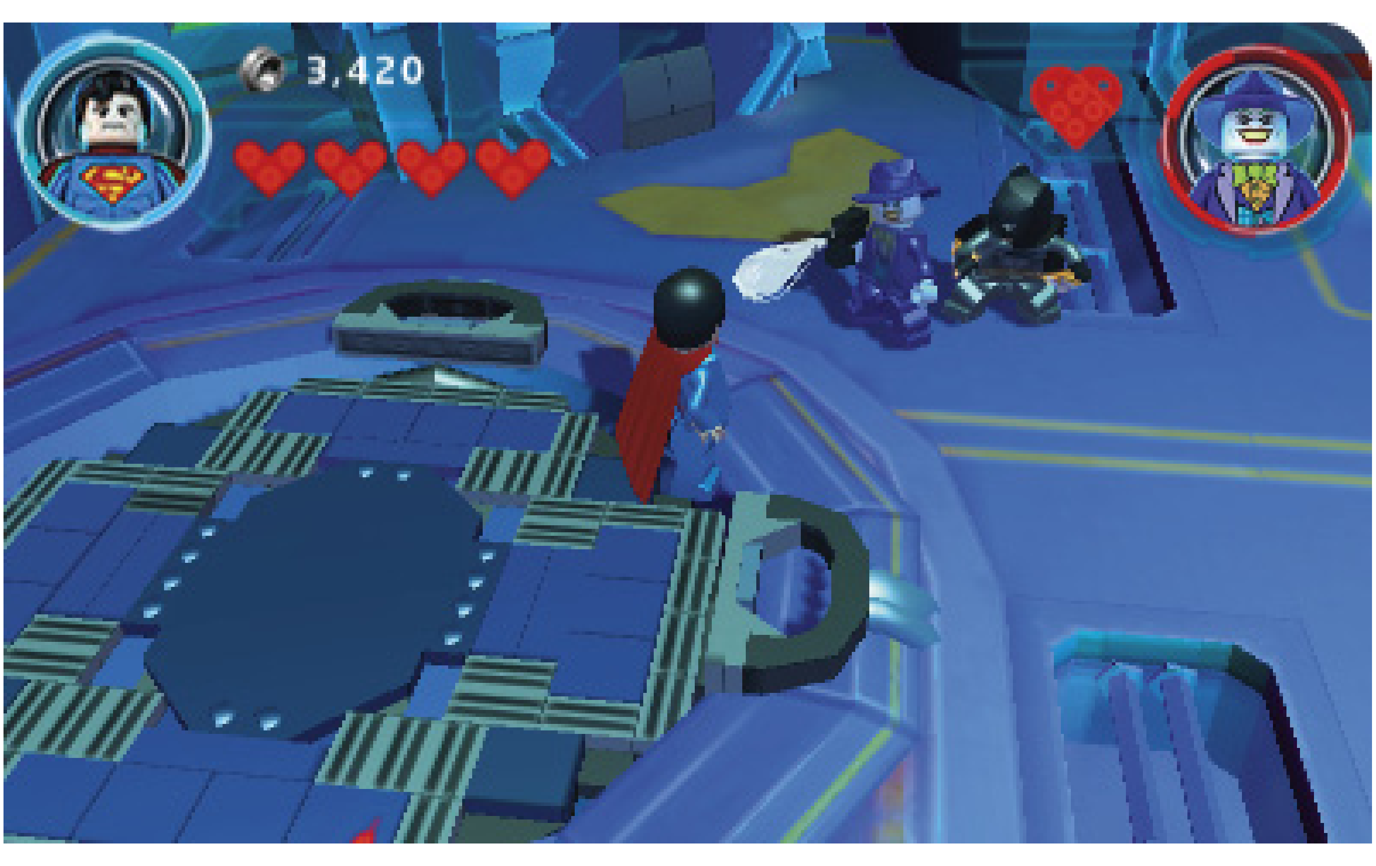
At the start of the level, switch to Superman and fly. Hover at the bottom edge of the screen and locate the three Joker props for the level, targeting them with your heat vision as you come across each one. The first is in the lower left corner of the level, the second is on a platform in the center near a door with hyper strength handles, and the third is on the far right side of the area.

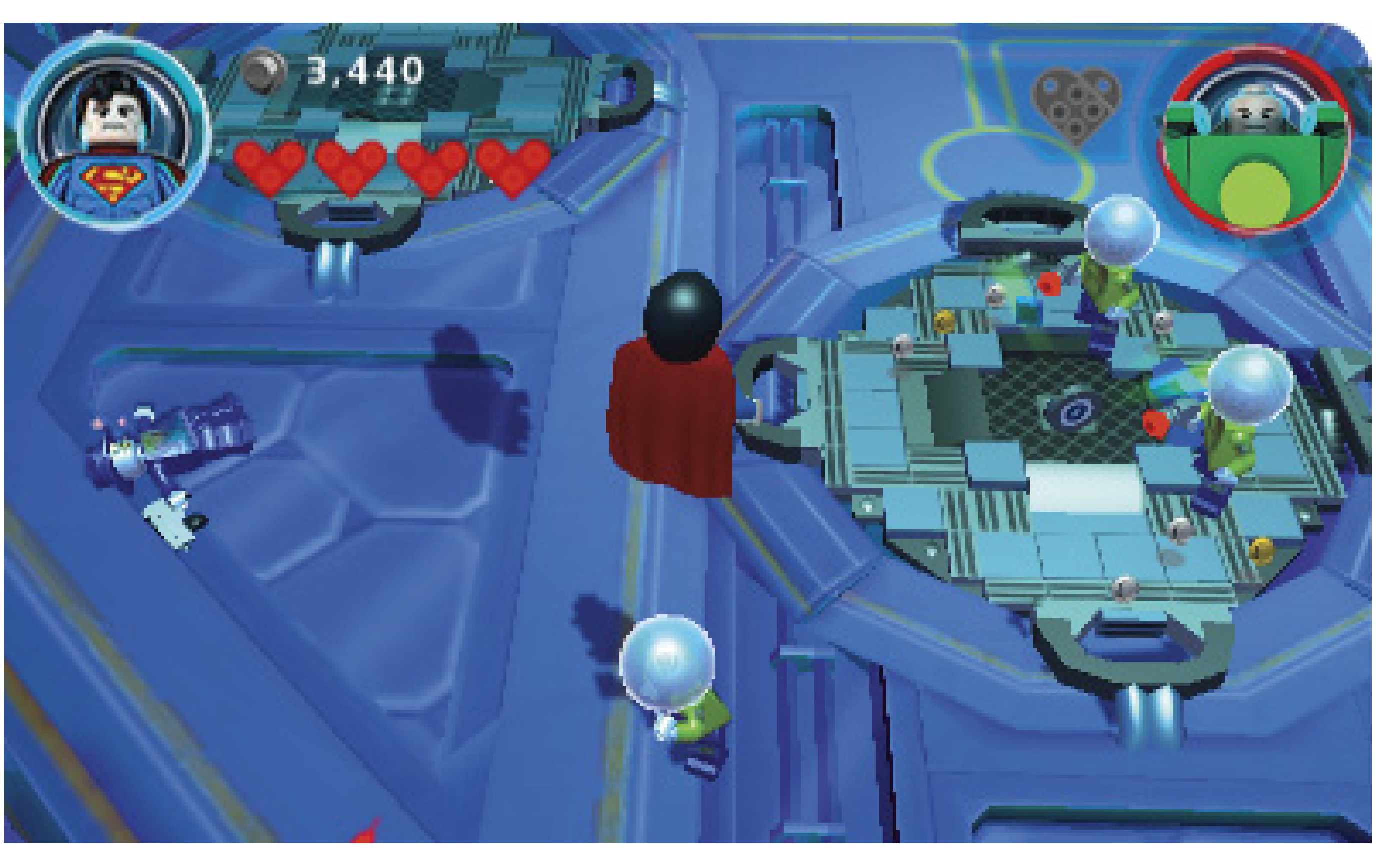
> The Joker Smash Challenge: 3 / 3



OBJECTIVE 2: FIGHT LEX AND THE JOKER







Lex Luthor emerges from the center door and he means business. He quickly shifts to his Big LEGO form, making a direct attack impossible. To penetrate his force field, you have to shock him using the three electrified posts on the platform. You can choose to stand near one of them and quickly flee when he charges you, but you risk the shock hitting you as well. To prevent this, hover as Superman and use your heat vision to target the post when Lex wanders near it.

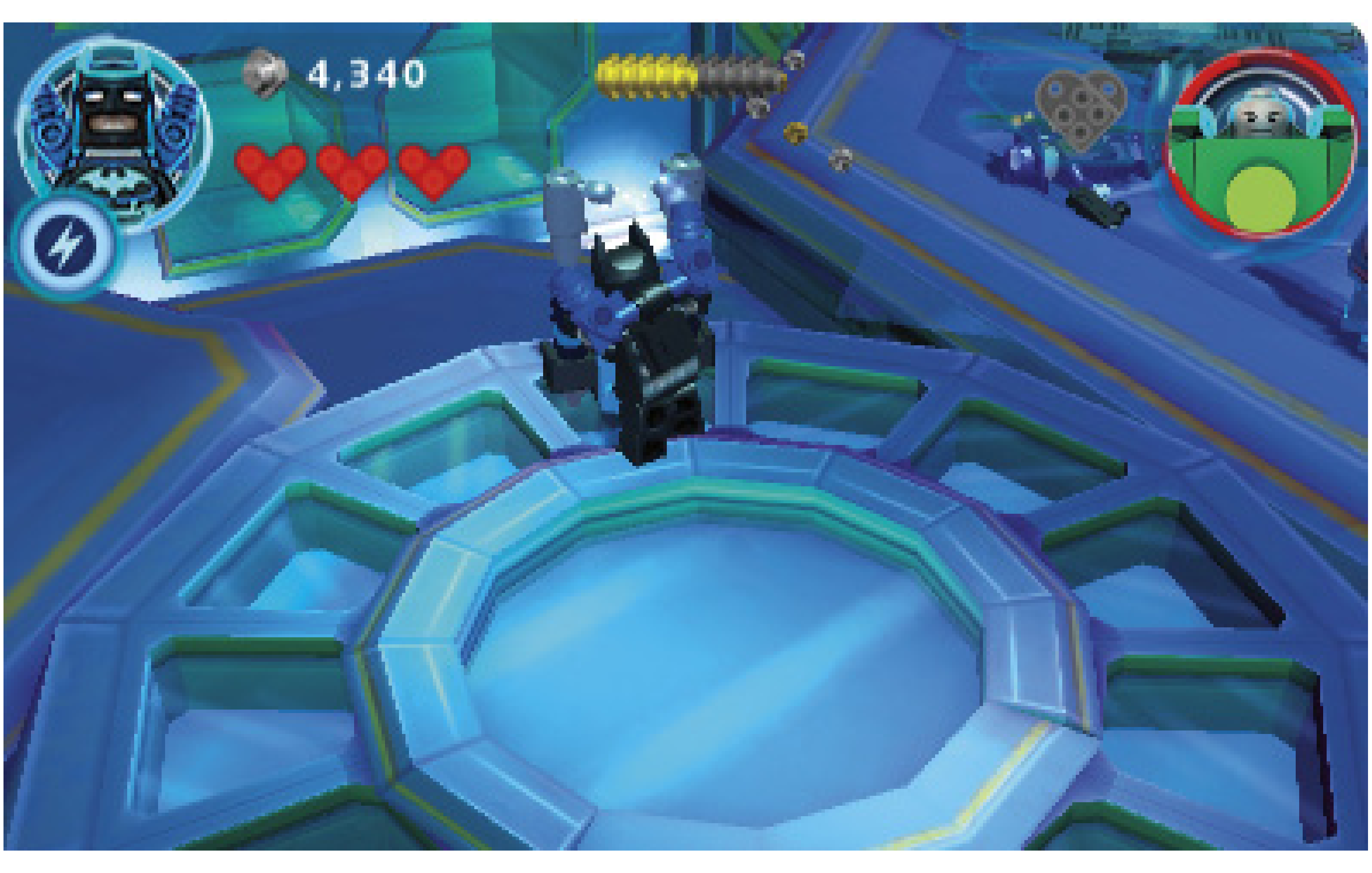
The shock tears down the force field and temporarily leaves Lex Luthor stunned. Use Superman and engage Lex Luthor with your heat vision. Shock him three times and he sits out the fight, letting The Joker run about like the madman he is. Some goons join the melee as well.

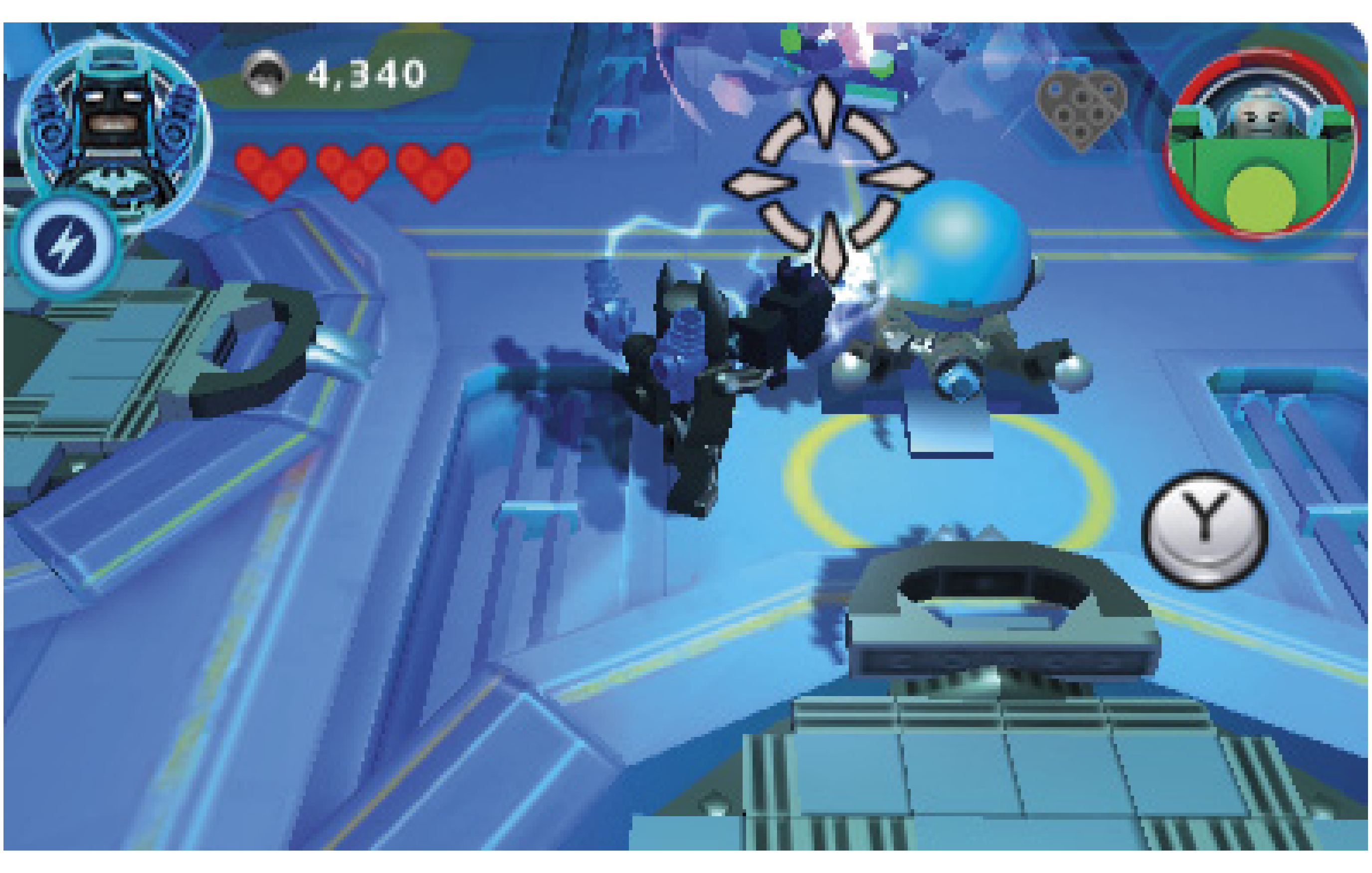
Stun The Joker and some LexBots appear on the scene. After you turn the metal menaces into scrap, more goons rise up from the central platform. Along with them there is a LEGO crate. Shatter the crate to reveal a Token that unlocks the Electricity Suit.

> Unlocked: Electricity Suit

Once you defeat the goons, a third platform on the right rises up with some LexBots and LEGO bricks. Destroy the bots, then build the bricks into a device. This device needs to be charged, so equip Batman with his Electricity Suit and draw energy from the terminal in the lower left corner of the area.

Once you've drawn the terminal's power, head back to the device and charge it. The charge results in a shockwave that affects the still stunned Lex Luthor, tearing down his force field once again. Quickly deal him a few fistfuls of justice to bring this fight to an end.





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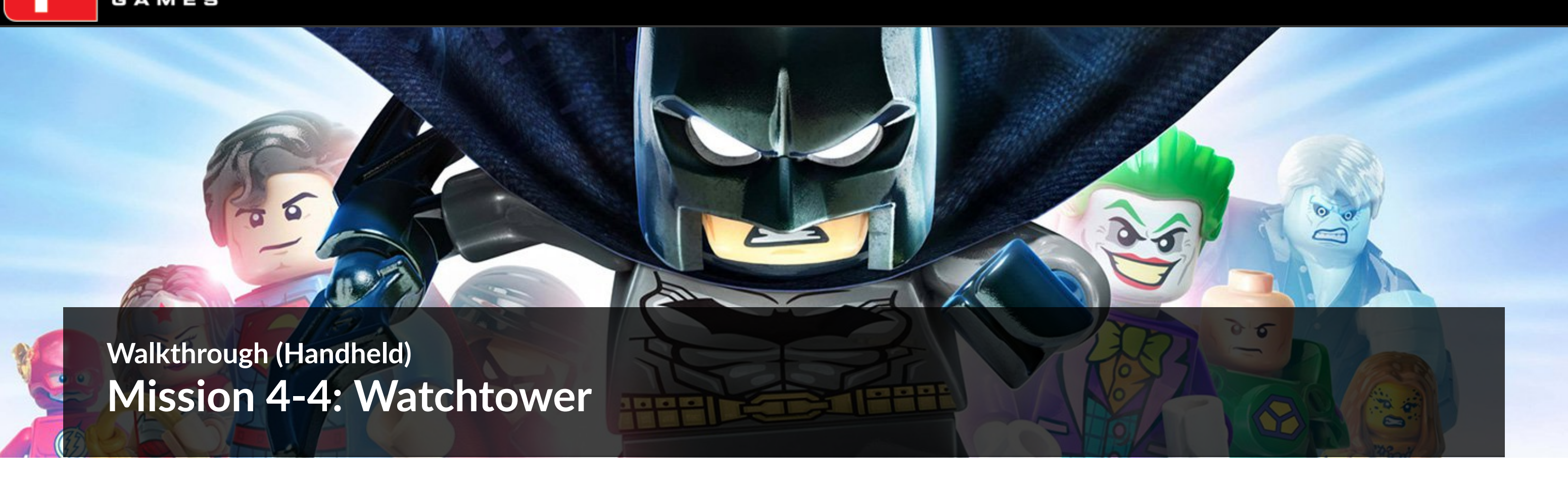
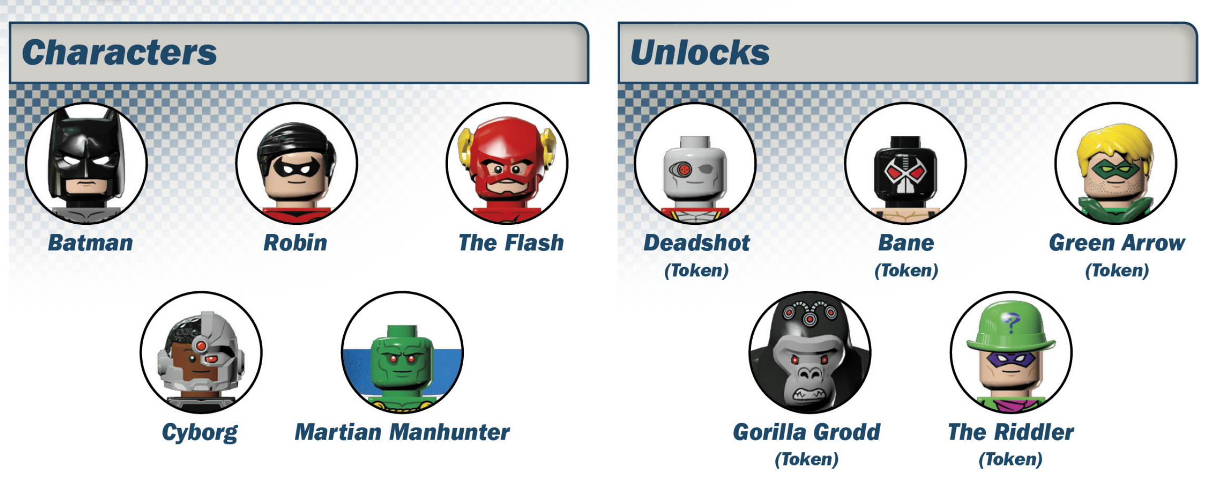


Mission 4-4: Watchtower

WALKTHROUGH
4-4
HUB VISIT

Watchtower



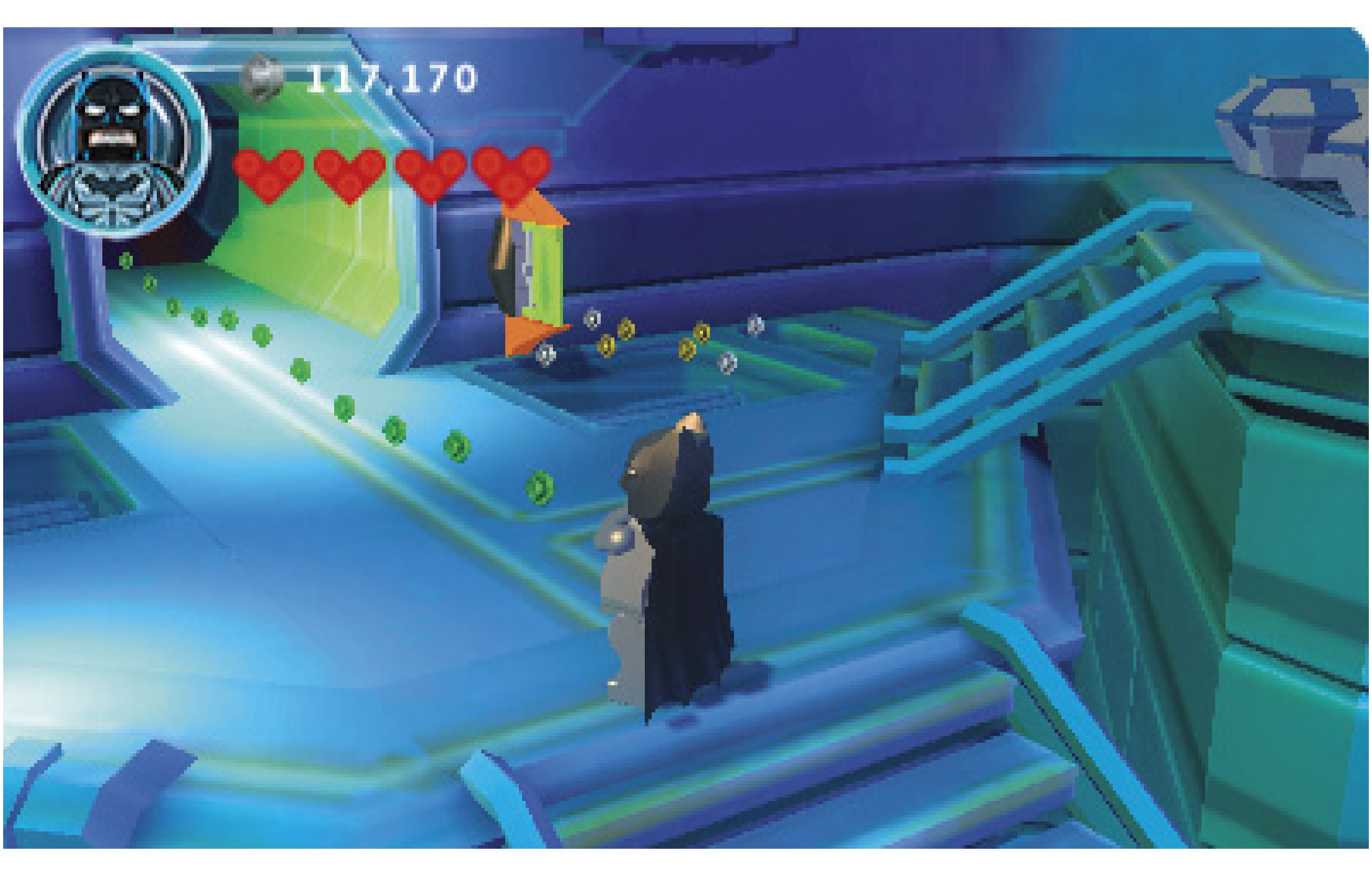
Characters

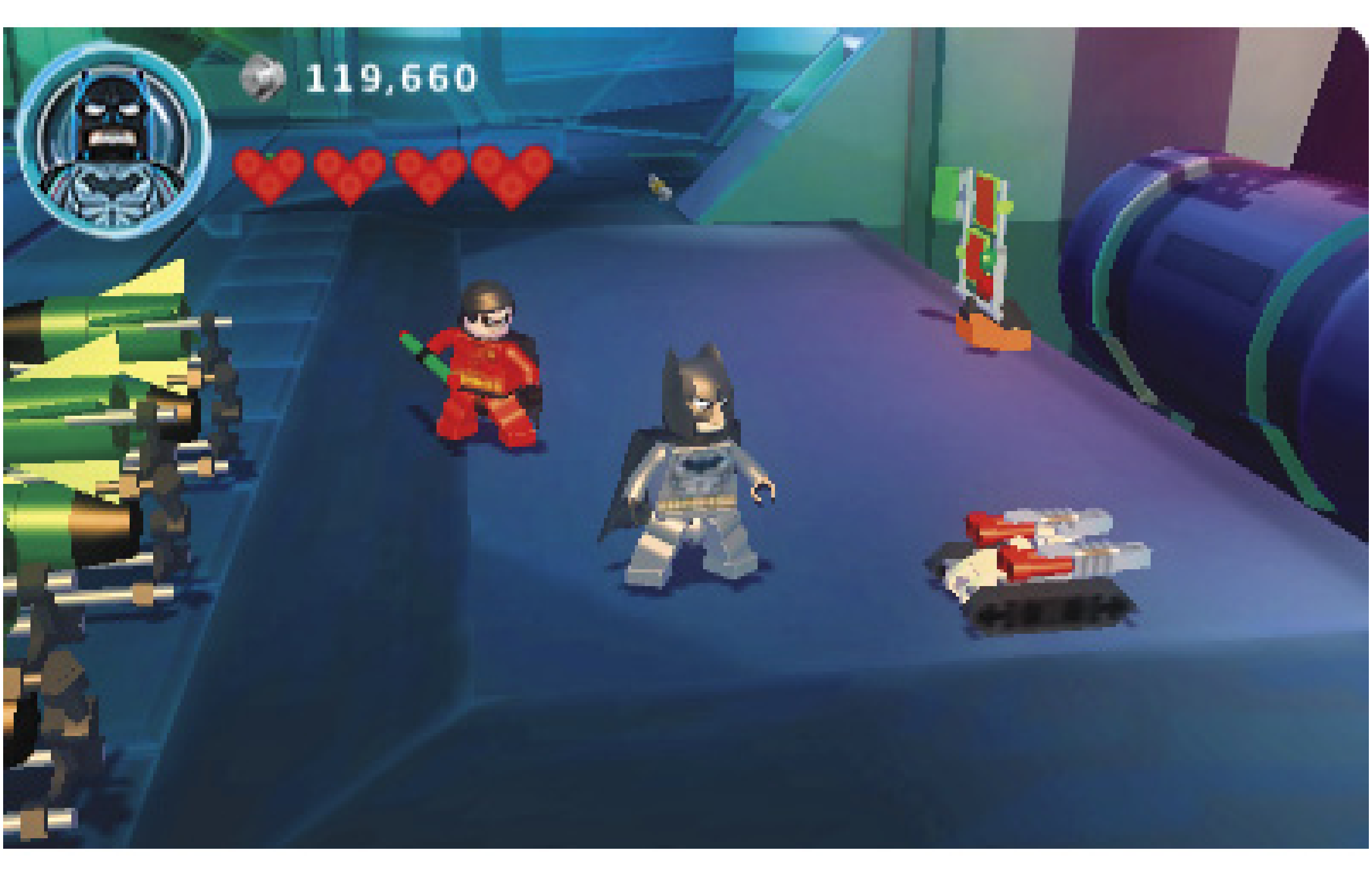
Batman
Robin
The Flash
Cyborg
Martian Manhunter

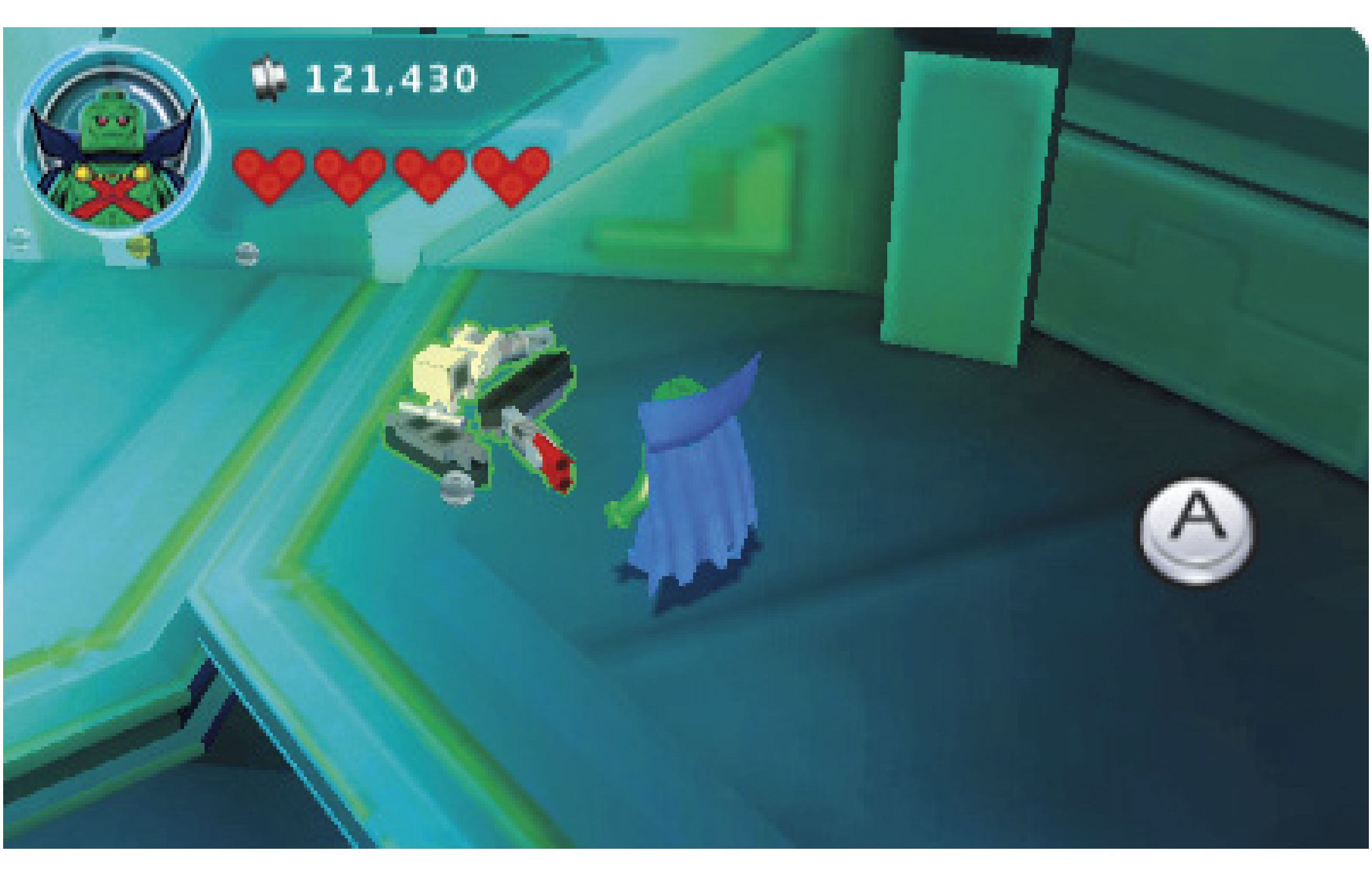
Unlocks

Deadshot (Token)
Bane (Token)
Green Arrow (Token)
Gorilla Grodd (Token)
The Riddler (Token)

OBJECTIVE 1: EXPLORE THE ARMORY'S SECRETS







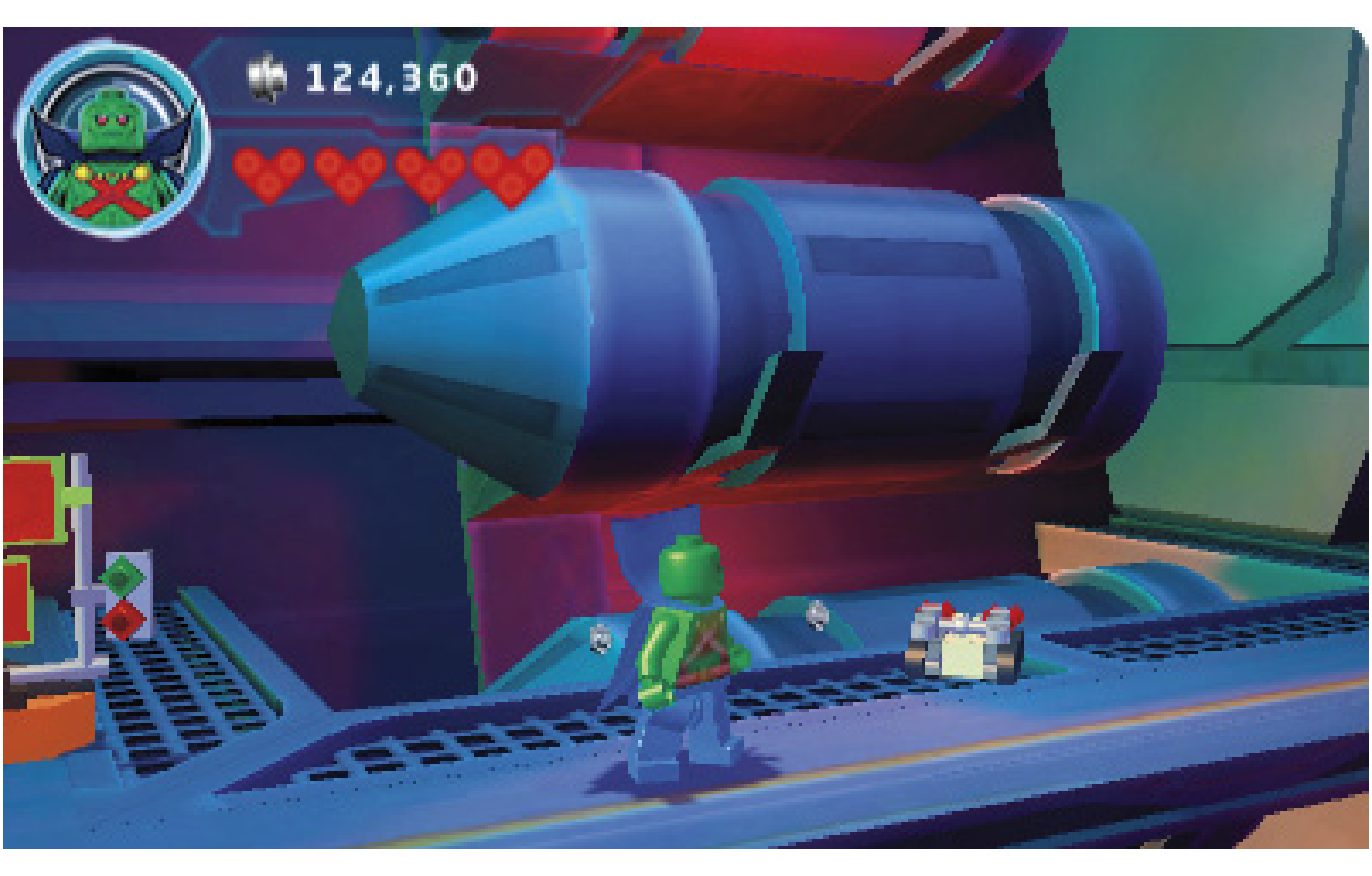
Head to the west and pass through the open door to enter the armory.

Once inside the armory, check the southeast corner of the room and build the bricks there into a small robot.

On the second floor of the armory, you find another set of bricks. Use either the grapple point or switch to Martian Manhunter to reach it.

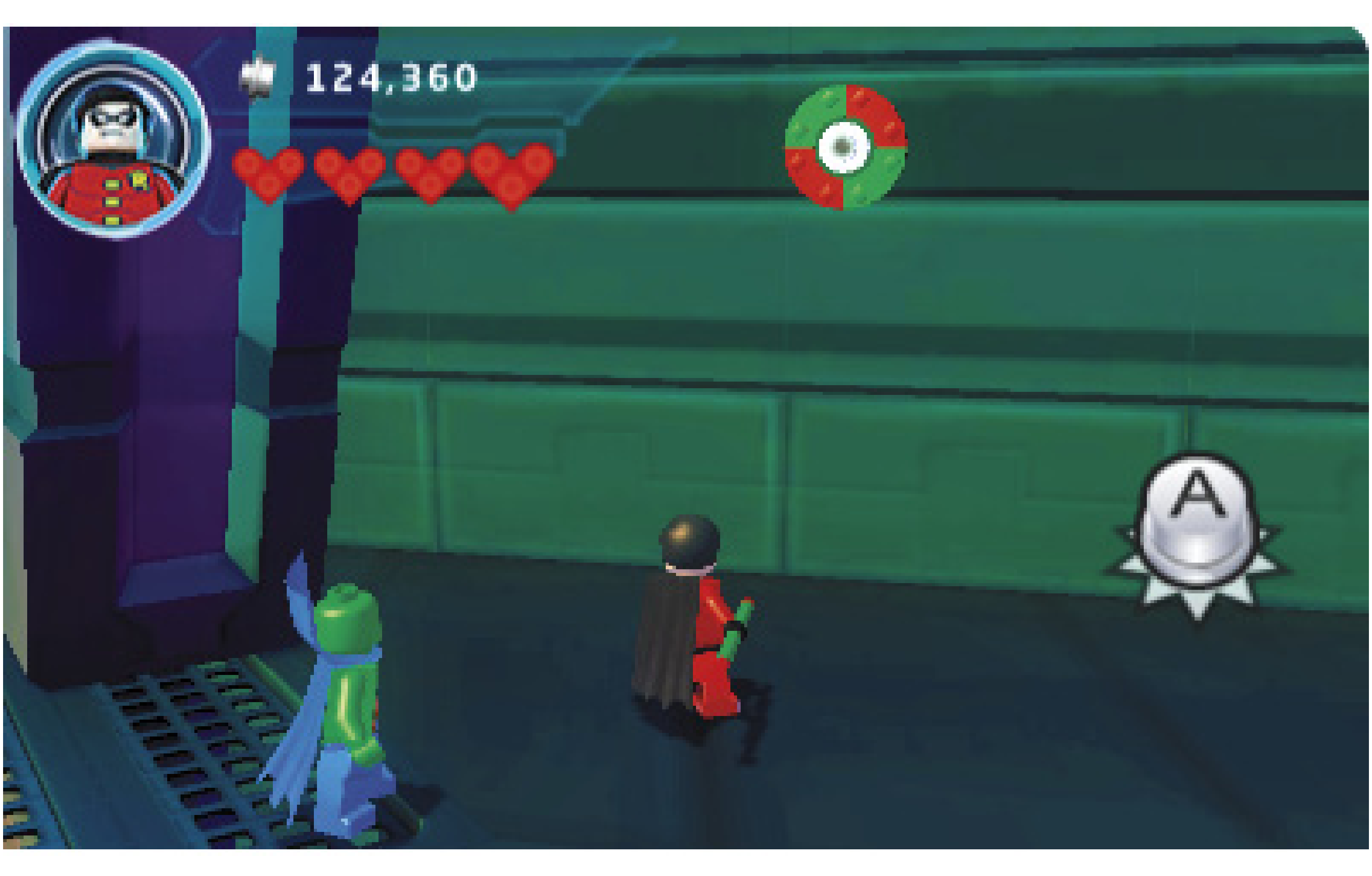
The third and final set of bricks is on the west end of the catwalk. Build them to reveal a Token that when collected unlocks Deadshot.

> Unlocked: Deadshot



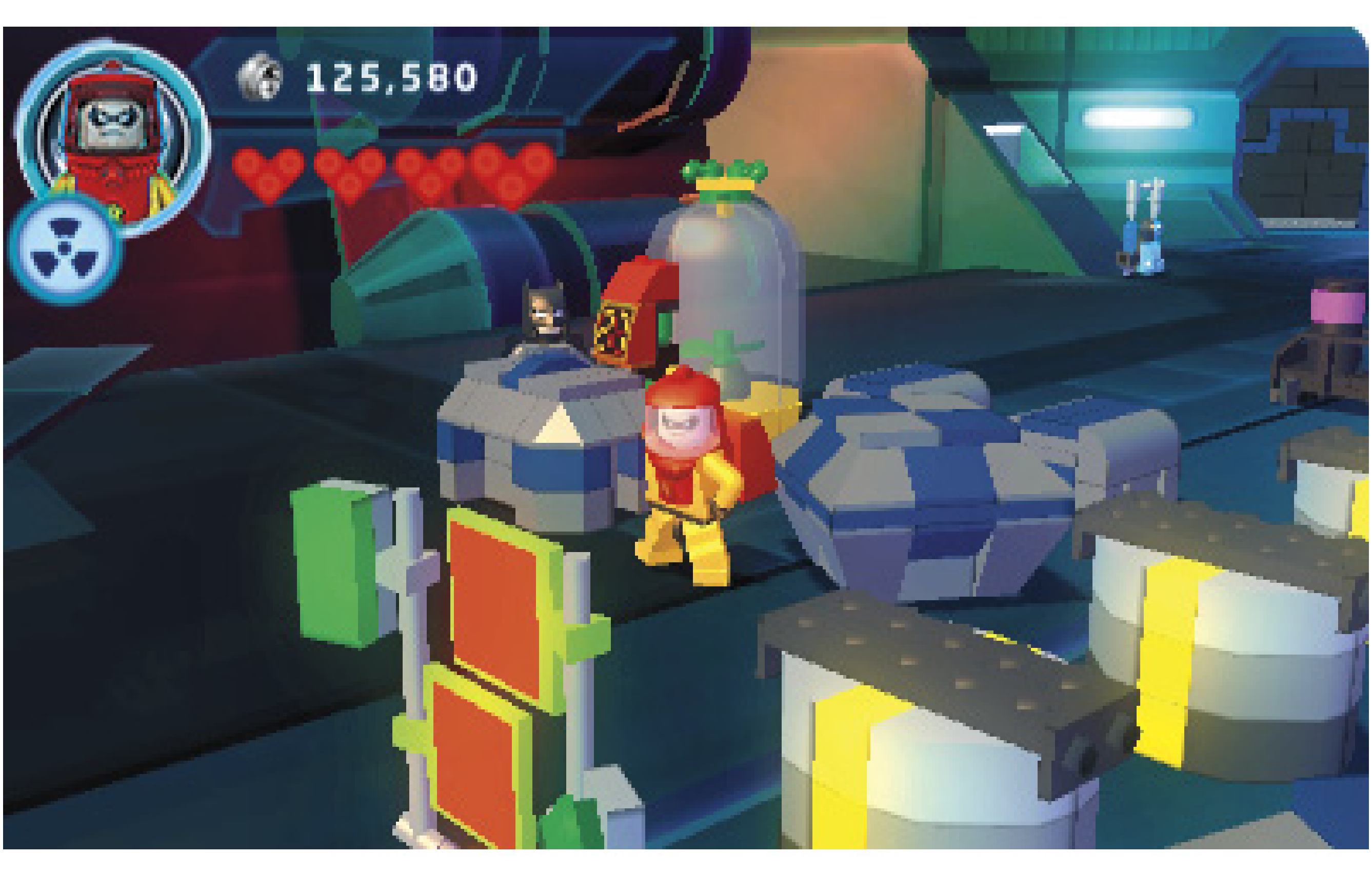
Along the back wall, there is a wall plug that you can throw Robin's baton into. Use the twirl poles to swing to a cage above the catwalk. Inside is a Token that unlocks Bane.

> Unlocked: Bane



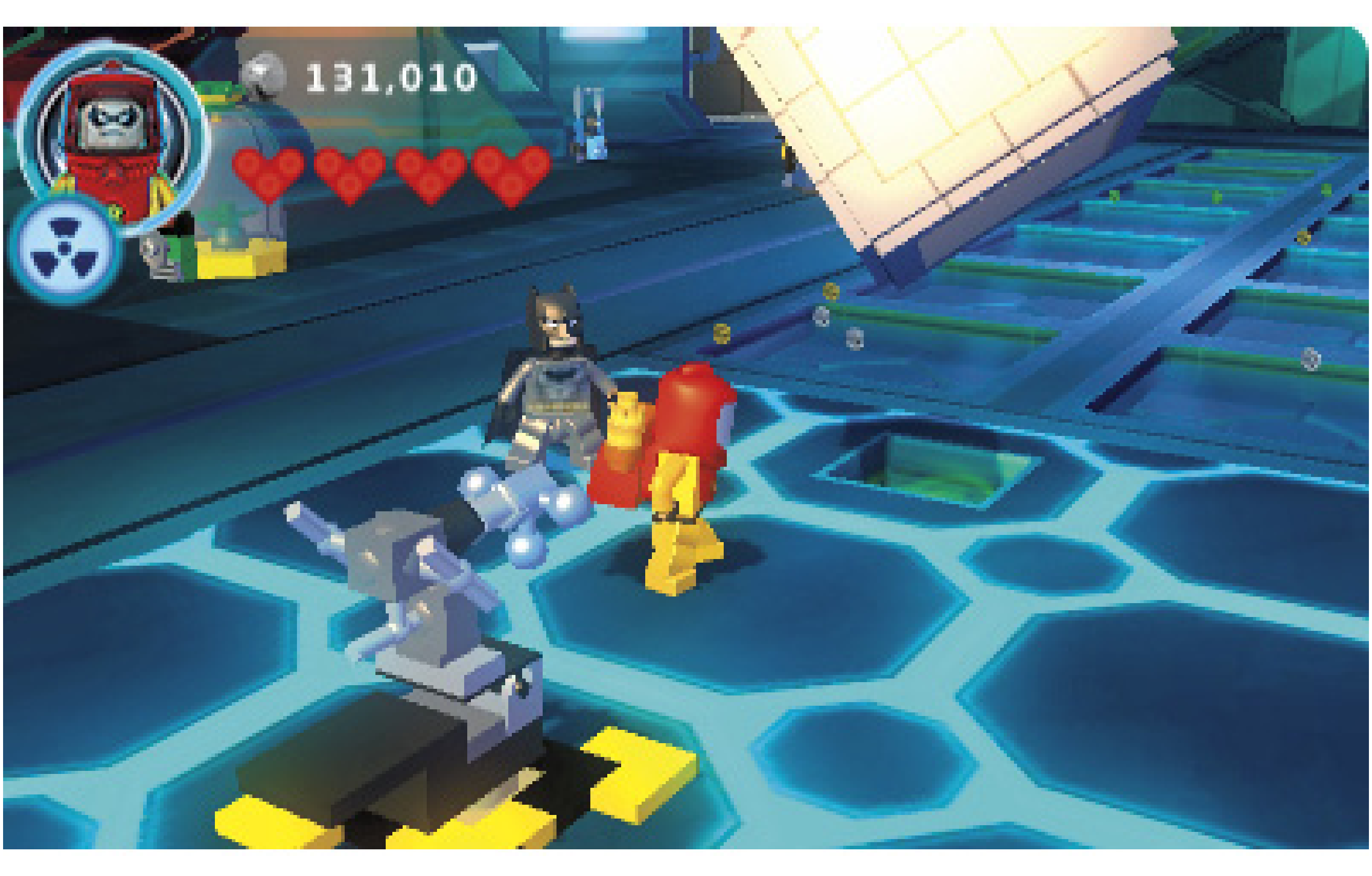
Back on the first floor, smash up the LEGO objects to find bricks to build an Attract Station, as well as the Attract pieces necessary to fill it. After you've collected 27 Attract pieces, deposit them into the Attract Station to reveal a LEGO crate. Smash the crate to reveal a Token that unlocks Green Arrow.

> Unlocked: Green Arrow

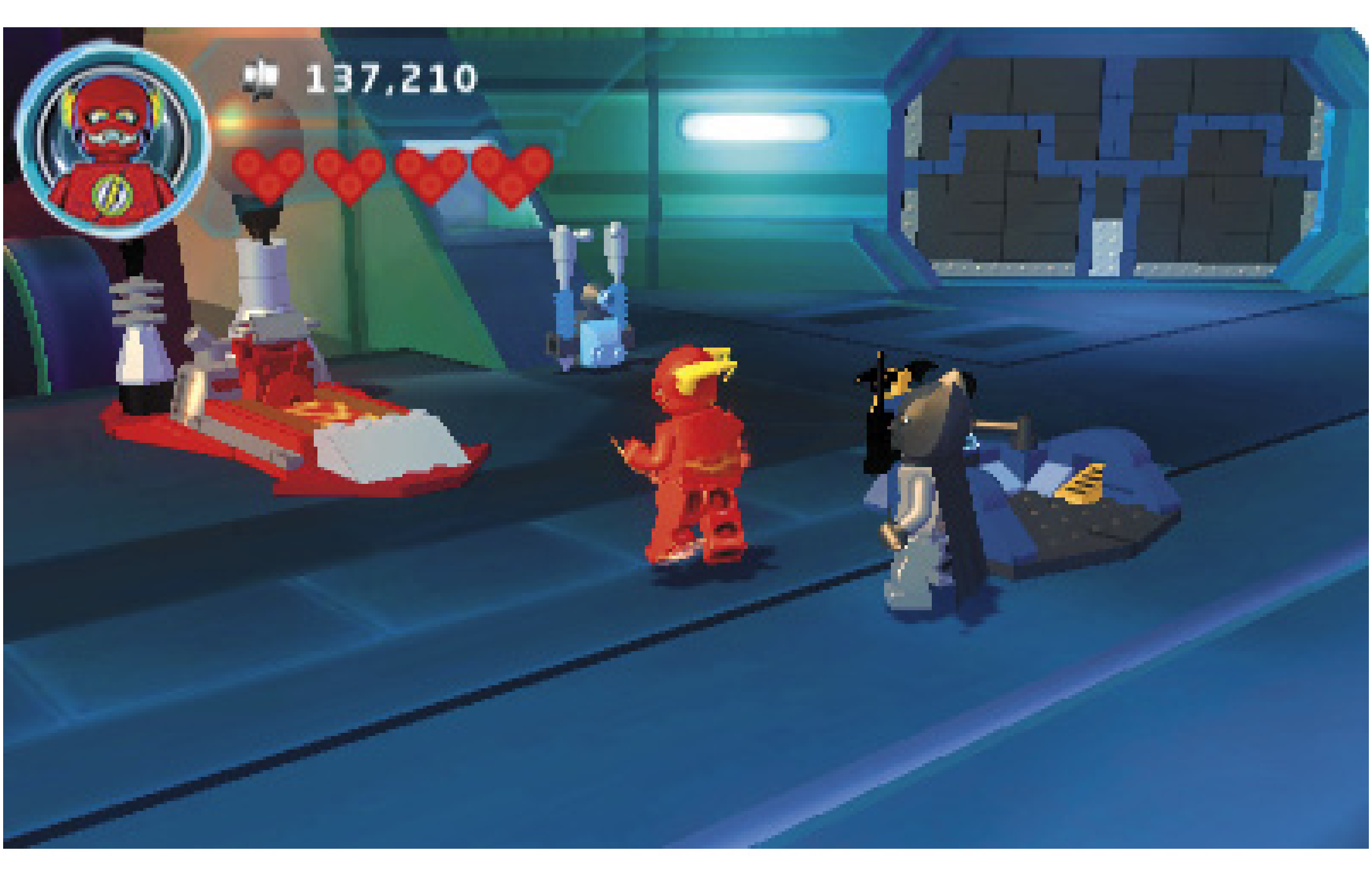


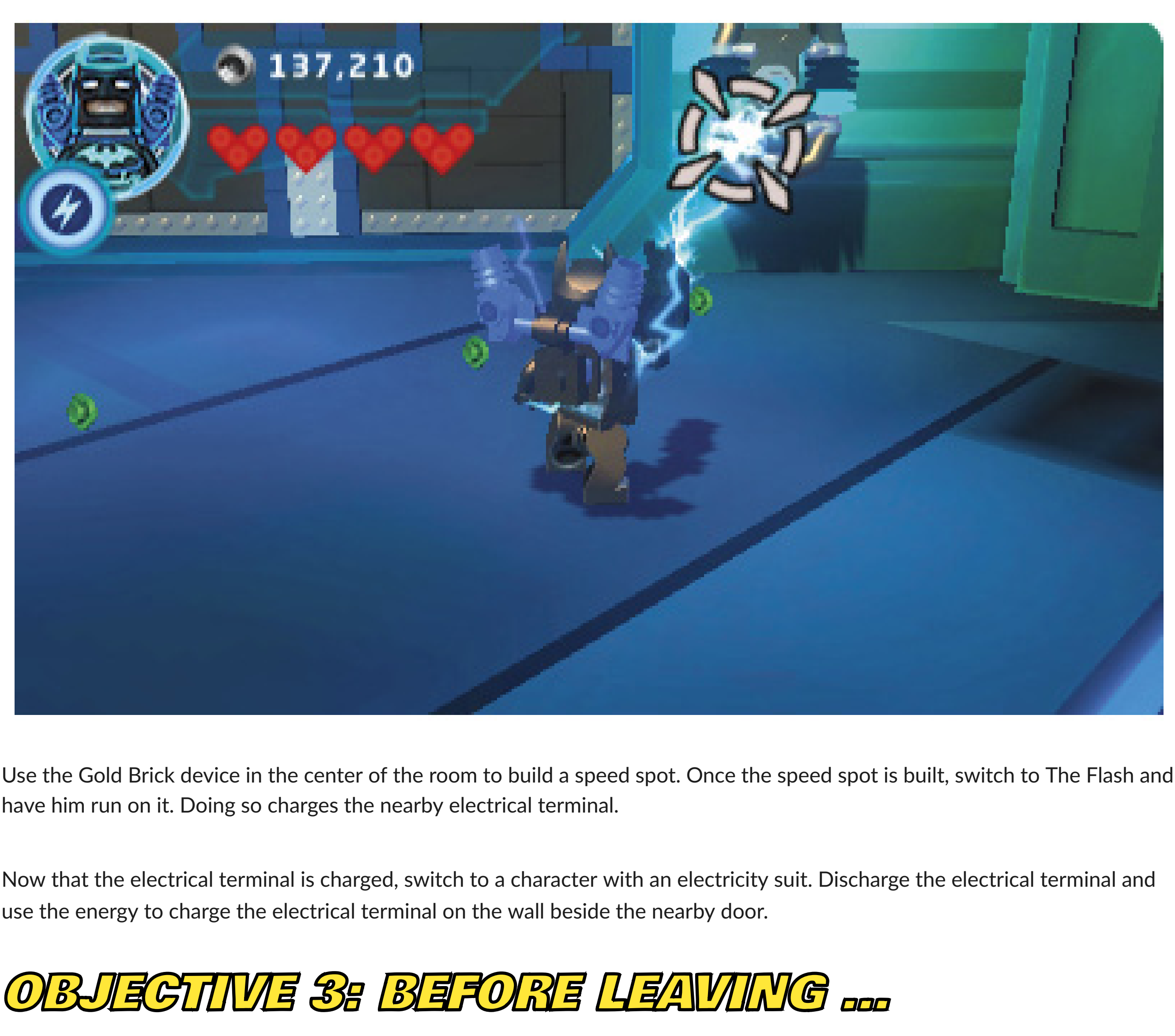
On the south side of the armory, you find a large blue LEGO box and a gravity turret. Use the gravity turret to lift the box and reveal a small hole that holds a Token. Collect the Token to unlock Gorilla Grodd.

> Unlocked: Gorilla Grodd



OBJECTIVE 2: OPEN THE ARMORY DOOR





Use the Gold Brick device in the center of the room to build a speed spot. Once the speed spot is built, switch to The Flash and have him run on it. Doing so charges the nearby electrical terminal.

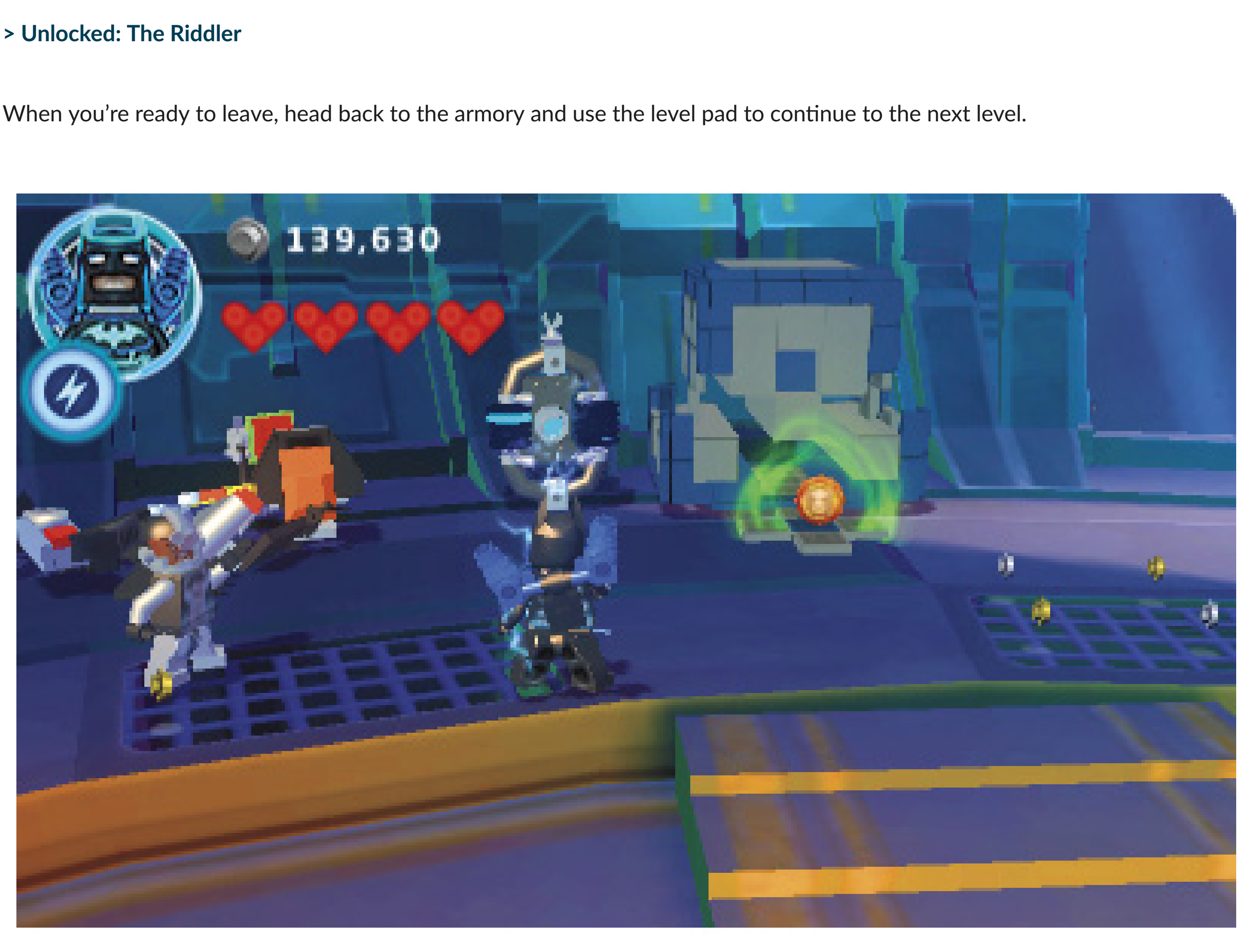
Now that the electrical terminal is charged, switch to a character with an electricity suit. Discharge the electrical terminal and use the energy to charge the electrical terminal on the wall beside the nearby door.

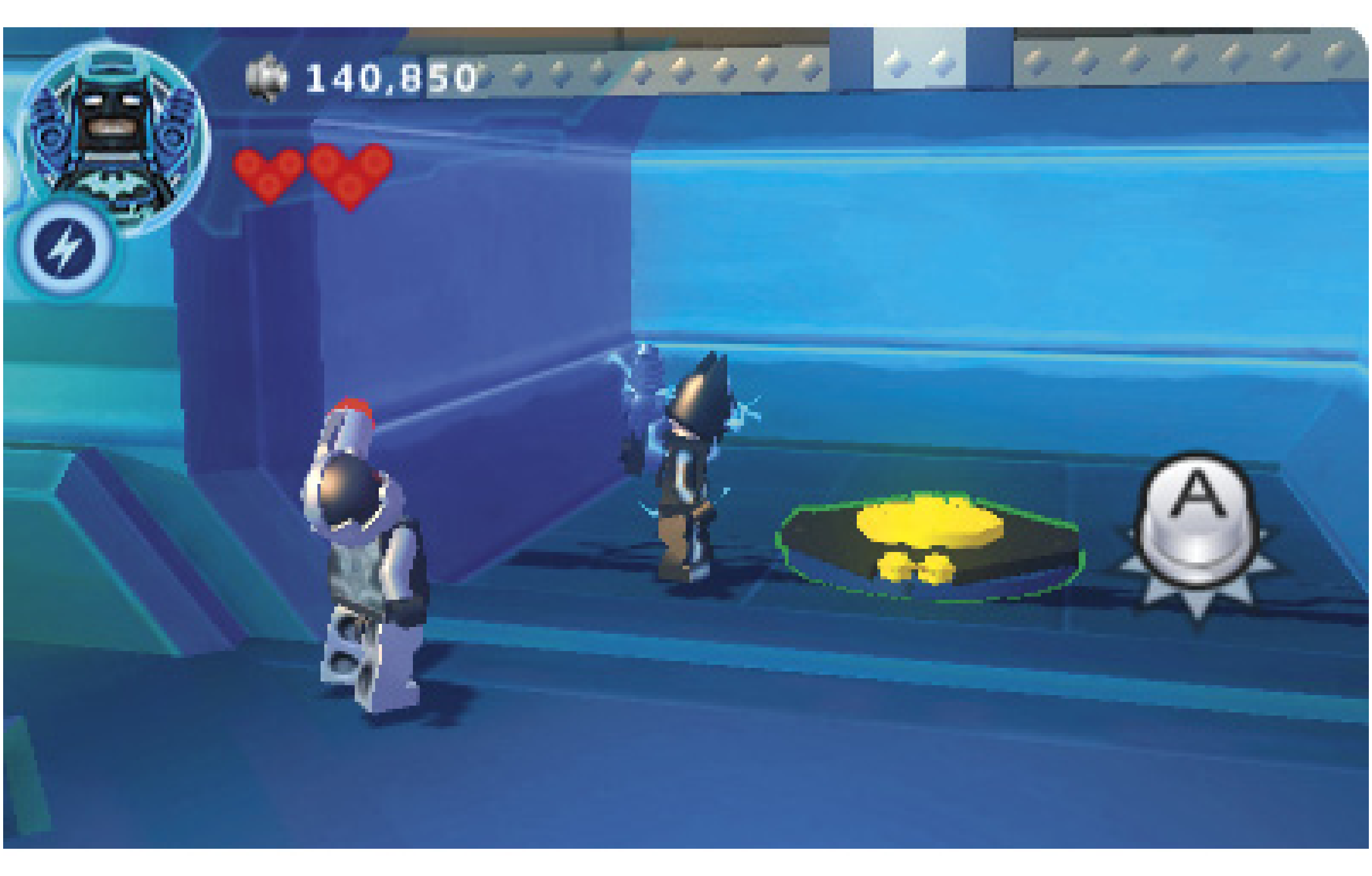
OBJECTIVE 3: BEFORE LEAVING ...

Before using the level pad to leave the Watchtower, make your way to the control room. Once there, charge the electrical terminal on the west side of the room. Once the terminal is charged, the large LEGO box nearby opens and a Token spills out. Collect the Token to unlock The Riddler.

> Unlocked: The Riddler

When you're ready to leave, head back to the armory and use the level pad to continue to the next level.





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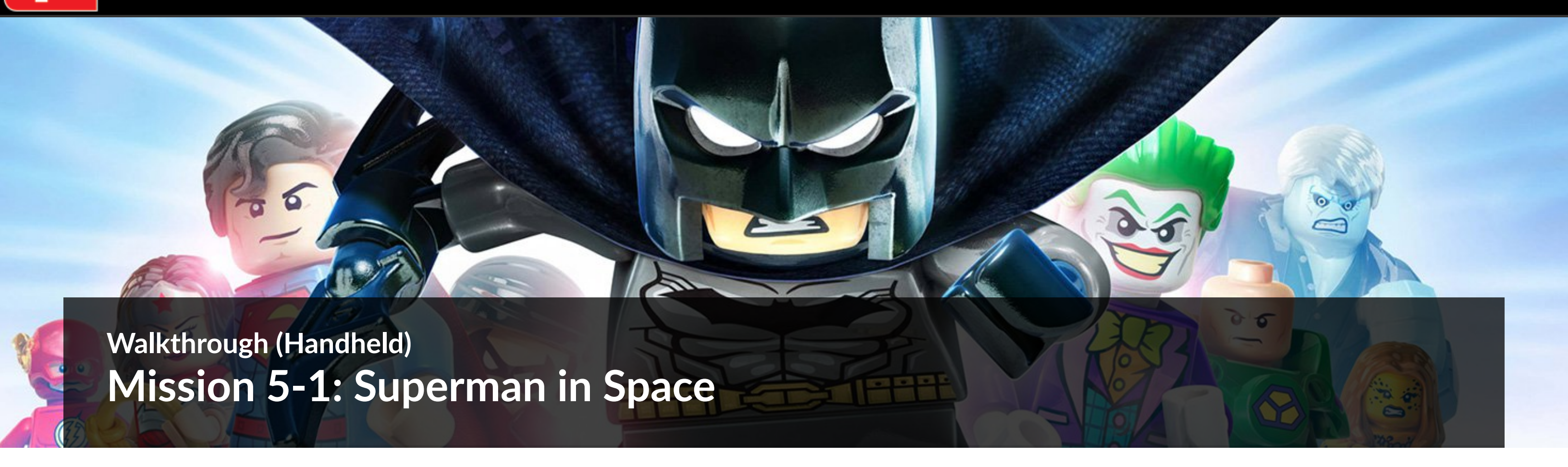


Walkthrough (Handheld)

Mission 5-1: Superman in Space

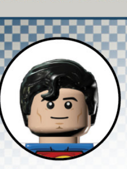
WALKTHROUGH 5-1 MISSION

Superman in Space

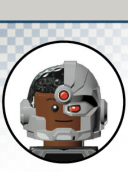
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 25,000 studs.
The Joker Smash Challenge	Any	Destroy 5 Joker props. The first and second Joker props come into view on the left, the third is on the right just before the two asteroids collide, the fourth appears on the left, and the fifth is on the left of the gold LEGO panel.
Space Combat Challenge	Any	Destroy 25 enemies. Do not destroy the gold LEGO sections of Brainiac's craft to ensure a continuous stream of enemies to rack up your score.
The Joker Card	Any	After the two asteroids collide, you pass through a u-shaped asteroid. Keep an eye out for a LEGO asteroid coming into view from the right. Destroy it and claim The Joker Card that emerges from it.

Characters

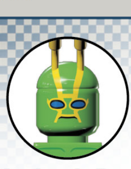


Superman



Cyborg

Unlocks



Ambush Bug
(The Joker Card)

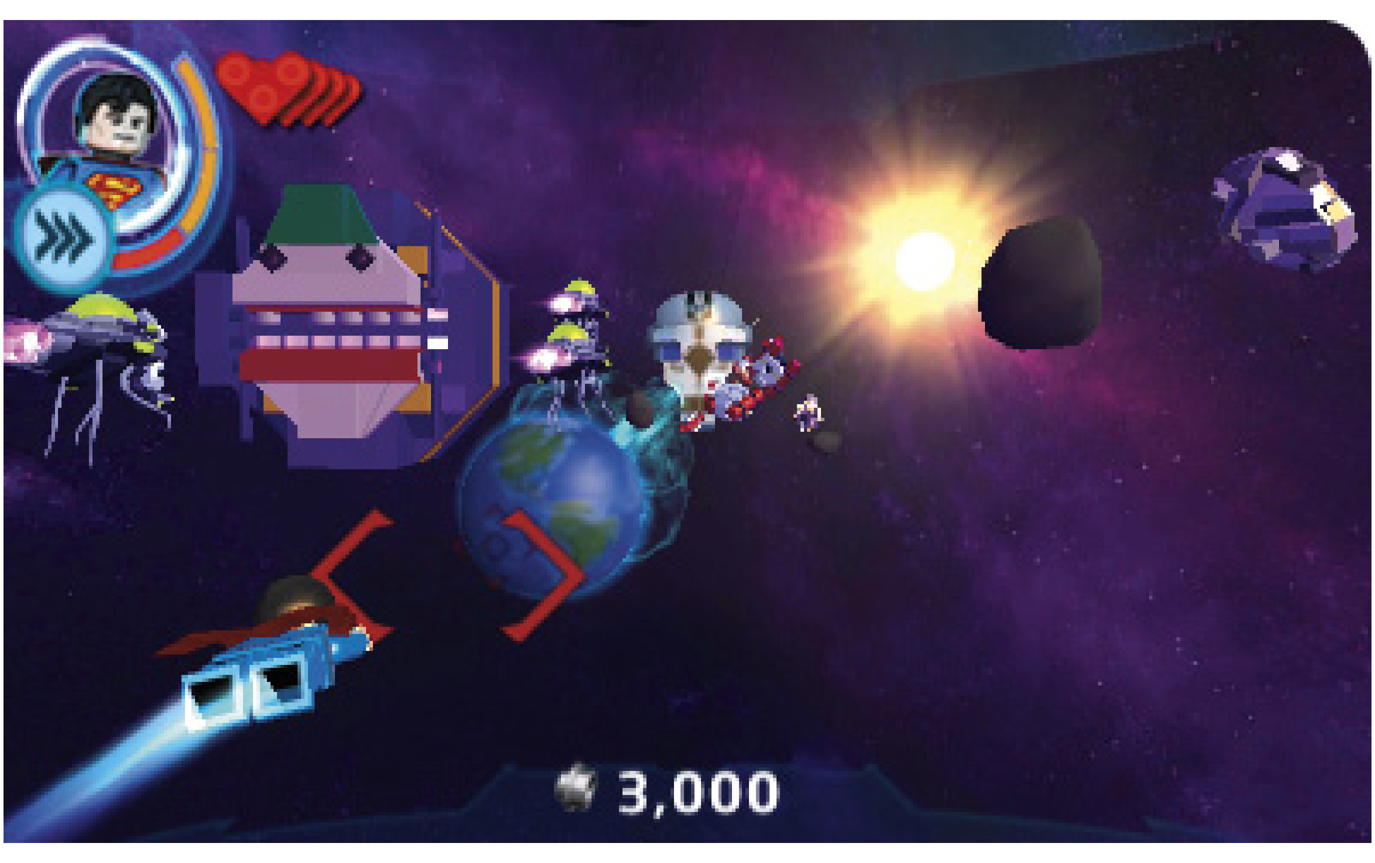
OBJECTIVE 1: CROSS THE ASTEROID FIELD

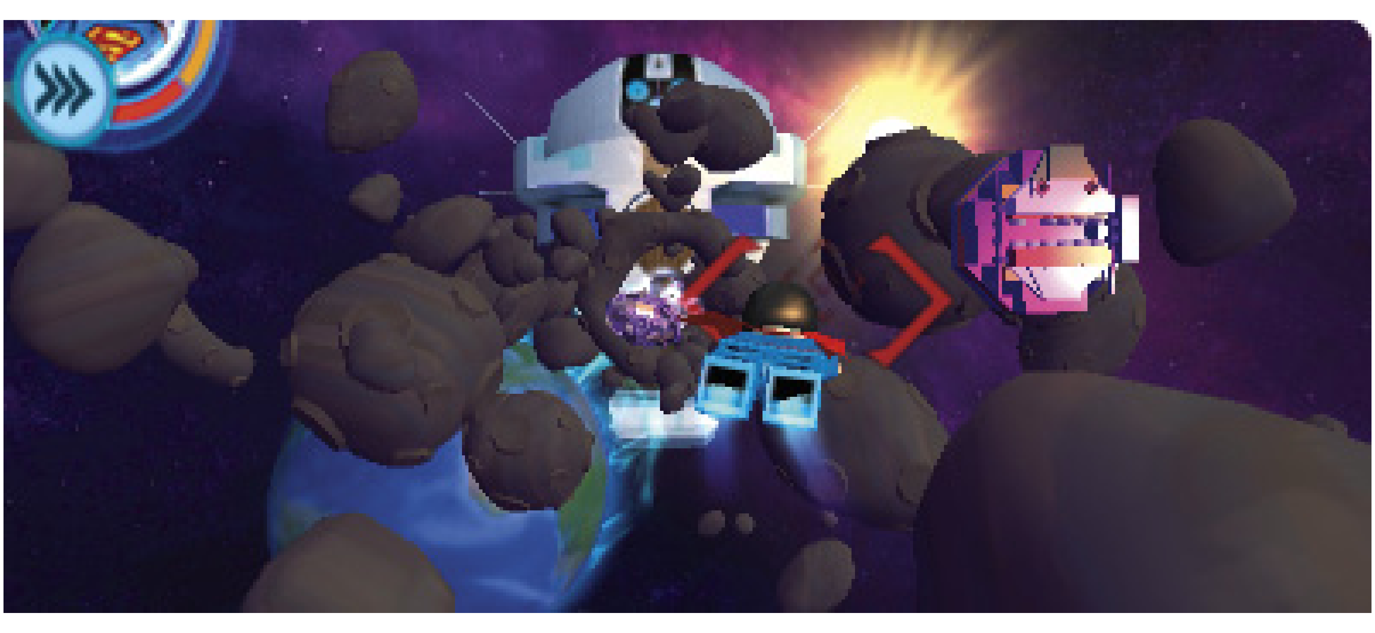
After the first group of enemies appears, a Joker prop comes into view to the left. Destroy it!

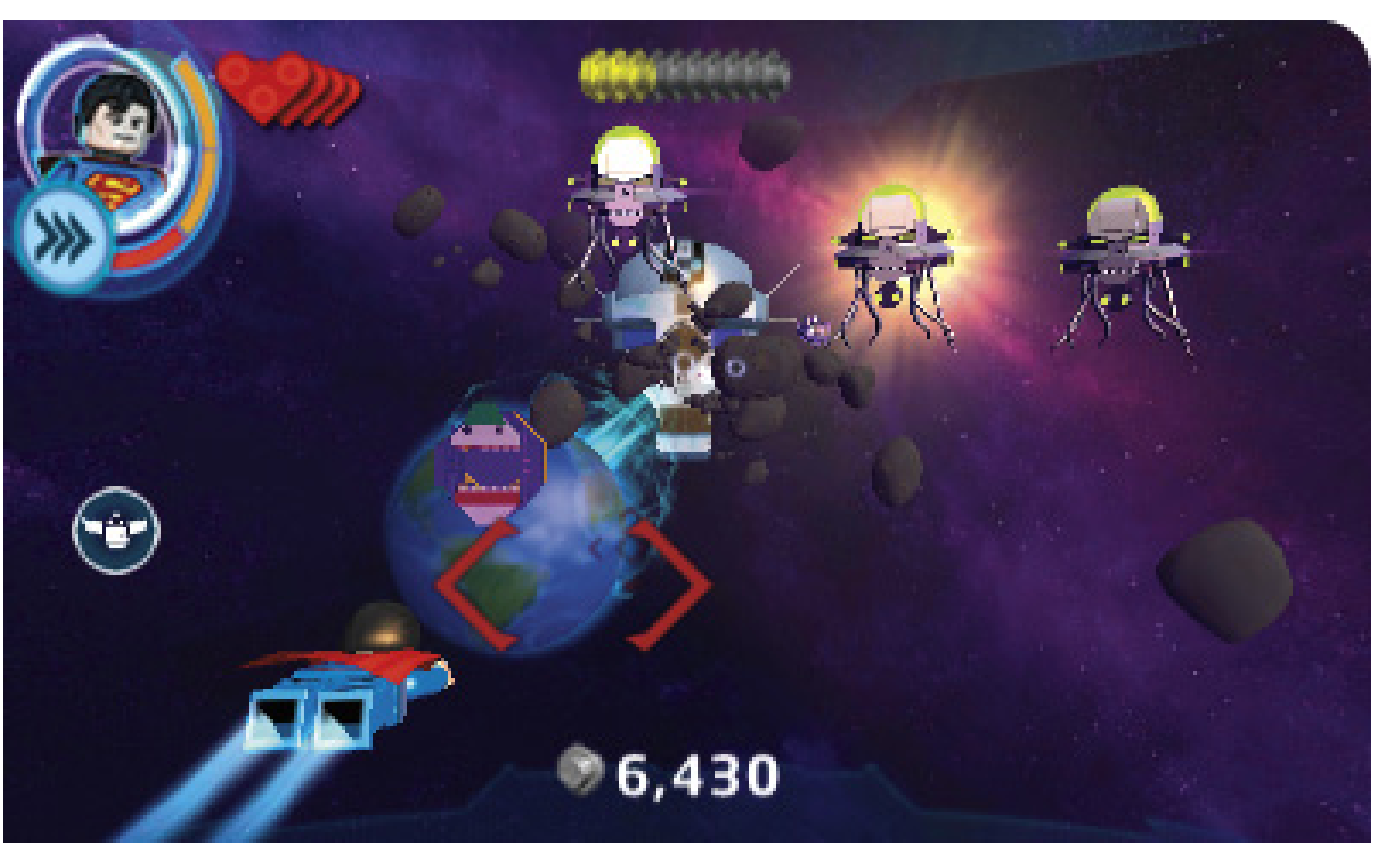
The second Joker prop appears just before entering the asteroid field. Again it comes into view on the left side.

As you enter the asteroid field, keep an eye out on the right side of the field. The third Joker prop comes into view very quickly just before the two asteroids collide in front of you.

> The Joker Smash Challenge: 3 / 5





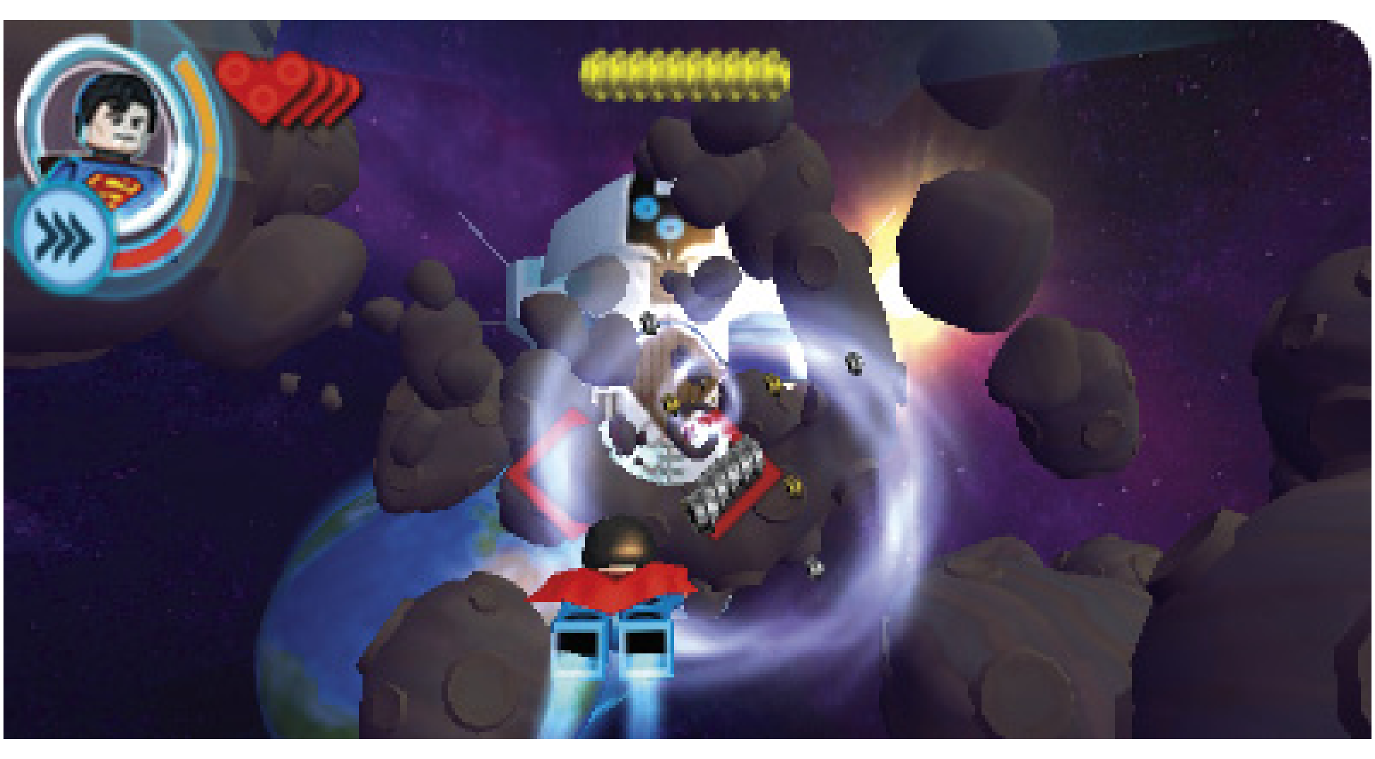


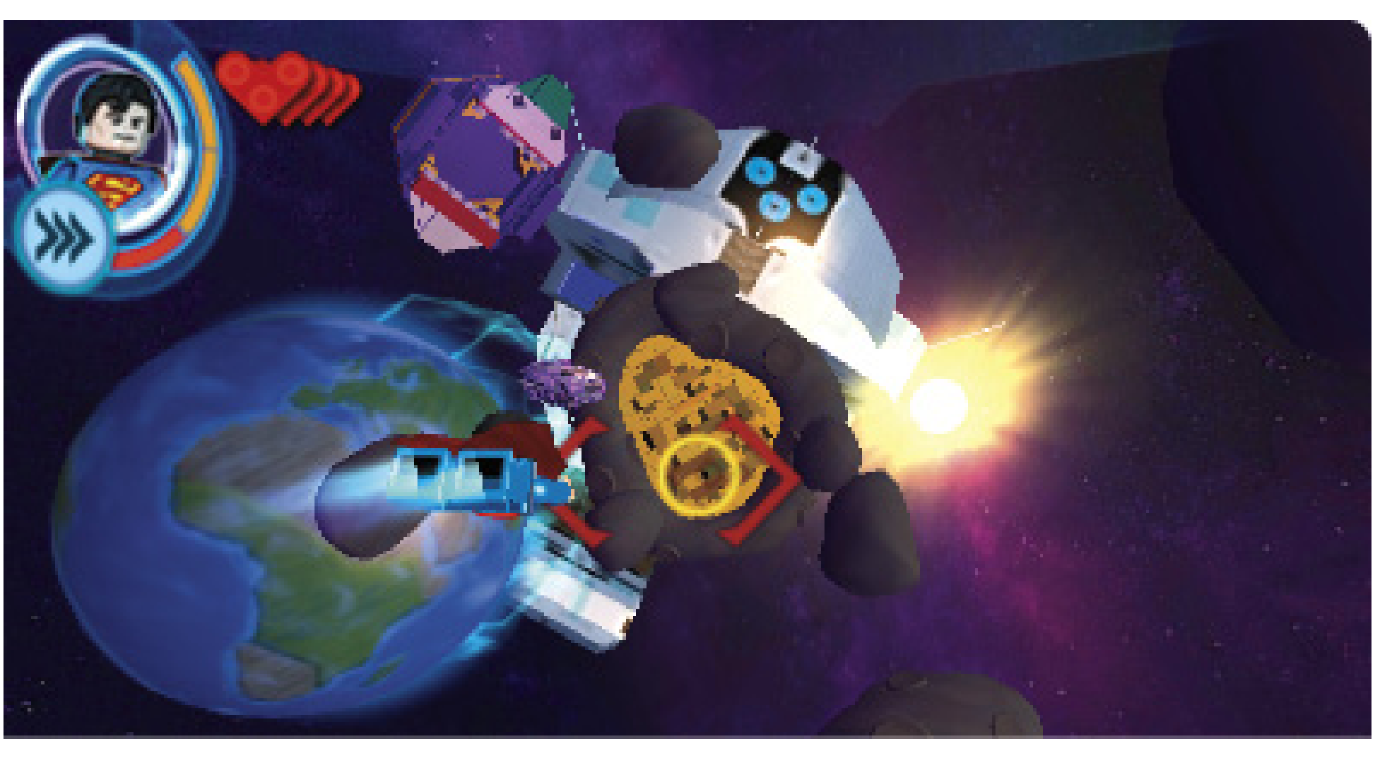
After the two asteroids collide, you pass through a u-shaped asteroid. From the right, keep an eye out for a quickly moving purple asteroid. Destroy it when it reaches the center of the screen and quickly pick up The Joker Card that emerges from it.

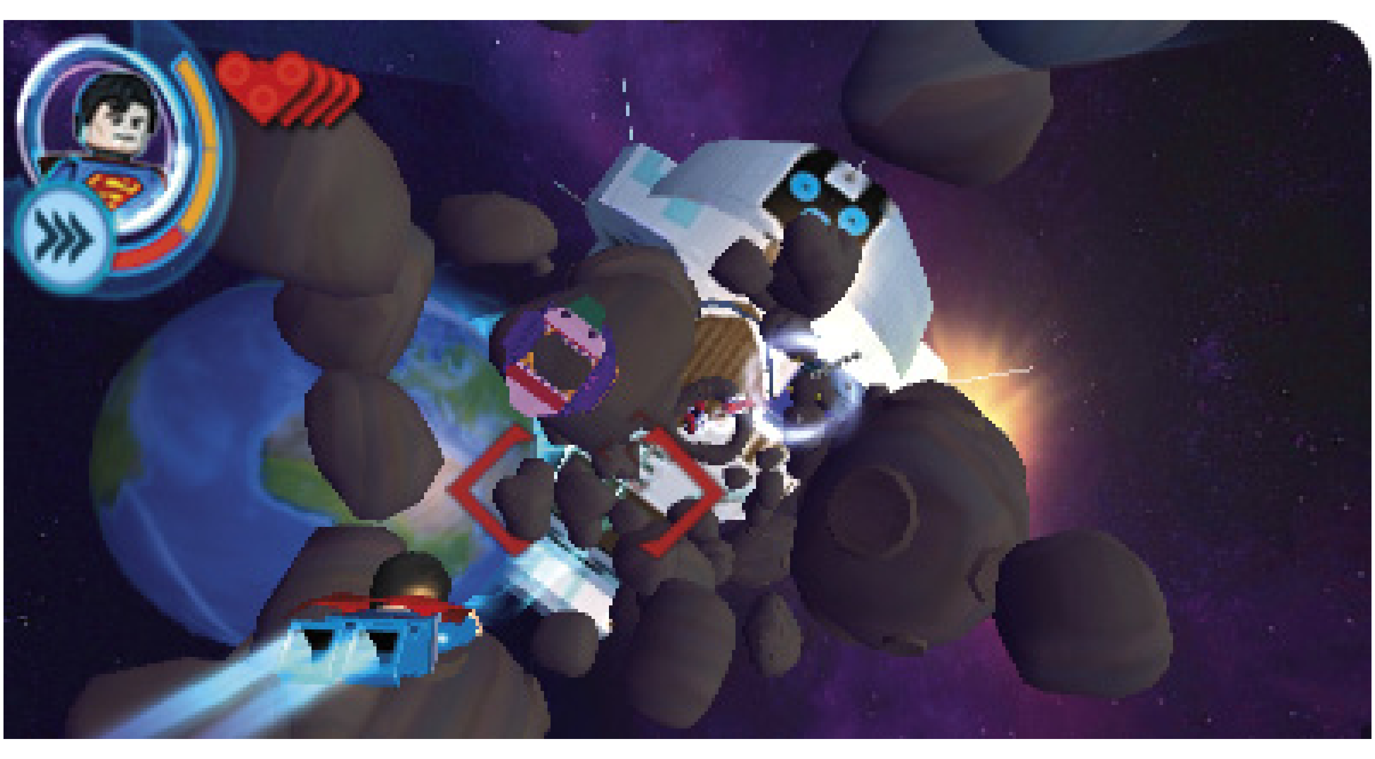
> The Joker Card

The fourth Joker prop appears on the left side of the field. The fifth and final Joker prop appears on the left side as you approach the circle-shaped asteroid with the gold LEGO panel in its center.

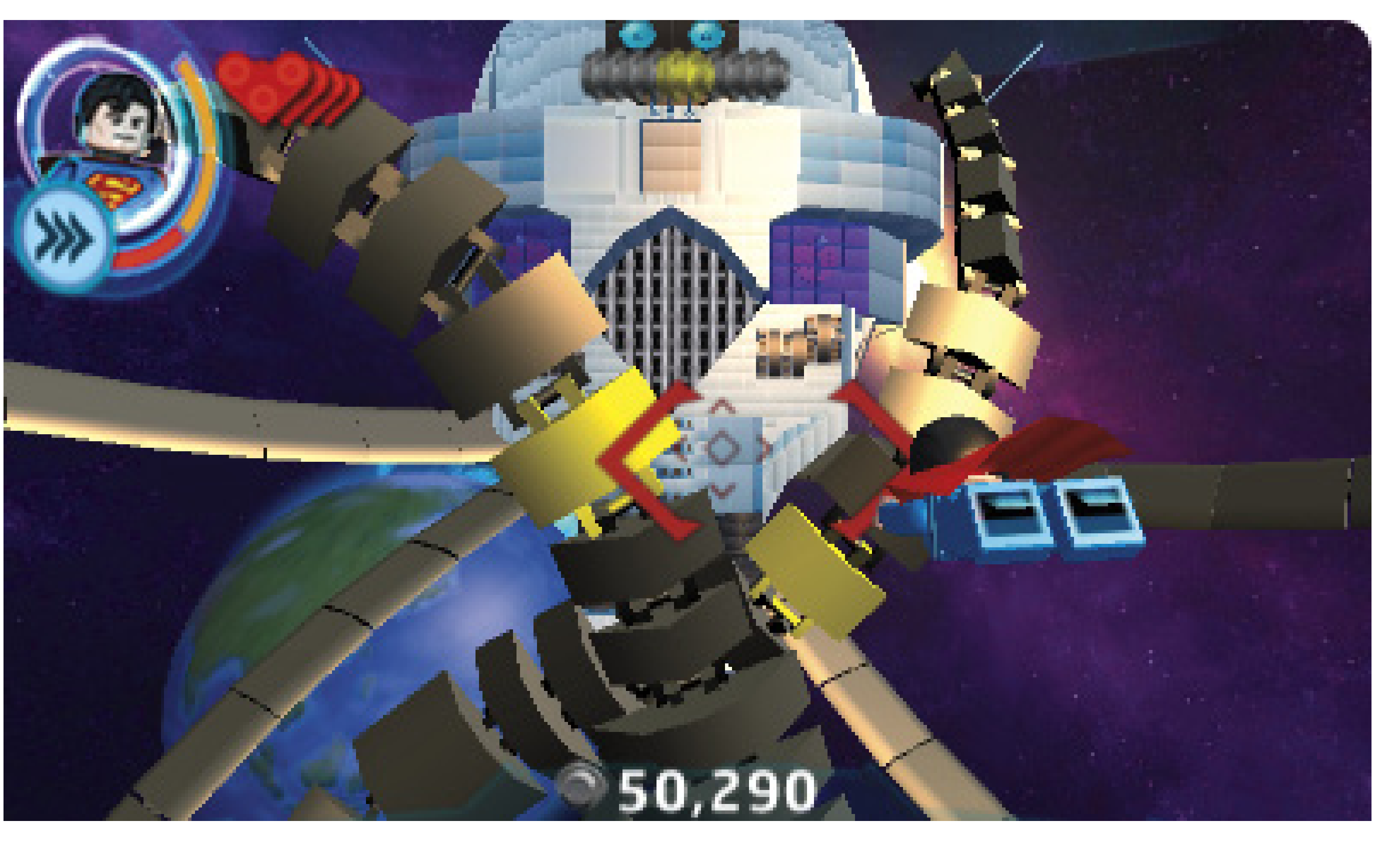
> The Joker Smash Challenge: 5 / 5

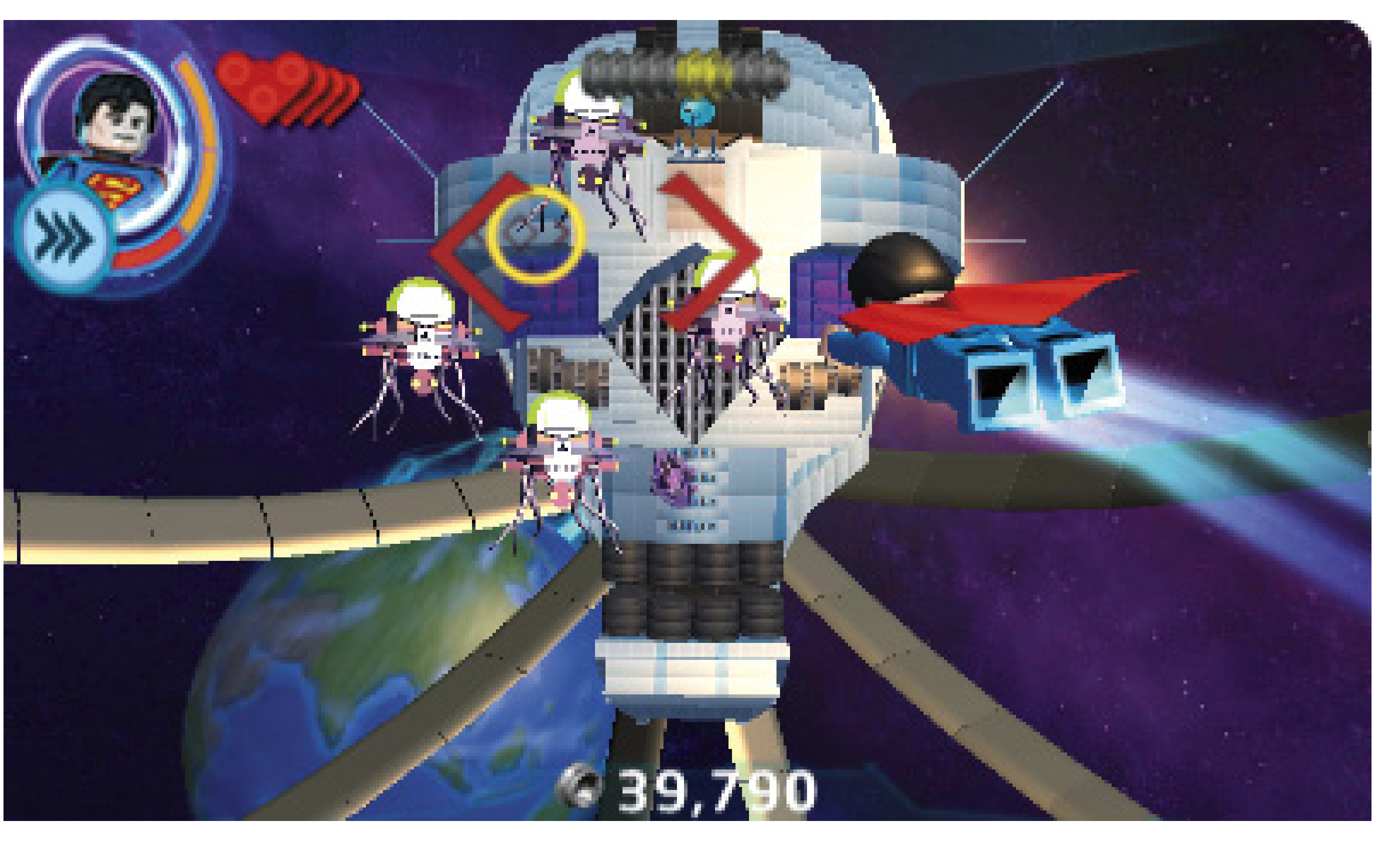






OBJECTIVE 2: CUT THROUGH BRAINIAC'S DEFENSES





After clearing the asteroid field, Brainiac's ship comes into full view. Be ready to roll and dodge the attacks of the tentacles as they take their swipes at you. Soon, the craft crosses its tentacles and exposes two gold LEGO sections. Take aim and destroy these quickly to end the level.

> Space Combat Challenge

If you haven't completed the Space Combat Challenge or the Stud Collect Challenge yet, now is a great opportunity to do so. As long as you don't destroy the two gold LEGO sections of the tentacles, enemies continue to pour in from all sides. Destroying them counts toward the Space Combat Challenge, as well as spills forth a limitless amount of studs. Once you're content with your bounty, end the fight by destroying the gold LEGO sections.

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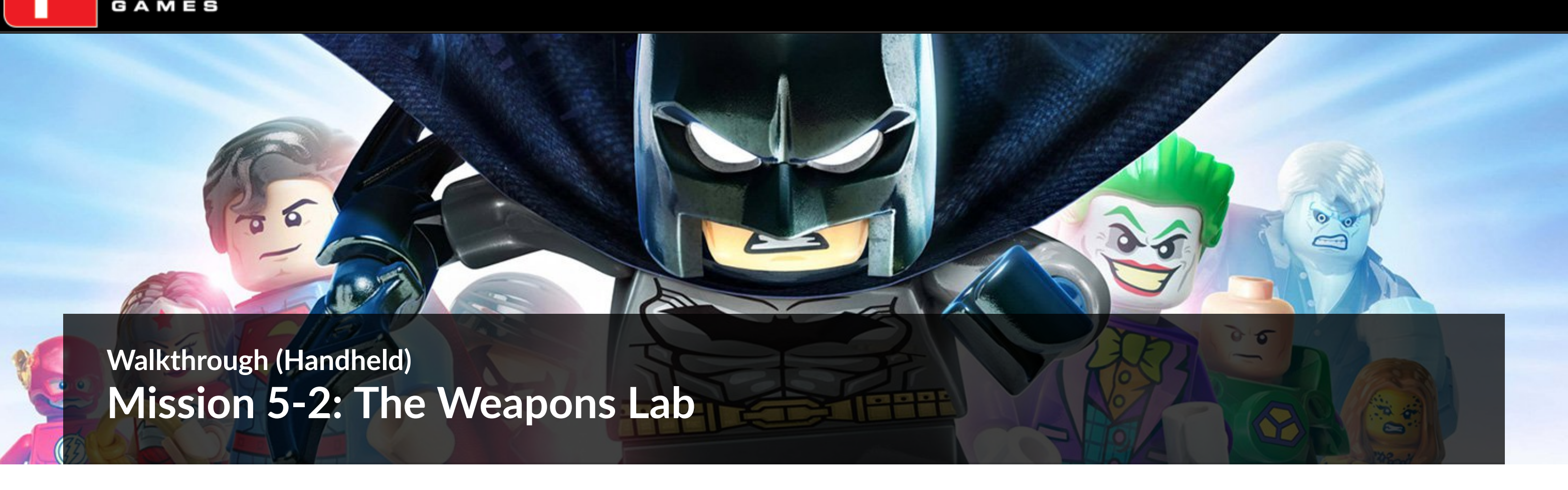
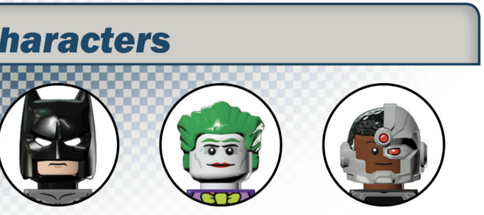


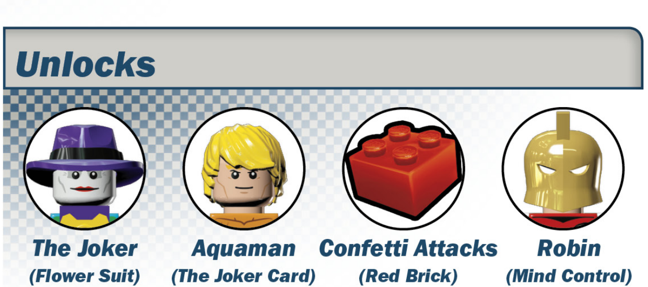
WALKTHROUGH 5-2 MISSION

The Weapons Lab

Characters



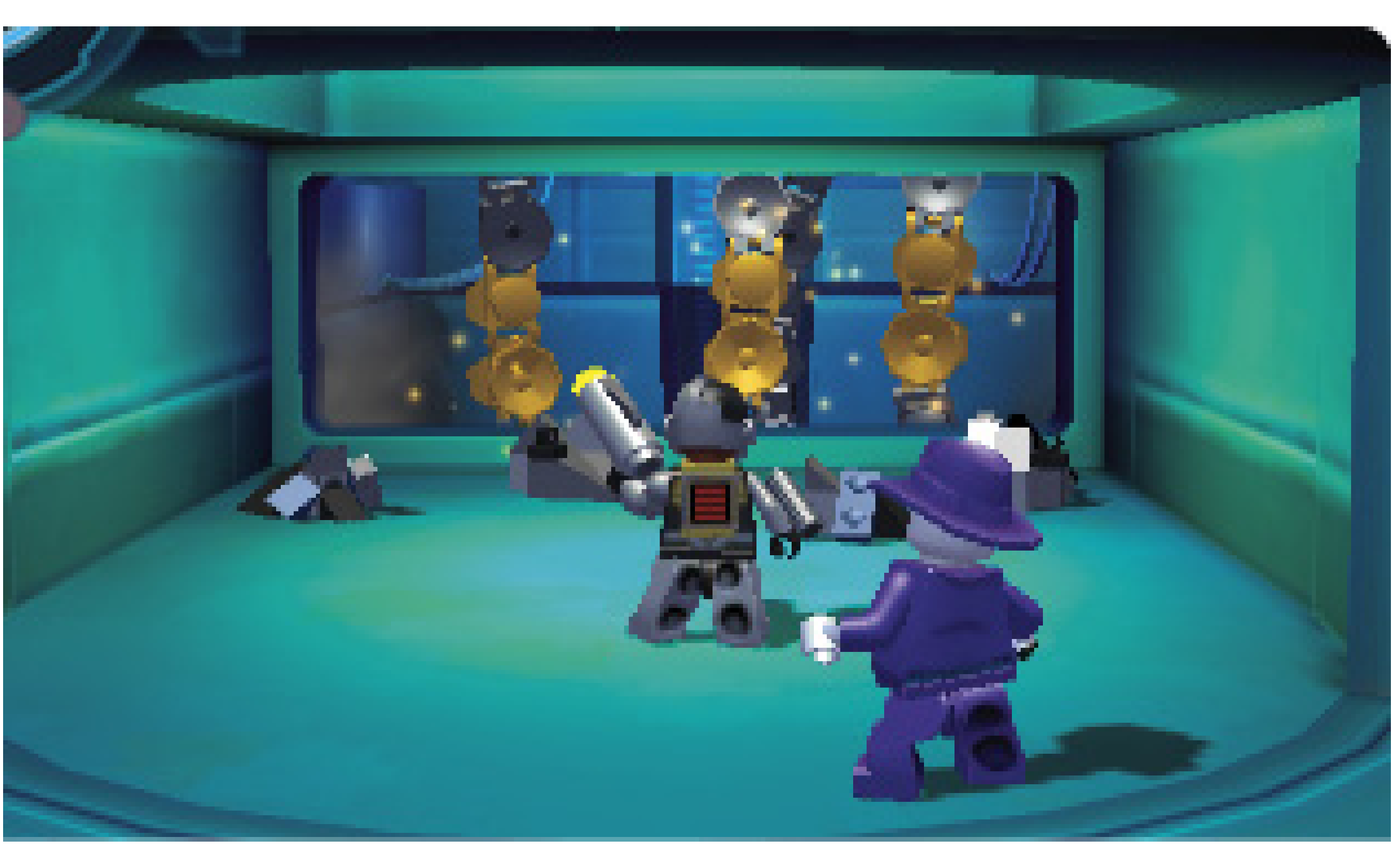
Unlocks



Gold Brick Challenges

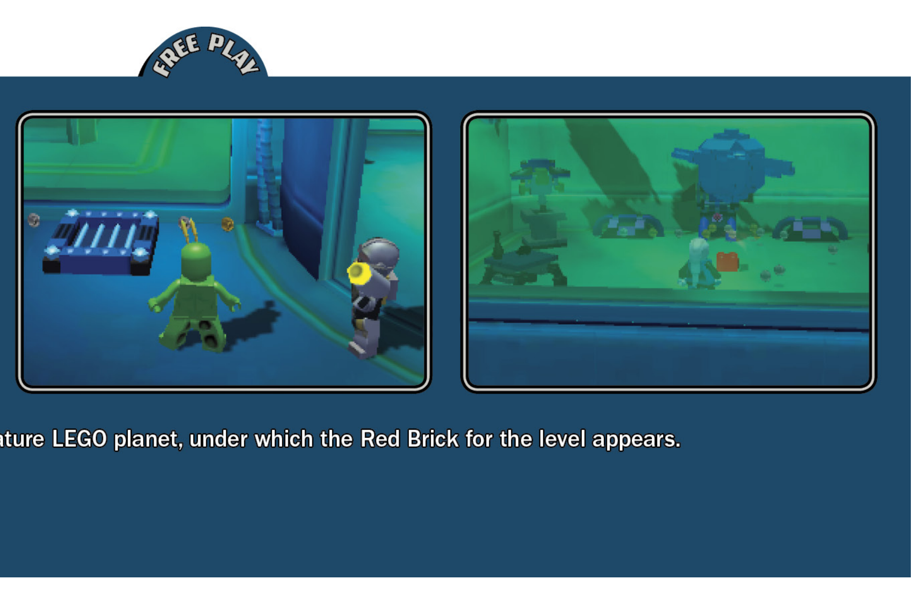
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 23,500 studs.
Lex Luthor Smash Challenge	Free Play	Destroy 3 Lex Luthor props. The first prop is in the room where the Red Brick is found, the second is in the room with the magnetic gears, and the third is at the end of the path outside of the room with the Flower Suit.
Red Brick	Free Play	Pass through the phase point near the start of the level and use Saint Walker to interact with the blue lantern pad inside of the room your emerge in.
The Joker Card	Free Play	After Robin opens the door near the electrical terminals, enter the room and use a flying character to swipe The Joker Card from mid-air in the rear left corner of the room.

OBJECTIVE 1: DESTROY BRAINIAC'S TENTACLES



From the start of the level, make your way right and head down the stairs. They lead straight to a large door with hyper strength handles. Switch Cyborg to his Big LEGO form and rip the door off of its hinges. Once inside of the room, look for the gold LEGO sections on the tentacles at the back wall. Use a character with the laser ability to destroy the gold LEGO and send the tentacles retreating. This sets down the bridge on the floor above in the process.

FREE PLAY



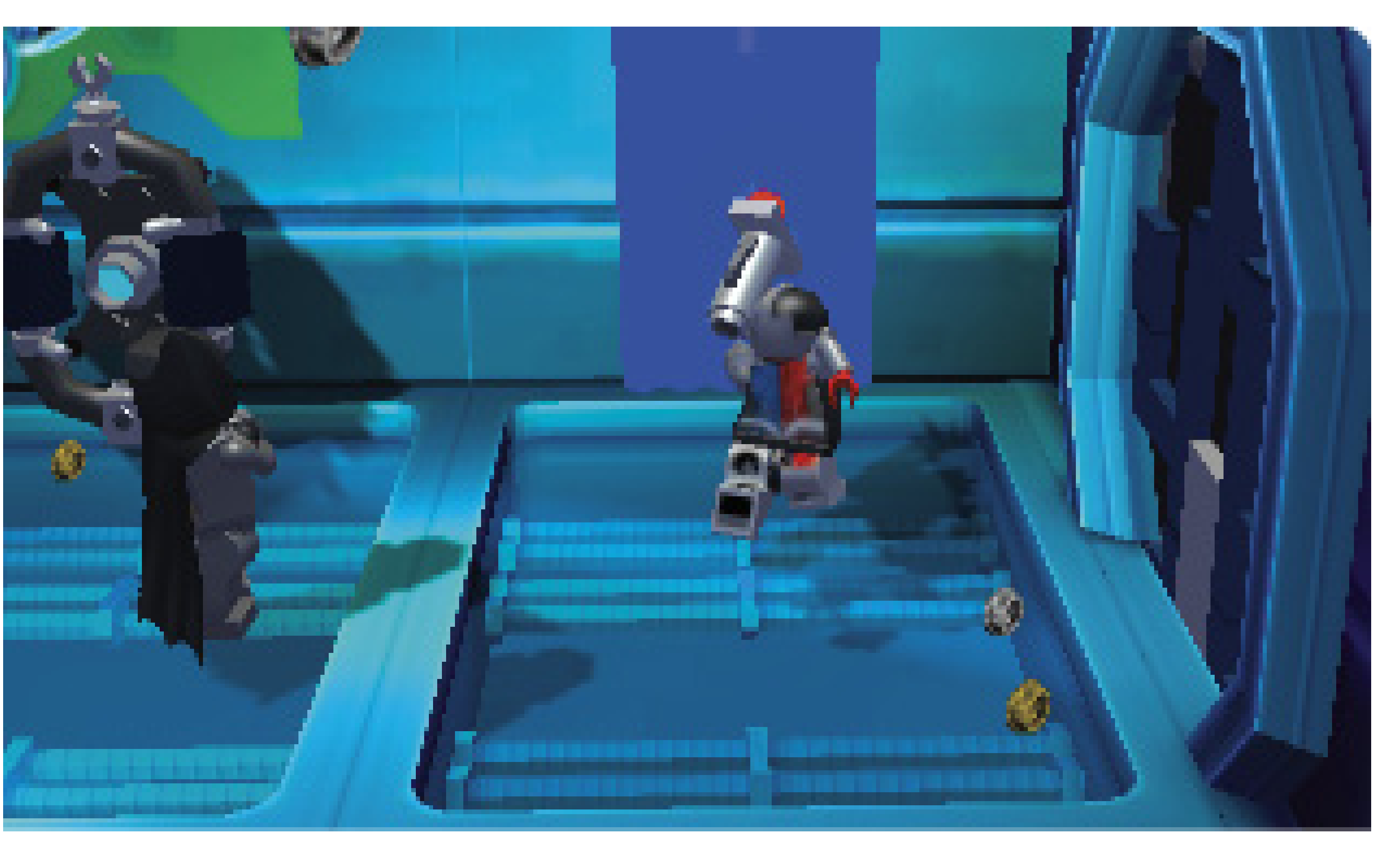
During Free Play, locate the phase point to the left of the door with the hyper strength handles. Use a character that can use phase points to pass through it.

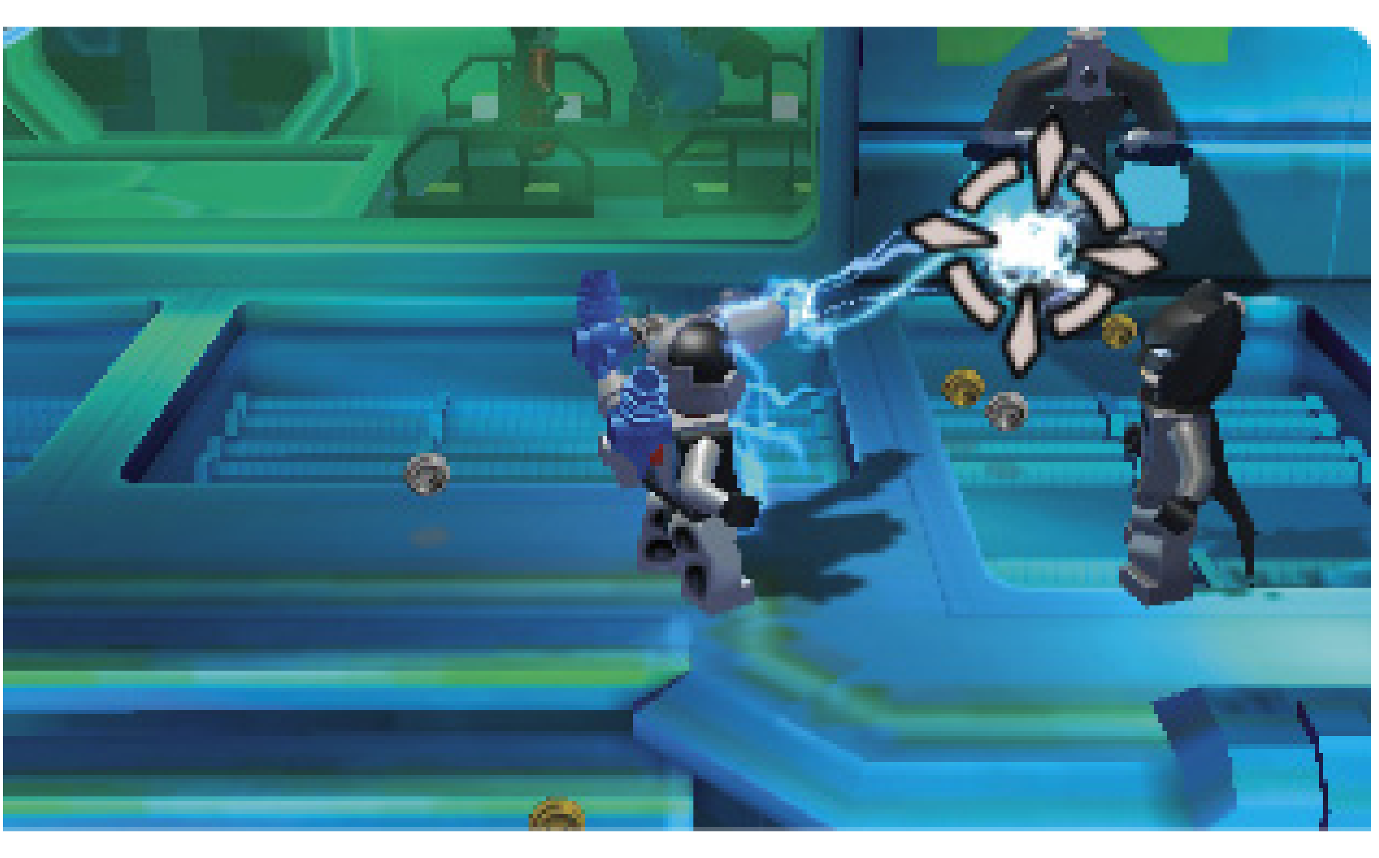
After passing through the phase point, you find yourself in a small room filled with LEGO objects. One of these objects is a Lex Luthor prop, so smash it. Once that is done, switch to Saint Walker and interact with the blue lantern pad. This builds a miniature LEGO planet, under which the Red Brick for the level appears.

Lex Luthor Smash Challenge: 1 / 3

Red Brick

OBJECTIVE 2: ENERGIZE THE INACTIVE TERMINAL

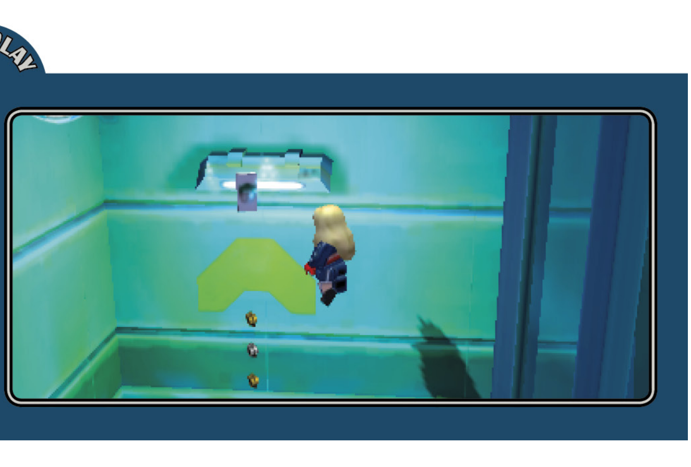




After the tentacles have retreated, climb back up the stairs and cross the bridge where the tentacles once were. Climb another set of stairs and look for the blue magnetic LEGO wall to the right. Equip Cyborg with the Magno Suit and climb the wall.

After you have climbed to the next level, equip Cyborg with the Electricity Suit and draw out power from the electrical terminal you find on the second floor platform. Drop back down to the level below and discharge the electricity into the inactive terminal there. This allows Robin to open the door to your right, letting you continue.

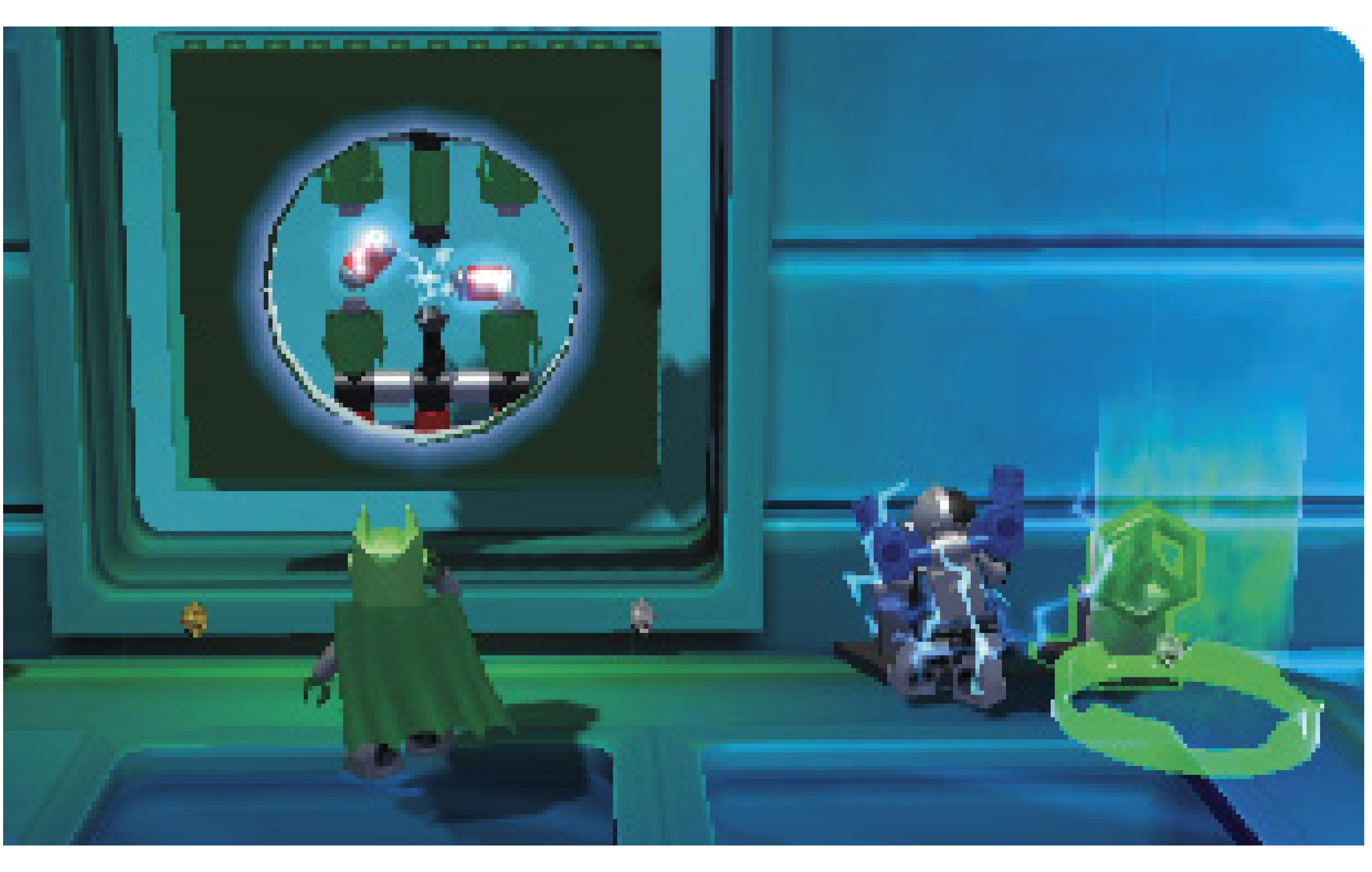
FREE PLAY

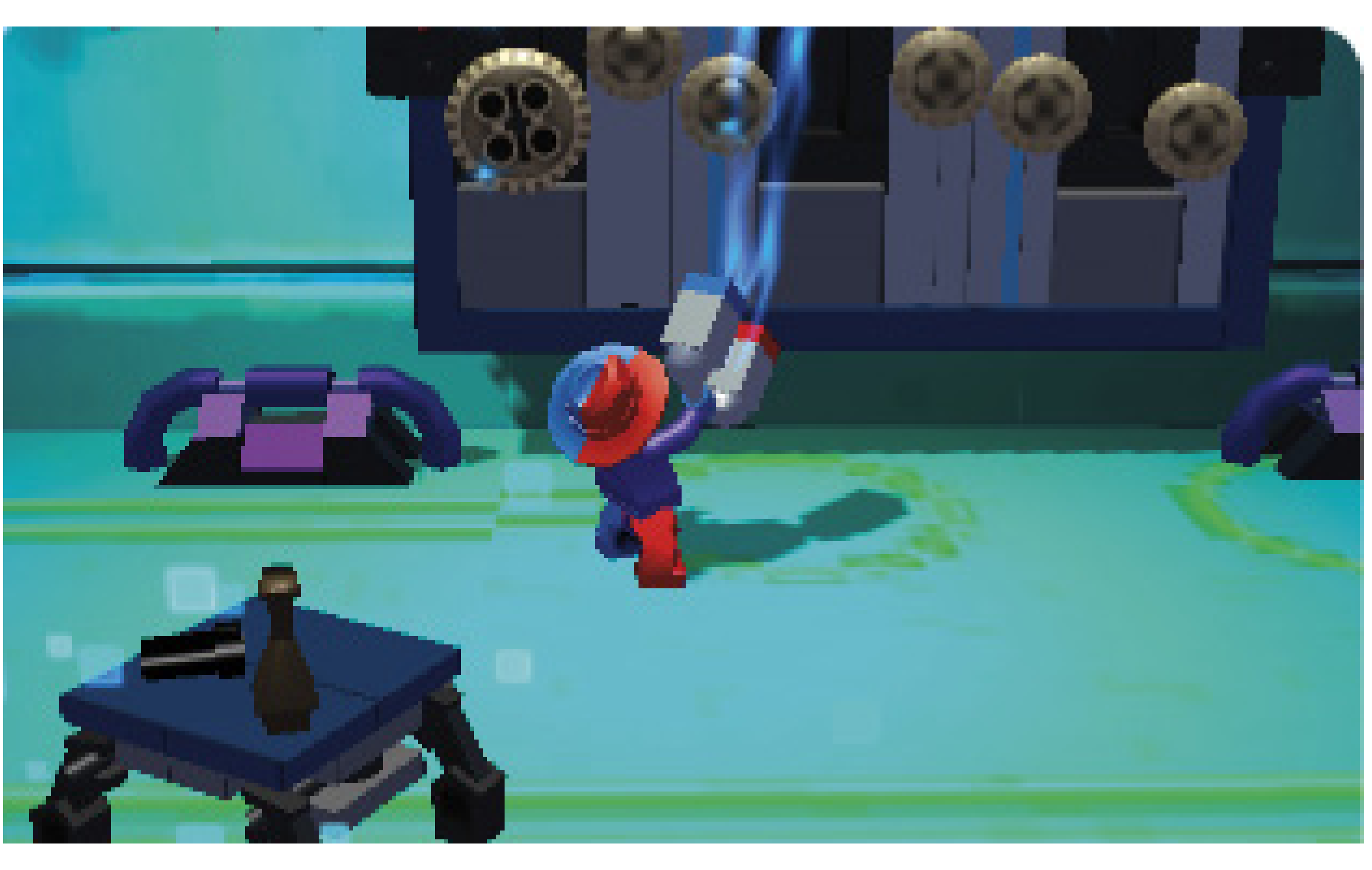


During Free Play, after you've passed through the door make your way to the back wall. In the left corner, you find a trail of studs ascending. With a character capable of flight, follow the studs and claim The Joker Card floating in mid-air.

The Joker Card

OBJECTIVE 3: START UP THE MACHINERY

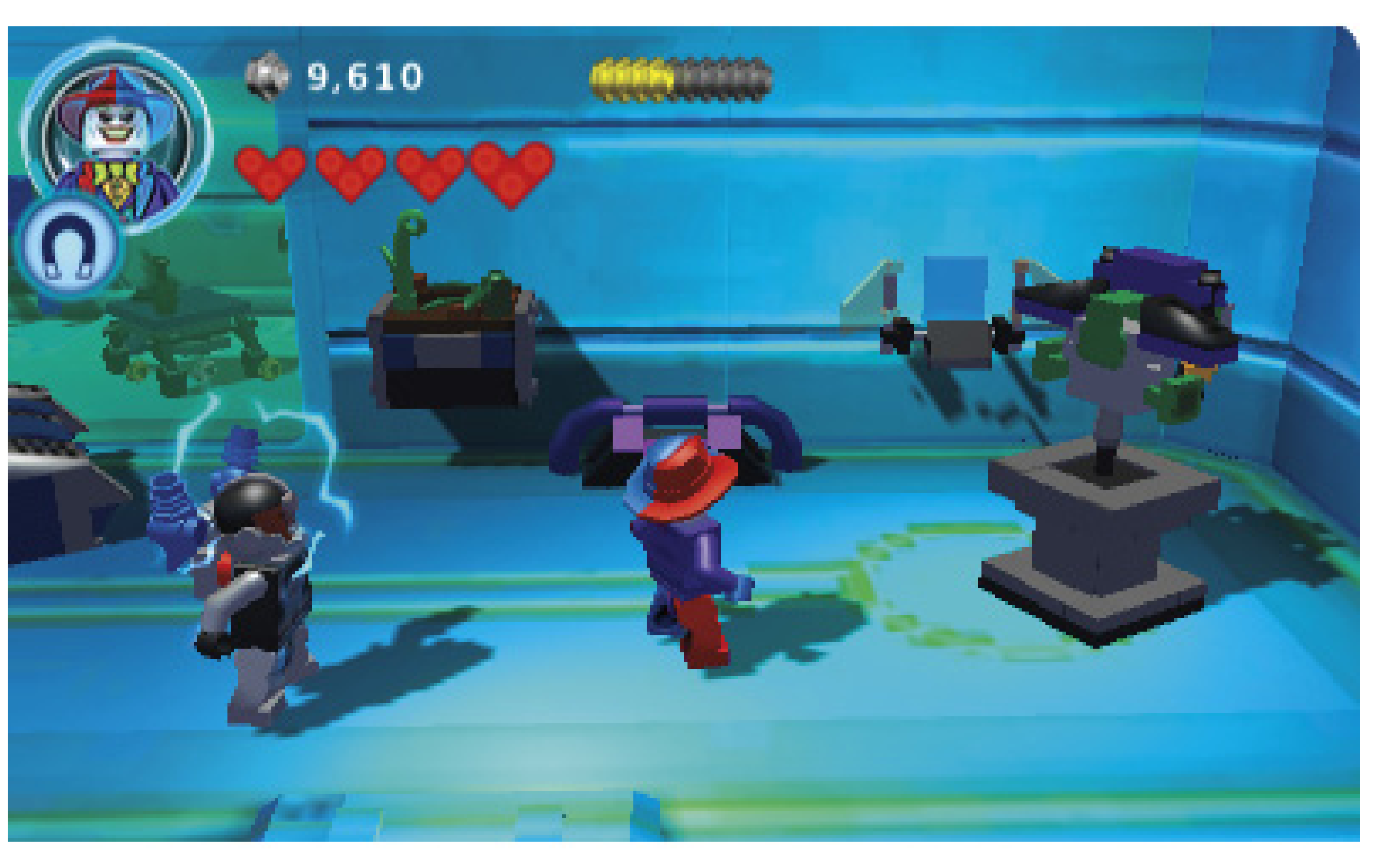


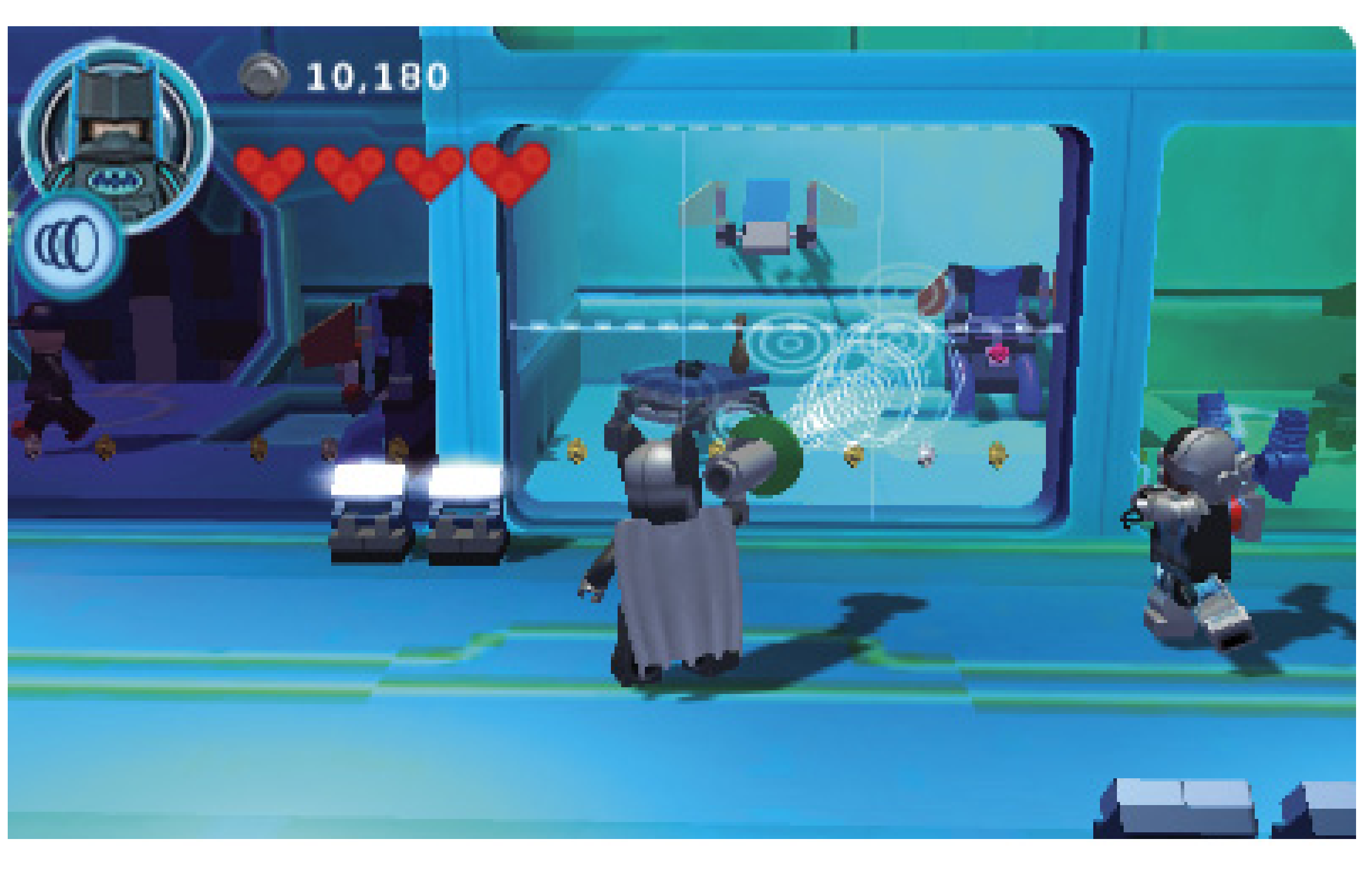


After passing through the door that Robin opened, make your way down the stairs to the right. Equip Batman with his Sensor Suit and approach the green LEGO wall at the back of the platform. Scan the wall as Batman. As another character, turn the two valves to the right to align the gearing within the wall. Turn the spinner paddle that rises up nearby to startup the pistons on the level above. You automatically switch characters at this point, so don't release the spinner!

Head left and up the stairs to reach the now-functioning pistons. Time your movements to pass beneath them. Once you have done so, Brainiac takes hold of the machinery and halts its movement. Head to the right and you come across some magnetic LEGO gears on the wall. Both The Joker and Cyborg have magnetic abilities, so choose your preferred character then interact with the gears. Don't forget to smash the nearby Lex Luthor prop as well.

> Lex Luthor Smash Challenge: 2 / 3





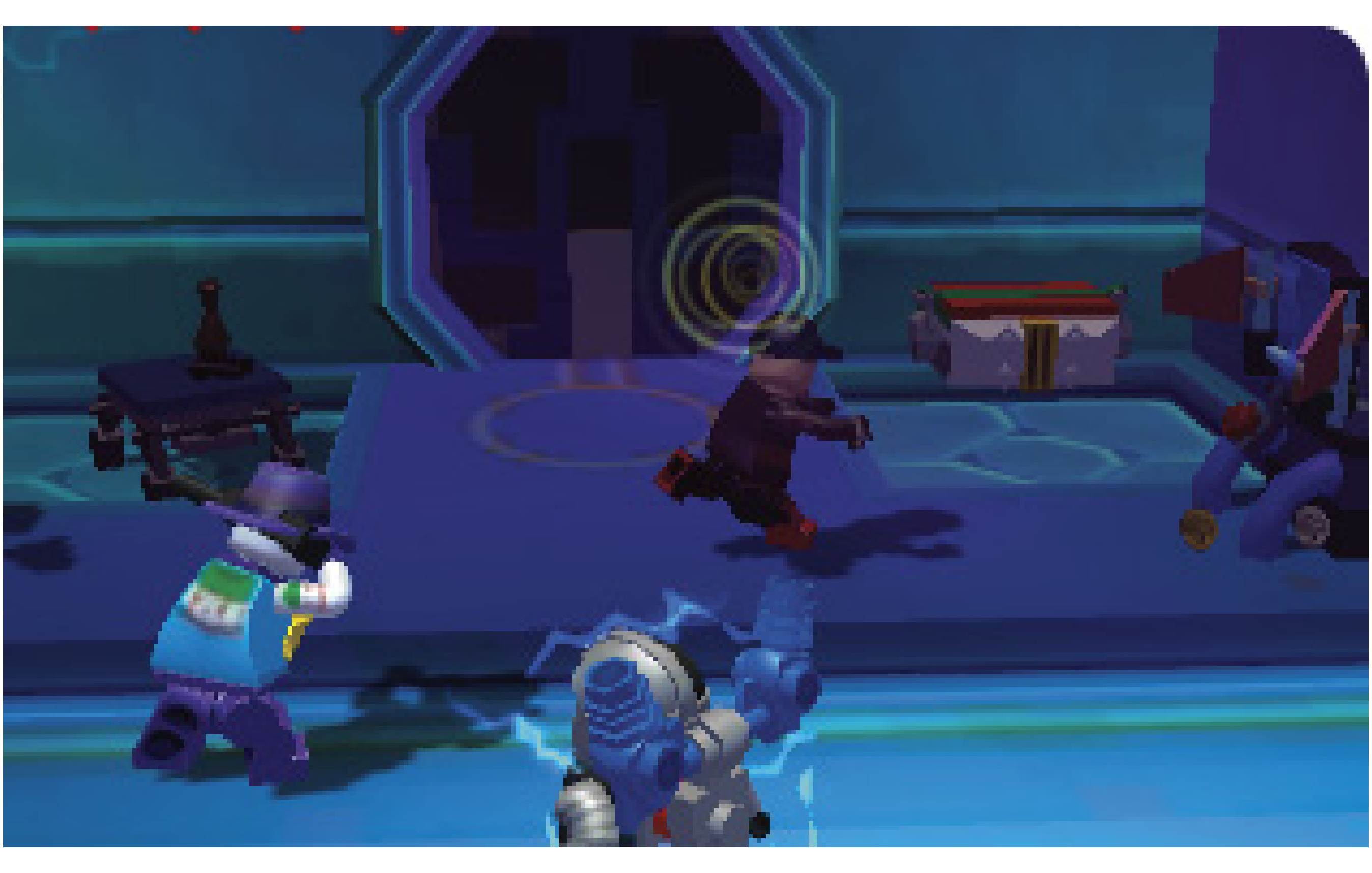
Aligning the gears has caused the platforms below to align, allowing your stranded character to meet up with you below. So, head to the right of the gear room and use the elevator to meet up with them. Now reunited, make your way to the right and destroy the Lex Luthor prop at the end of the path.

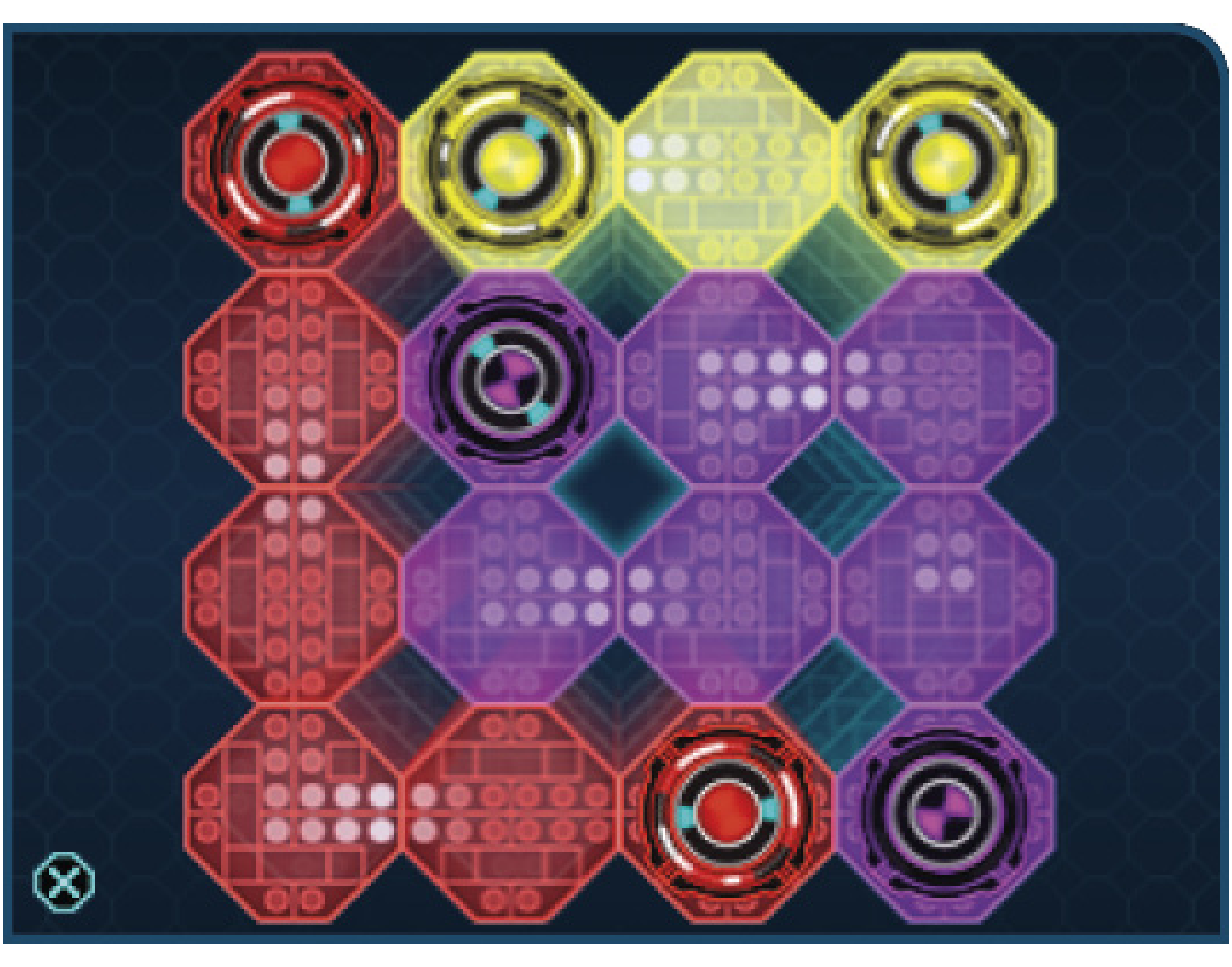
> Lex Luthor Smash Challenge: 3 / 3

Use a character with the sonar ability to shatter the LEGO glass of the room on the right. Inside you find the Token for the Flower Suit. Claim it to equip The Joker with the useful ability of mind control.

> Unlocked: Flower Suit

Donning the new Flower Suit, have The Joker take control of the guard in the room to the left. With the guard under your control, hack the computer terminal against the back wall. Successfully doing so ends the level.





Computer Hacking Solution

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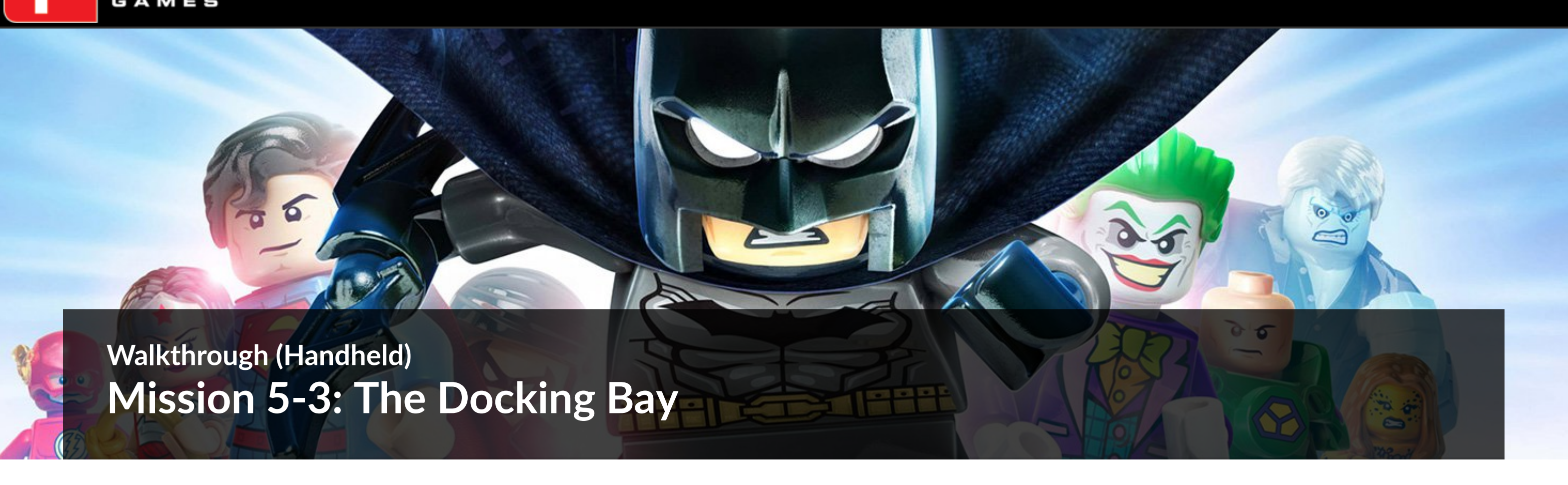


Walkthrough (Handheld)

Mission 5-3: The Docking Bay

WALKTHROUGH 5-3 MISSION

The Docking Bay

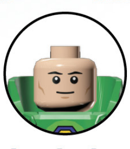
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 15,000 studs.
Combat Challenge: Zero-G	Any	Defeat 3 enemies using zero gravity. Lure the enemies onto the zero-g pad area and activate it using Lex Luthor. While they are suspended in the air, use his blaster to take them down.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first prop is to the left of the gravity turret, the second is underwater in the pool to the right, and the third is on the top platform beside the left turret.
The Joker Card	Any	Dive into the pool on the right and use the hyper strength handles to rip the underwater gate from its hinges. The Joker Card is inside the small alcove.

Characters

Robin

Killer Croc



Lex Luthor

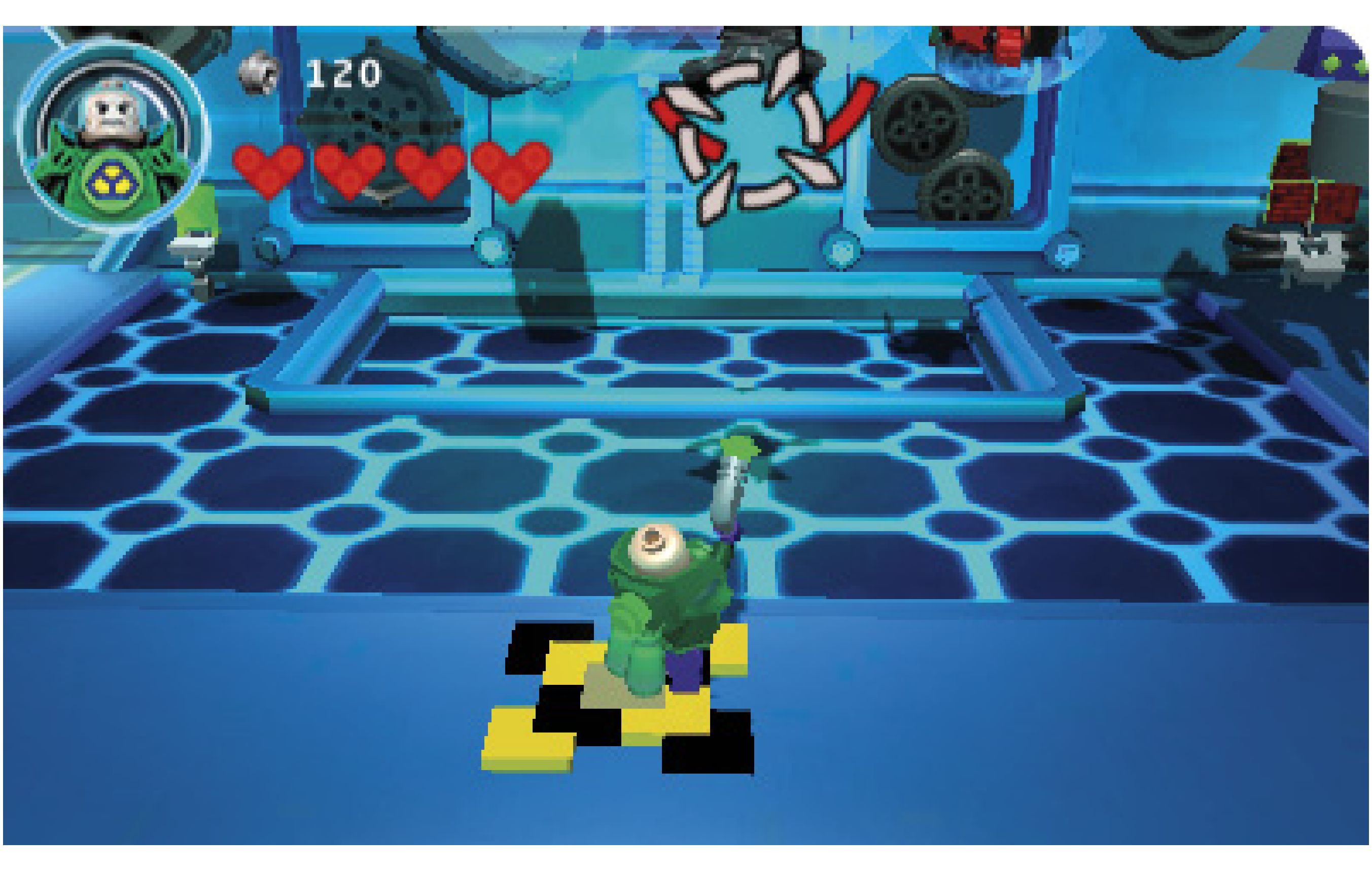
Unlocks

Cheshire
(The Joker Card)

The Joker

The Joker
(Decoy)

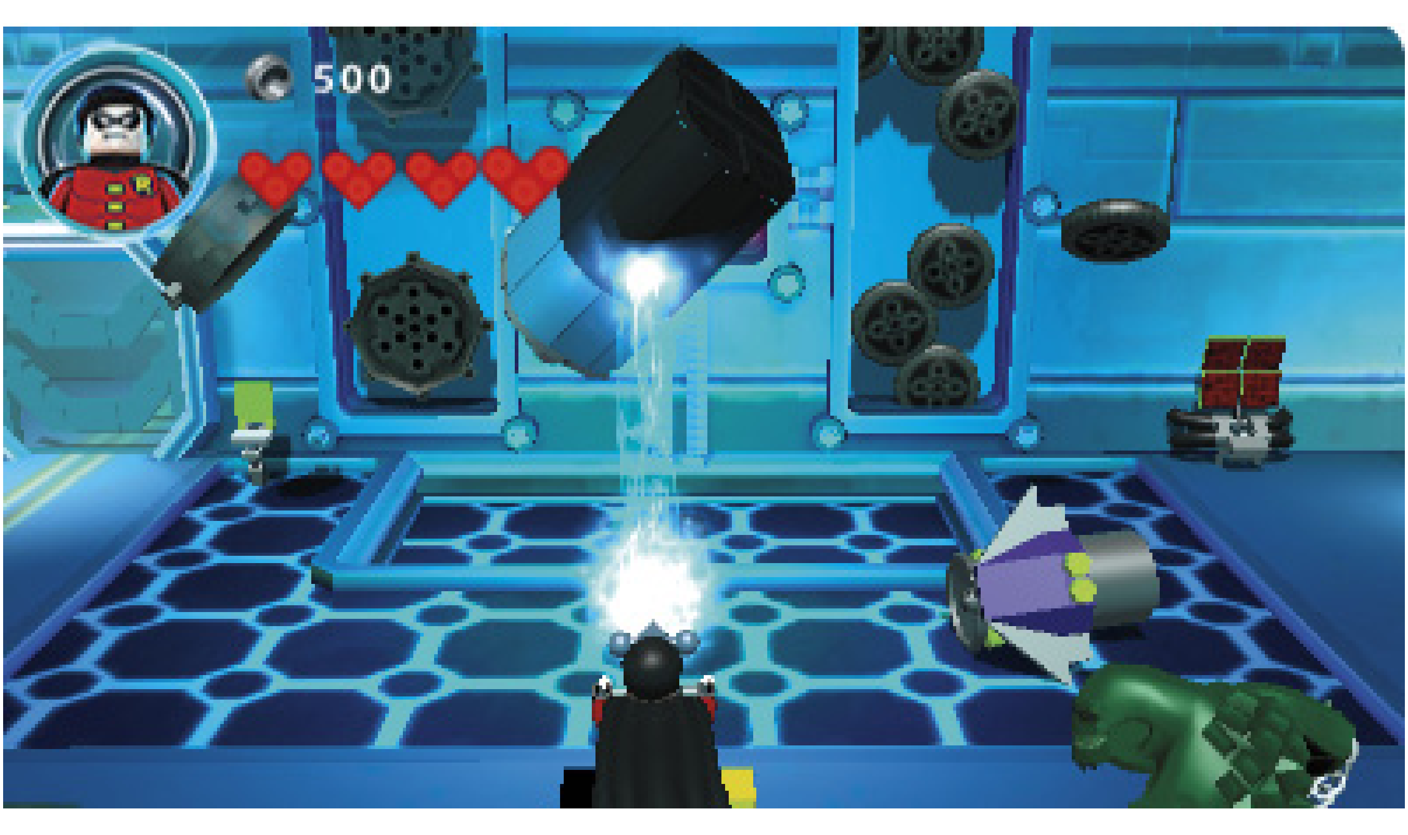
OBJECTIVE 1: ASSEMBLE THE LIFT



From the get-go, you've got company. If you're looking to complete the Combat Challenge for the level, you have to work on completing it before anything else. Switch your character to Lex Luthor, then lure the enemies onto the cross-hatched zero-g pad area and quickly step onto the black and yellow pad to activate the zero gravity. While your foes are suspended in mid-air, target them with Lex Luthor's blaster to make quick work of them.

> Combat Challenge: Zero-G

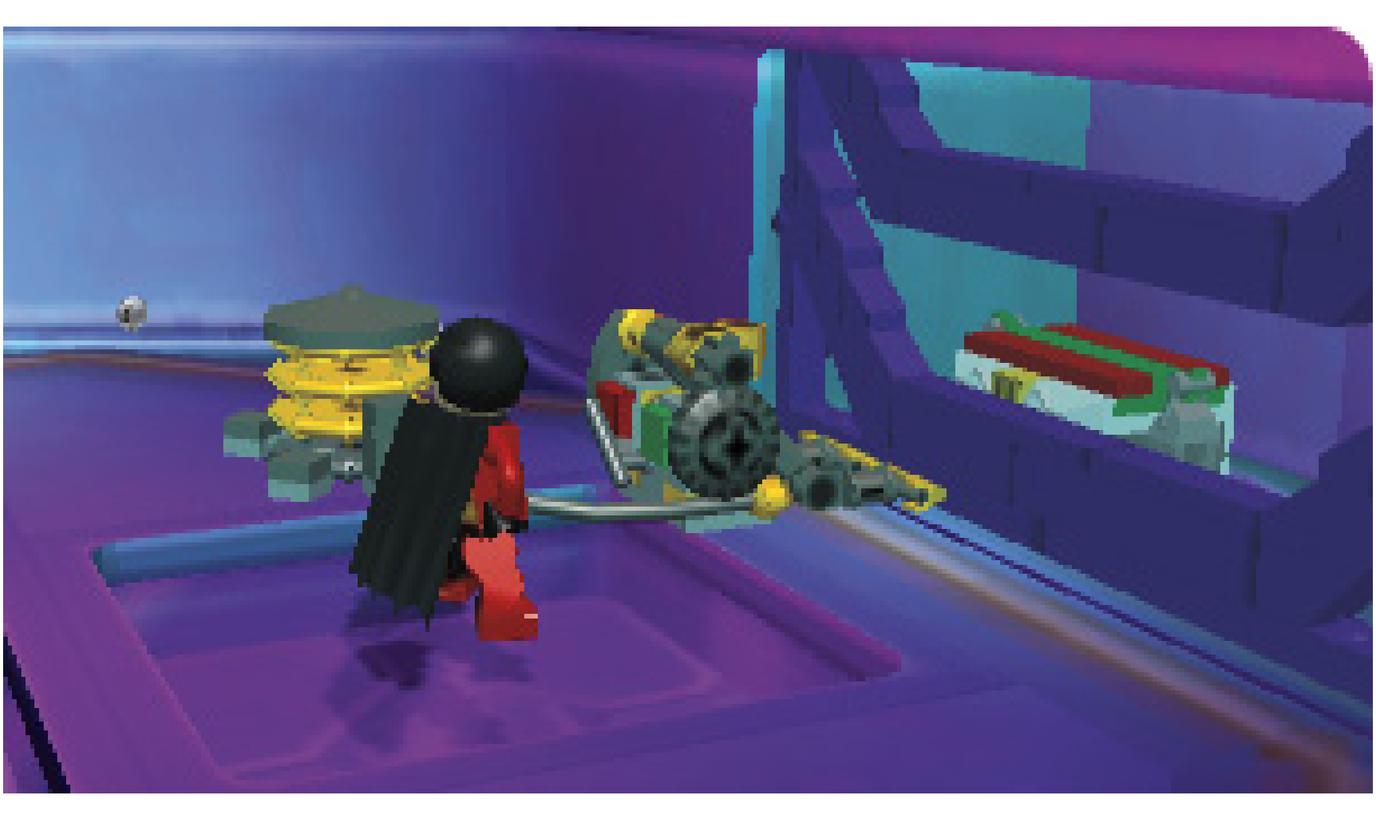
> *NOTE*
>
> You may have to switch between characters to be sure that the enemies are lured onto the zero-g area. Just be careful to not let your partner defeat them before you get a chance to do so.

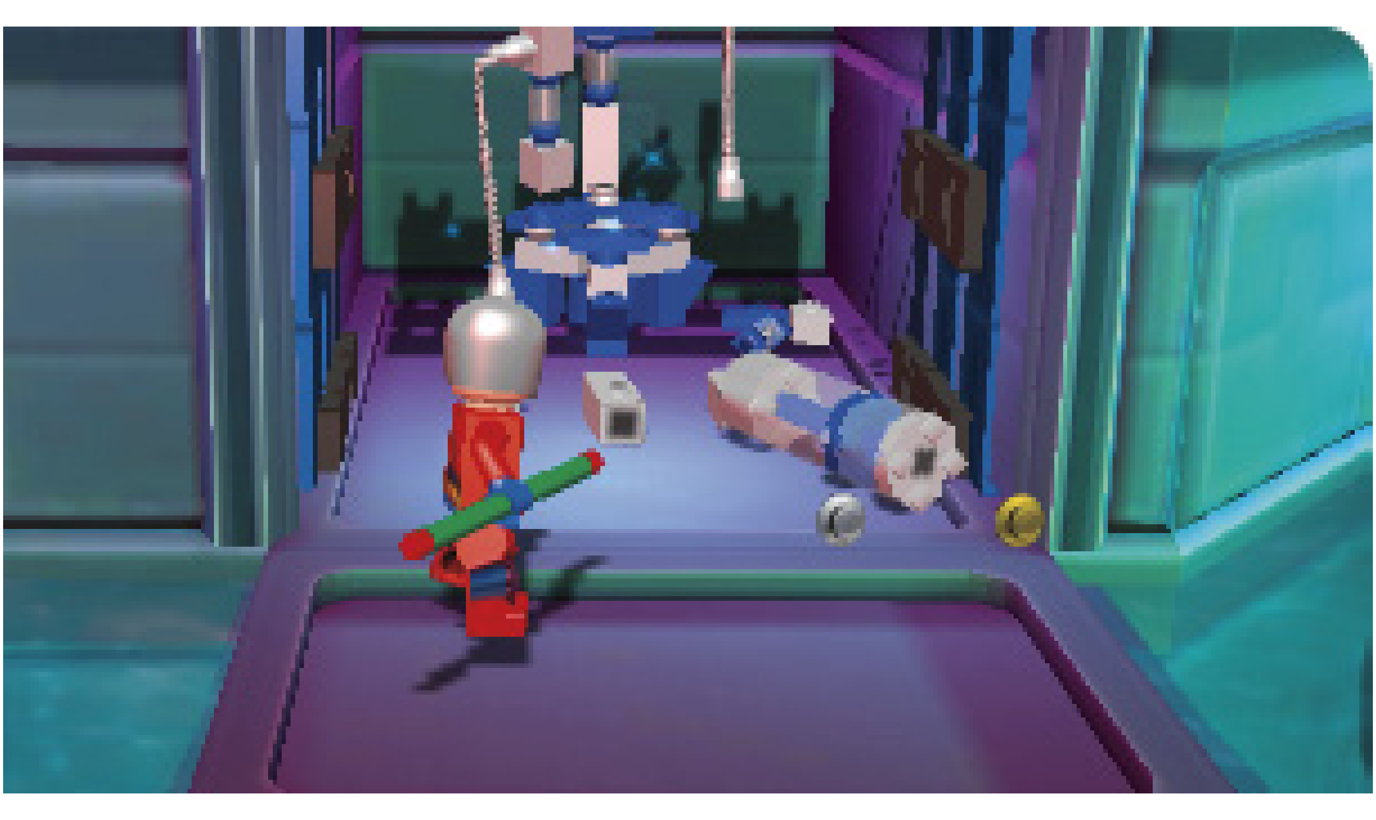


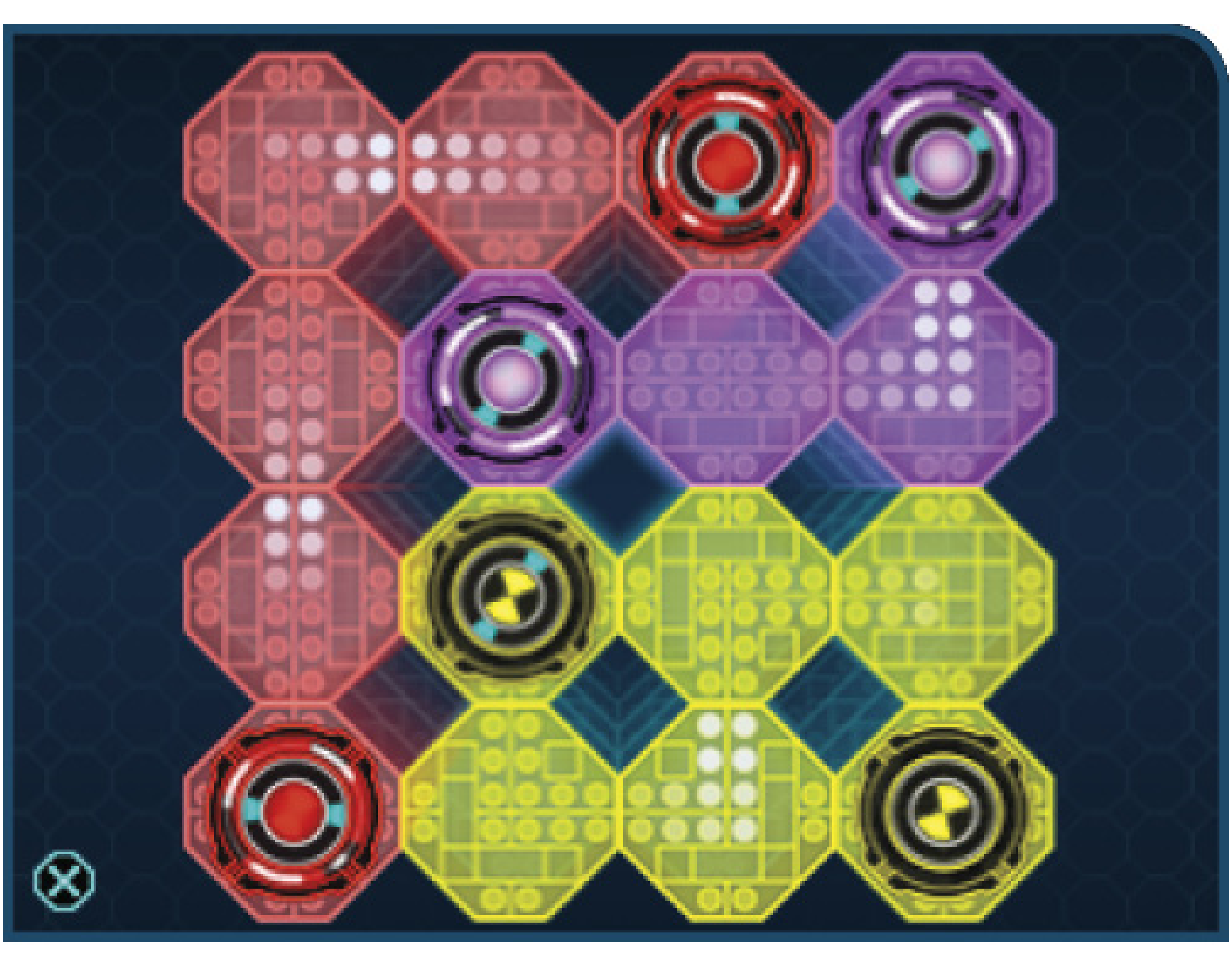
Once the area is enemy-free, use Killer Croc to pull at the hyper strength handles of the craft on the right side of the zero-g pad. After you successfully rip them off, some bricks spill out onto the ground. Build these into a gravity turret. Use the gravity turret to move the three nearby LEGO objects into the gear assembly on the rear wall. Place the small gear into the right side, the large gear into the left, and the battery into the middle slot. This calls down the lift. Before stepping onto it, be sure to smash The Joker prop on the left side of the zero-g area.

> The Joker Smash Challenge: 1 / 3

OBJECTIVE 2: ARM THE FIRST TURRET







Computer Hacking Solution

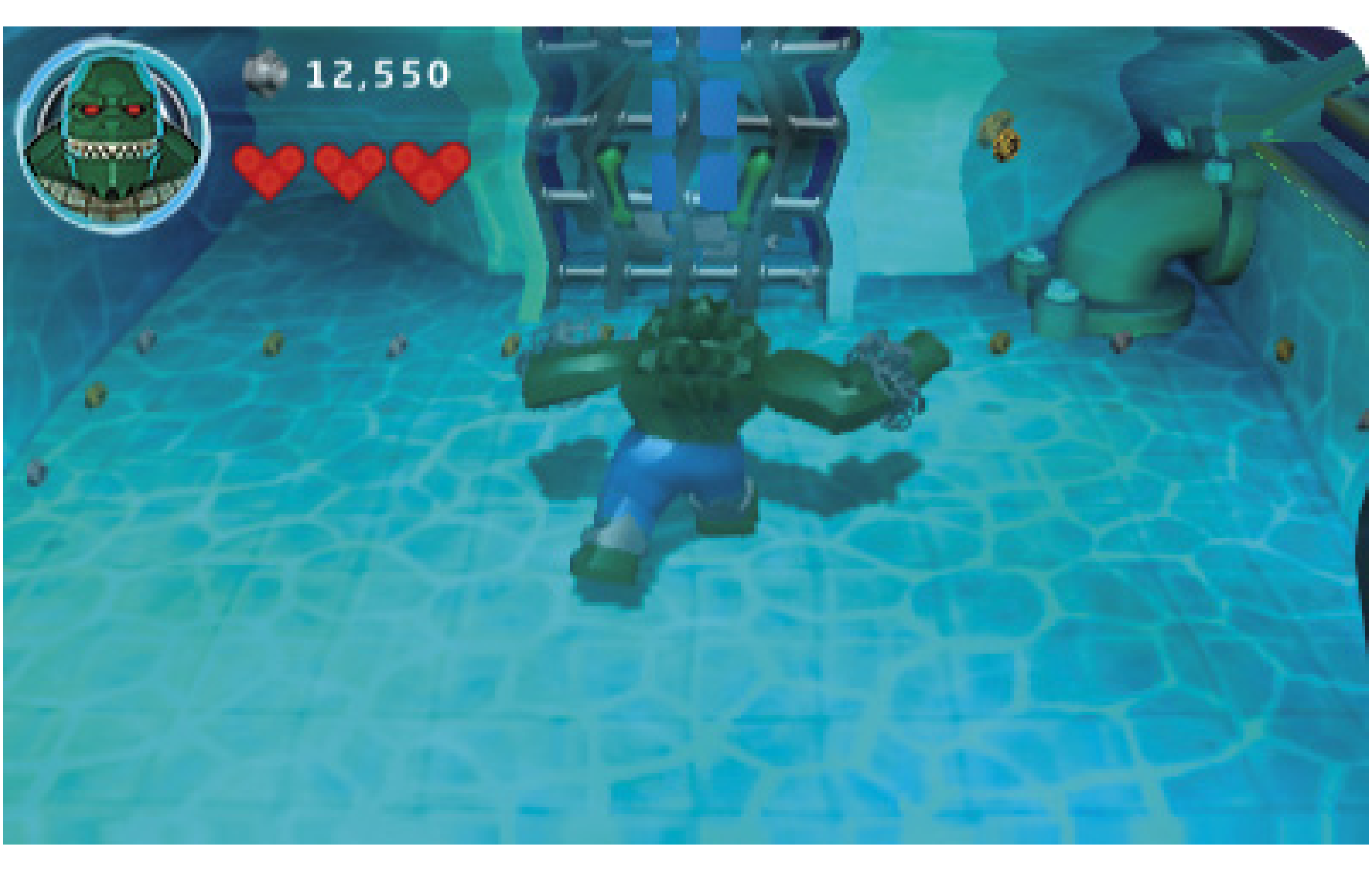
After ascending to the second floor on the lift, you are assaulted by a group of goons. Deal with the baddies, then watch a particularly clumsy goon crash into the wall above the upper right platform. Head to the right and up the stairs. Destroy the surrounding props and build the LEGO bricks that you find there into a pump and a jack. Jump on the pump to raise the nearby door. You are now free to hack the computer terminal within.

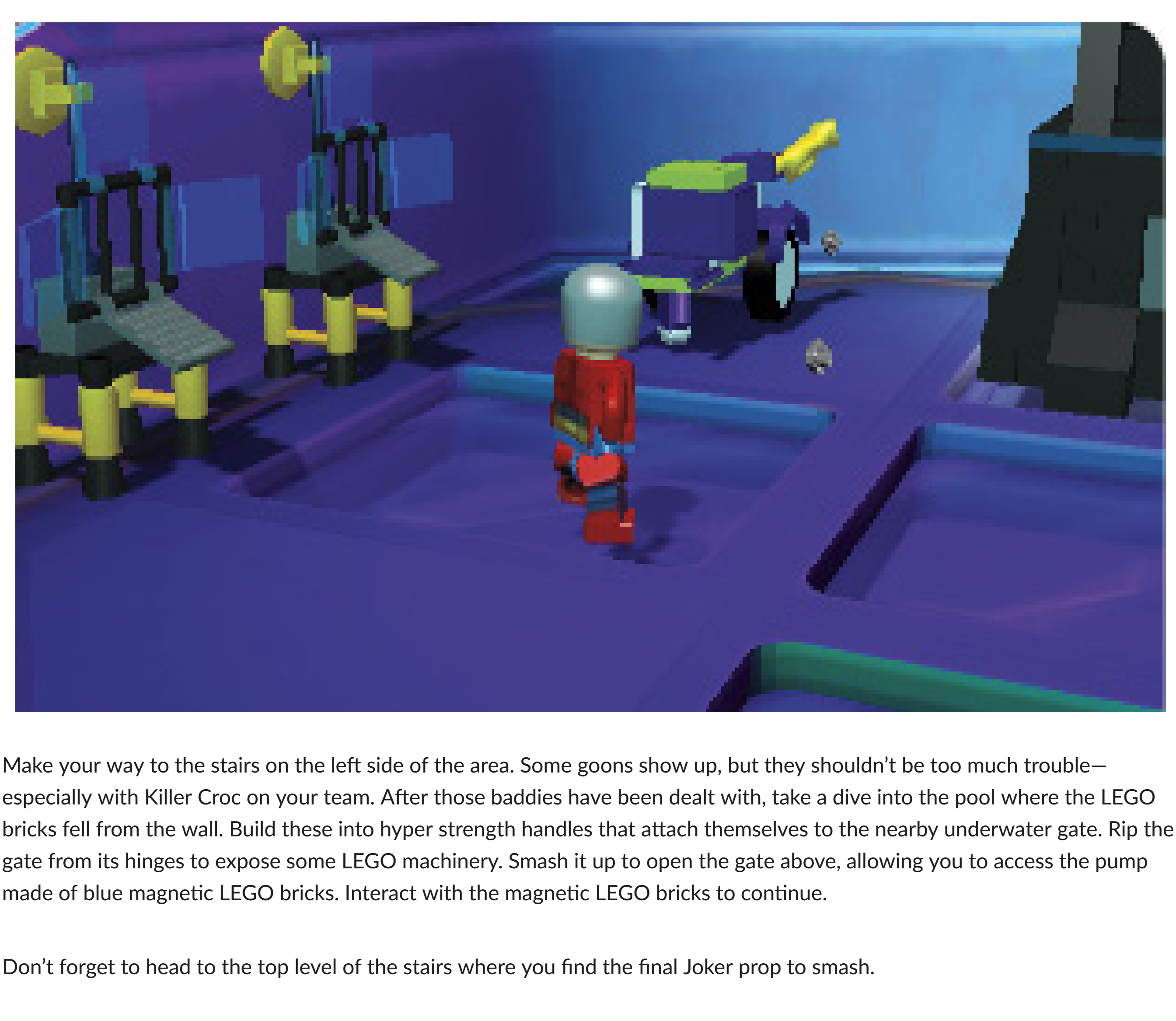
After hacking the computer terminal, the gate below you opens. Head into the now-open door and make use of Robin's Magnet Suit to rebuild the pump inside. Doing so completes the first turret. Switch to Killer Croc and dive into the pool below. Smash the submerged Joker prop, then rip the underwater gate off its hinges by using the hyper strength handles. Inside of the small alcove, you find The Joker Card.

> The Joker Smash Challenge: 2 / 3

> The Joker Card

OBJECTIVE 3: ARM THE SECOND TURRET



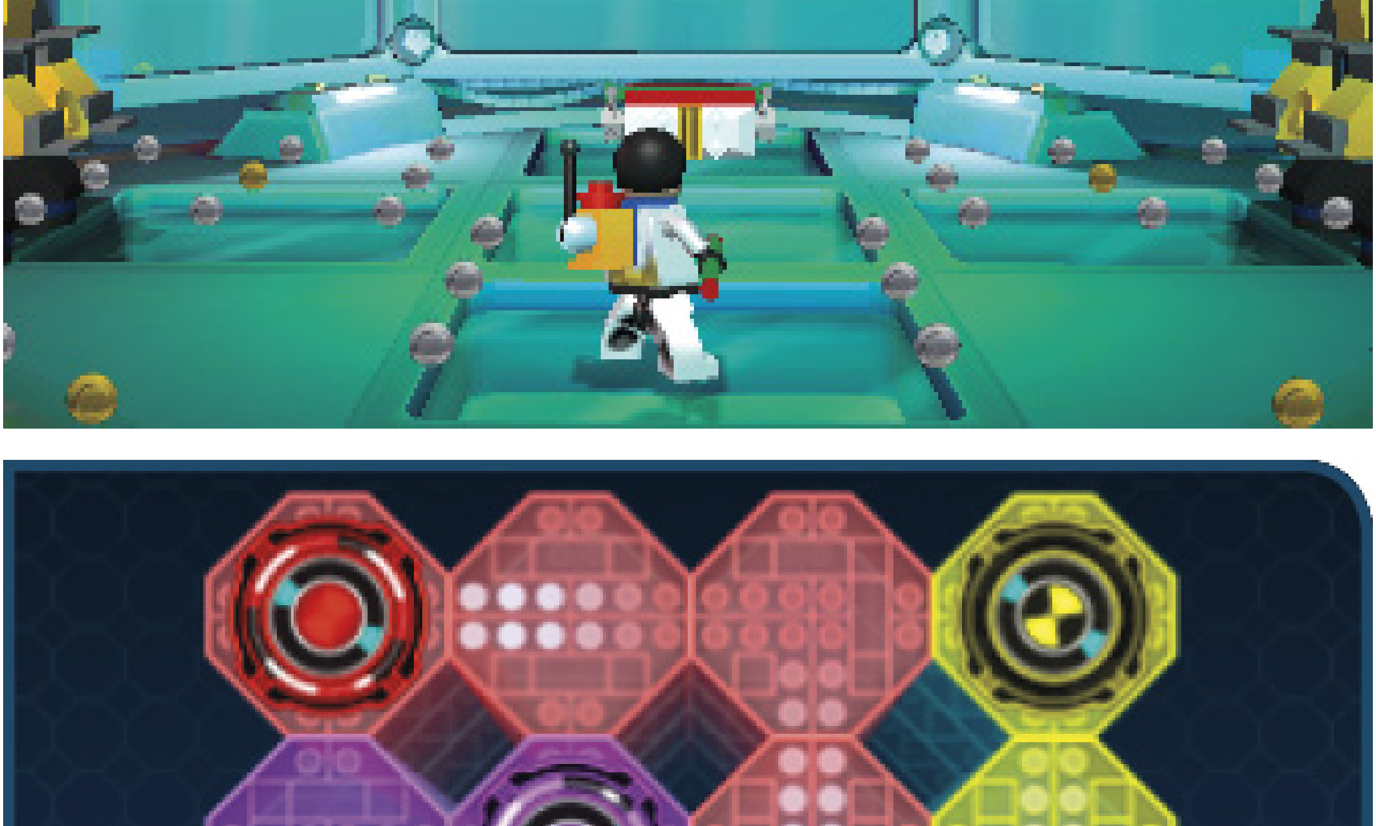


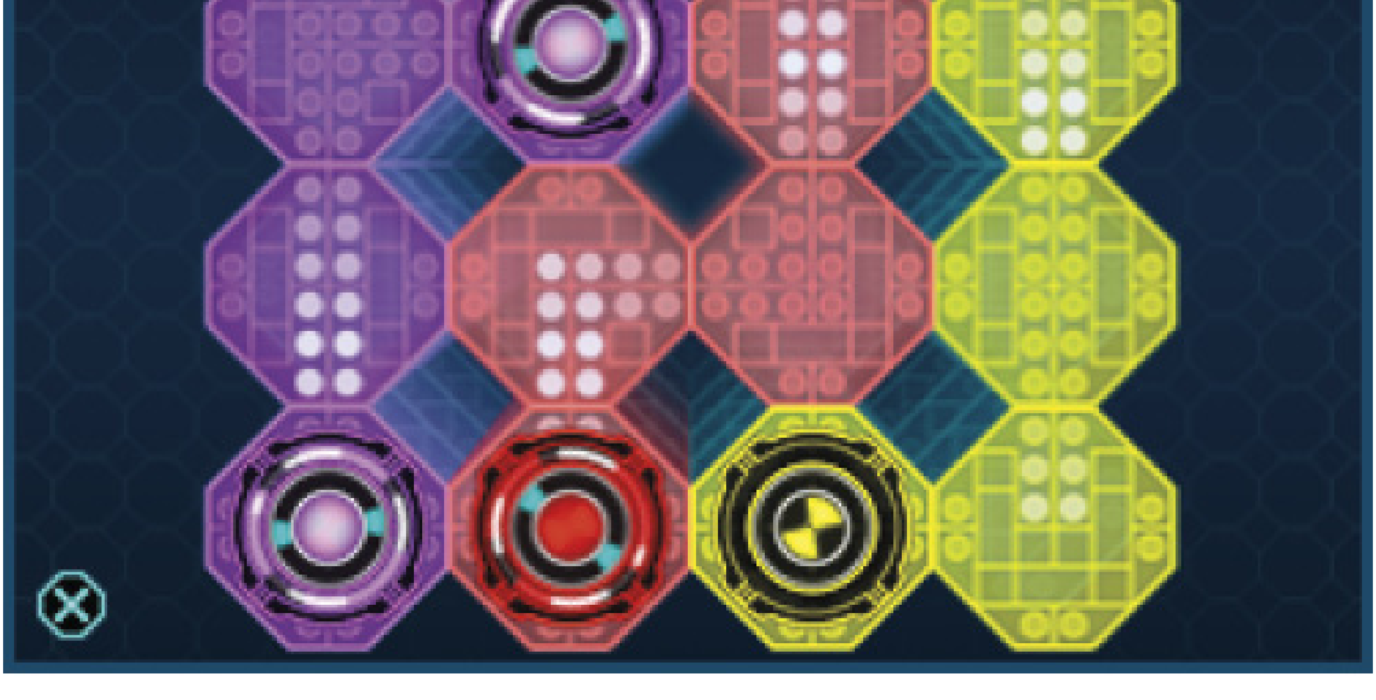
Make your way to the stairs on the left side of the area. Some goons show up, but they shouldn't be too much trouble—especially with Killer Croc on your team. After those baddies have been dealt with, take a dive into the pool where the LEGO bricks fell from the wall. Build these into hyper strength handles that attach themselves to the nearby underwater gate. Rip the gate from its hinges to expose some LEGO machinery. Smash it up to open the gate above, allowing you to access the pump made of blue magnetic LEGO bricks. Interact with the magnetic LEGO bricks to continue.

Don't forget to head to the top level of the stairs where you find the final Joker prop to smash.

> The Joker Smash Challenge: 3 / 3

OBJECTIVE 4: FIRE THE TURRETS





Computer Hacking Solution

Ascend the ladder on the central platform and hack the computer terminal at the top. This causes the massive grappling hooks to fire and latch onto Brainiac's craft, ending the level.

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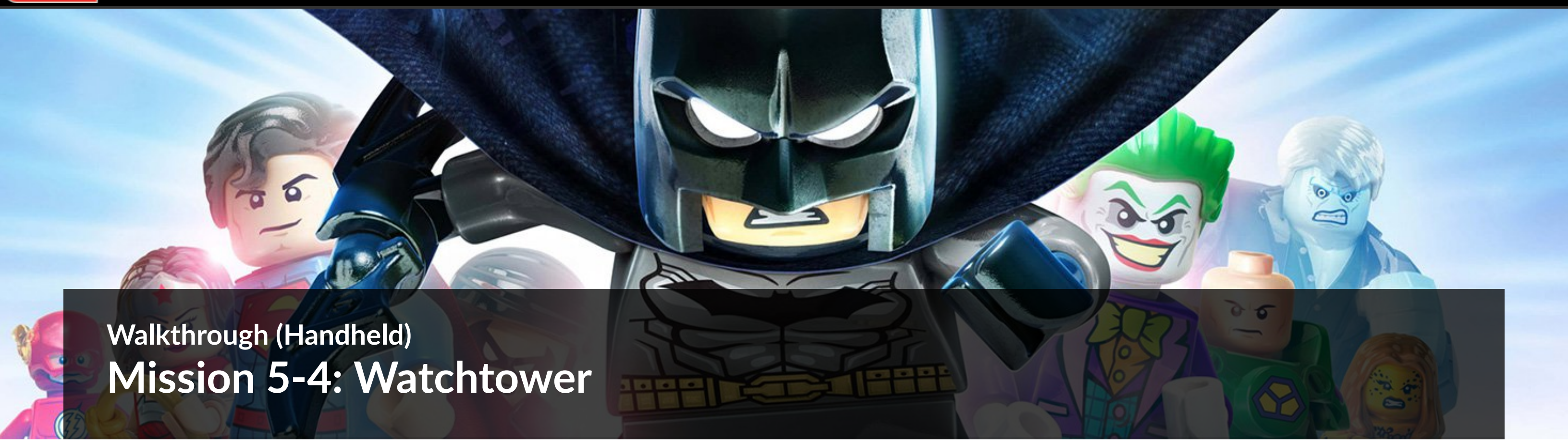
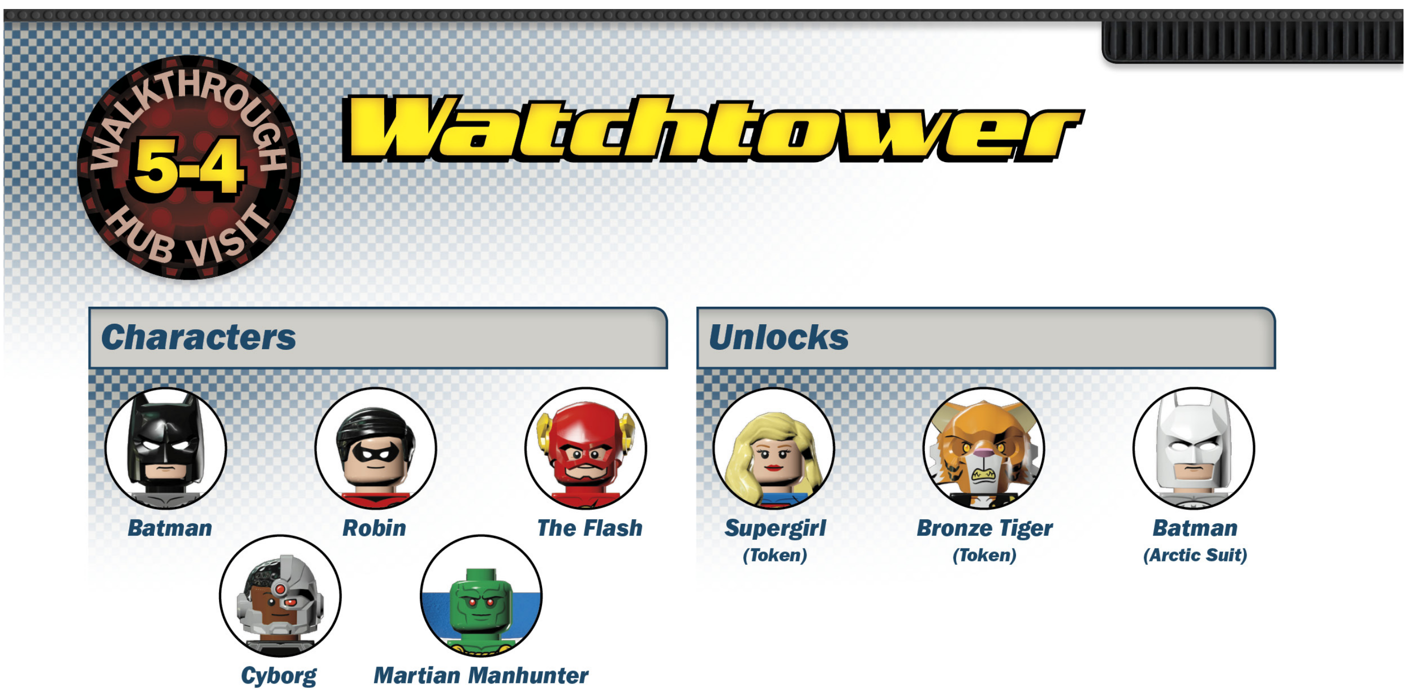


Walkthrough (Handheld)

Mission 5-4: Watchtower



Watchtower

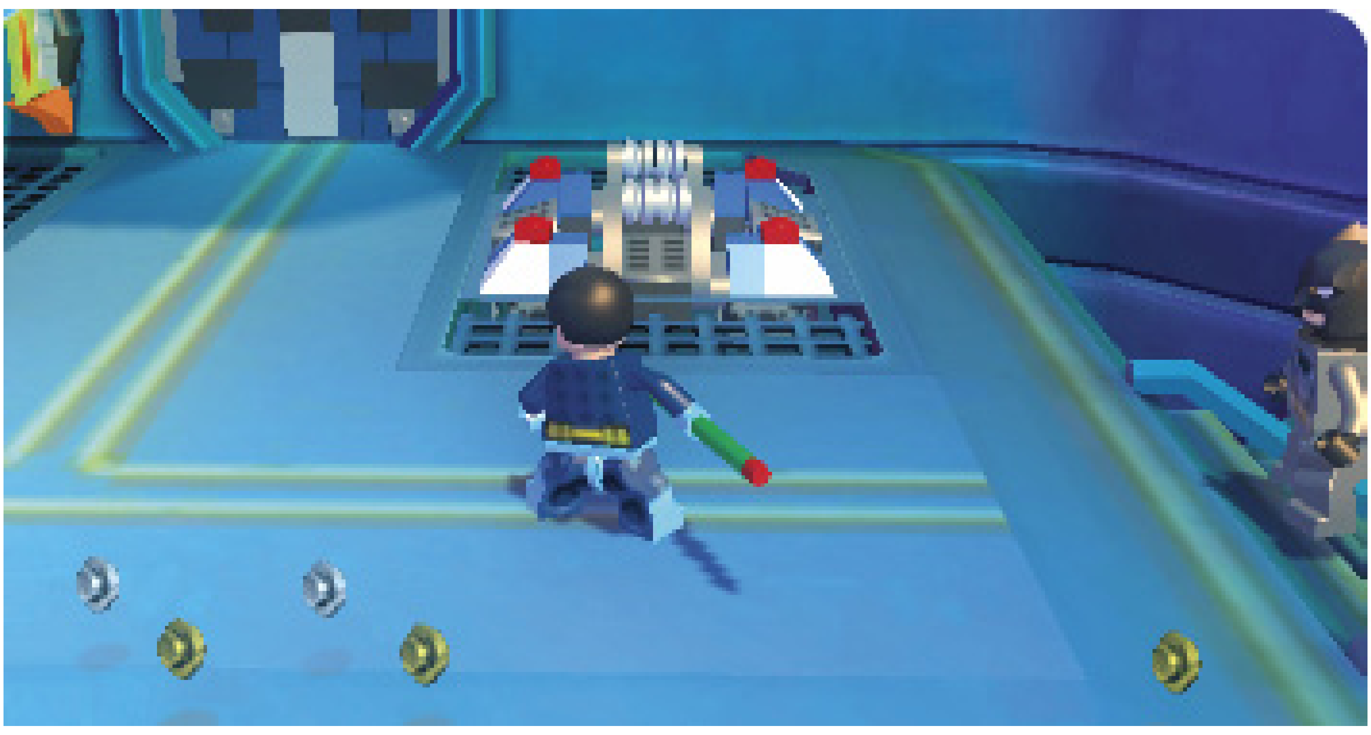
Characters

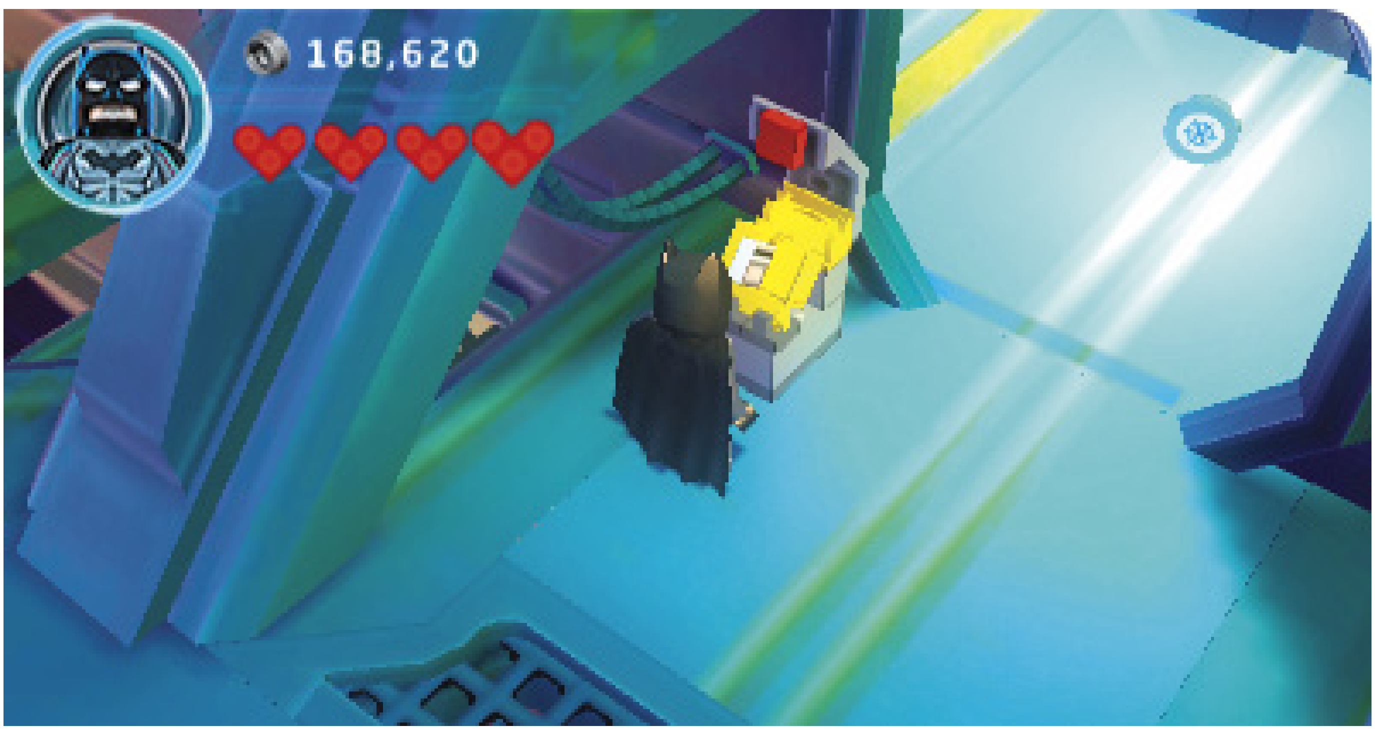
- Batman
- Robin
- The Flash
- Cyborg
- Martian Manhunter

Unlocks

- Supergirl (Token)
- Bronze Tiger (Token)
- Batman (Arctic Suit)

OBJECTIVE 1: FIND THE ARCTIC SUIT





To the left of the door leading to the hangar, there is a sphere spot. Equip Robin with the sphere suit and roll the device to lower the door to the left. When the door opens, claim the Token from inside to unlock Bronze Tiger.

> Unlocked: Bronze Tiger

After claiming the Token for Bronze Tiger, switch to Martian Manhunter and fly high above the doorway leading to the control room. Claim the Token that is floating in the air to unlock Supergirl.

> Unlocked: Supergirl

Head right and go into the hangar. Once you're inside the hangar, Brainiac's tentacles enter through a door along the east wall and wrap around the small space craft there. Near the entangled craft, you find a small keycard. Pick it up.

With the keycard in hand, climb the ladder in the southeast corner of the hangar. Once on the second floor, locate the computer console and insert the key card. When the nearby door opens, collect the Arctic Suit Token within.

> Unlocked: Arctic Suit

OBJECTIVE 2: CLEAR OUT THE TENTACLES

Go back to the ground floor and use the Arctic Suit to extinguish the flames near the space craft. Once the flames have been extinguished, use a character with a laser to destroy the gold LEGO box.

Build the bricks that spill out from the destroyed gold LEGO box into a Gold Brick device. Use the device to control a small craft that tows the spacecraft from the grasp of Brainiac's tentacles.

Now that Brainiac's tentacles are gone, the level pad is accessible. If you're ready to do so, use the pad to advance to the next level.

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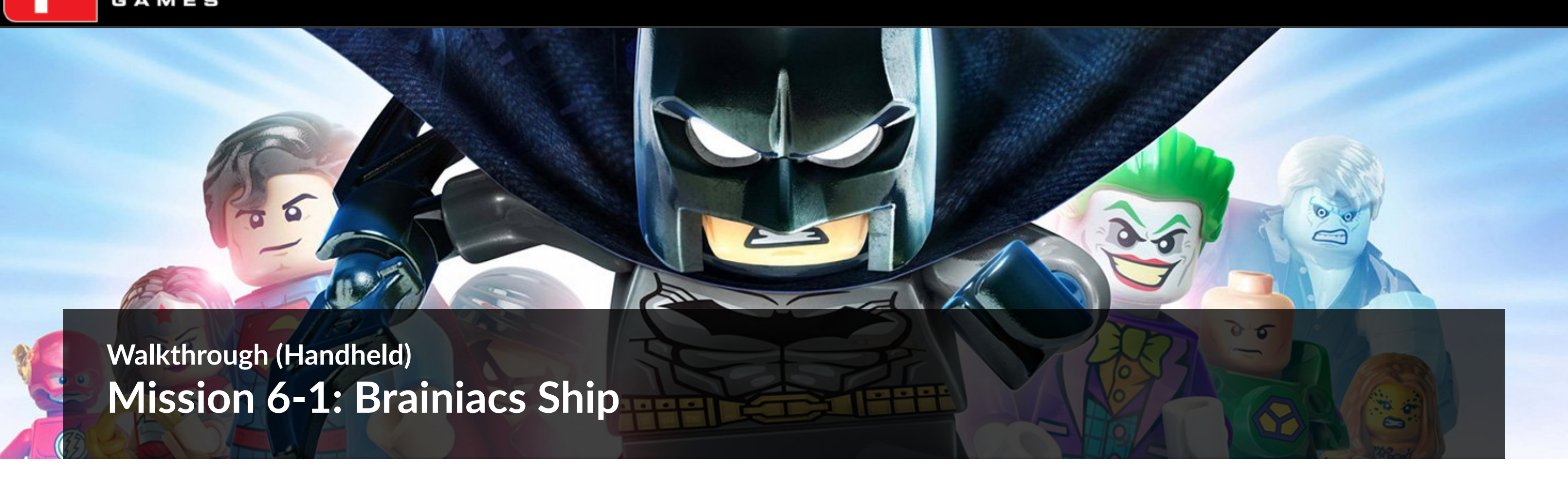


Walkthrough (Handheld)

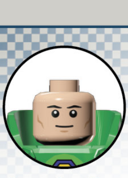
Mission 6-1: Brainiacs Ship

WALKTHROUGH 6-1 MISSION

Brainiac's Ship

Characters

Batman


Lex Luthor

Solomon Grundy

The Flash

Unlocks

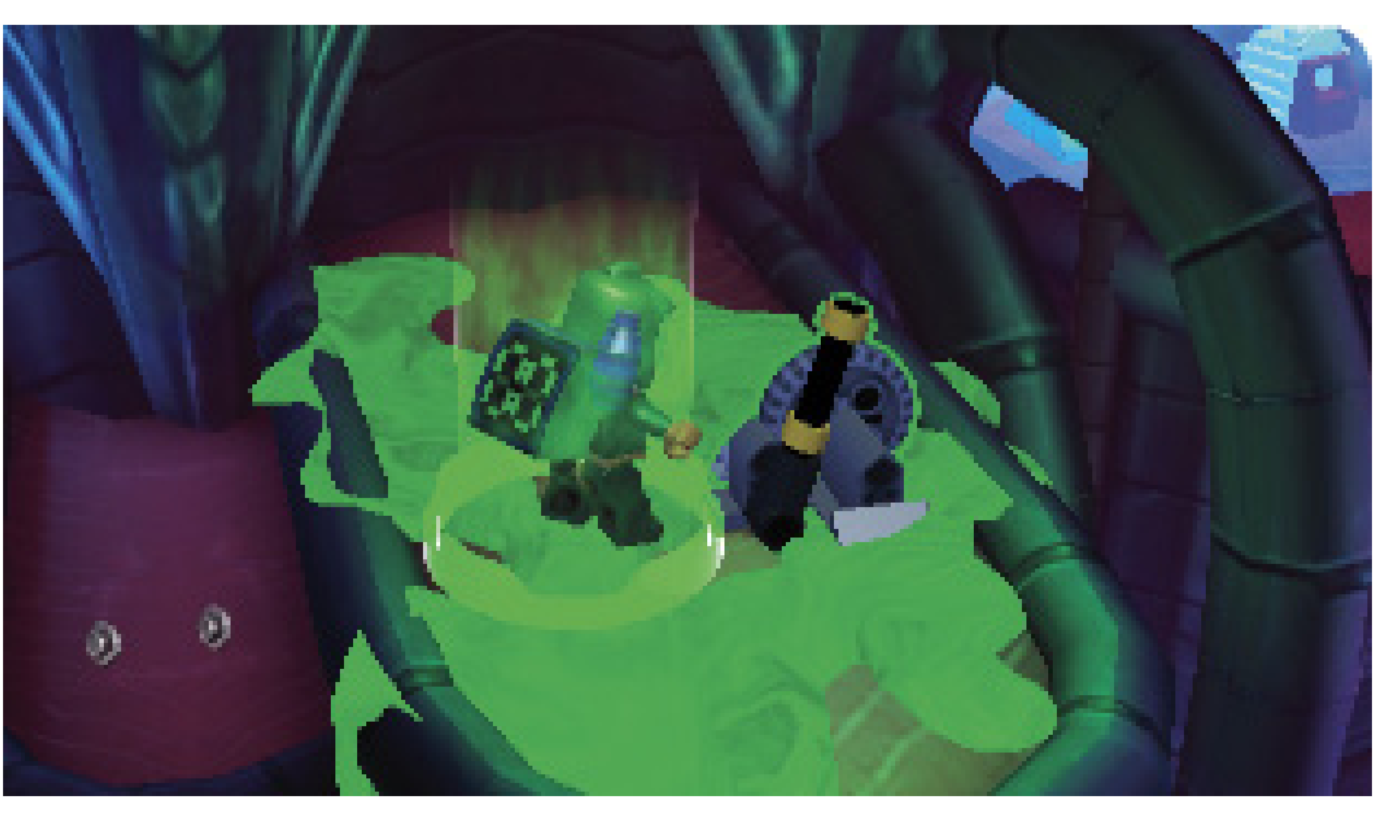
Solar Suit Superman
(The Joker Card)

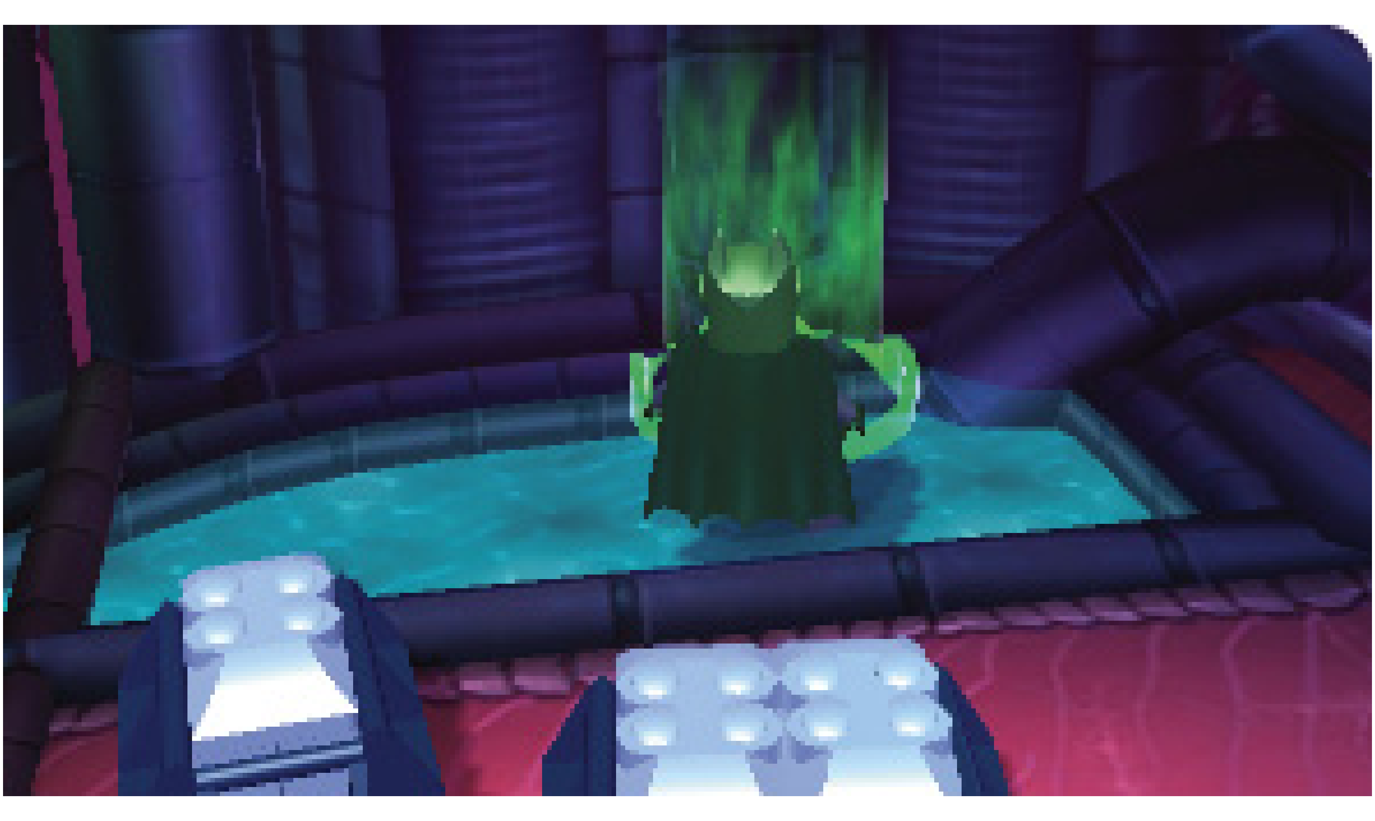
Boogie Mode
(Red Brick)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 10,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first Joker prop is located near the giant skull, the second and third are at the top of the paths on each side of the large skull at the end of the level.
Red Brick	Free Play	Look for an alcove just above where you build the sawblade. Fly up to the ledge and use explosives to destroy the silver LEGO tank you find there. Collect all of the Attract pieces that litter the ledge and place them into the nearby Attract Station. Destroy the glass LEGO object that appears to claim the Red Brick left behind.
The Joker Card	Free Play	Using a character that has the sphere ability, spin the sphere spot near the level's start to bring down a gold LEGO crate. Destroy the crate using a laser to release The Joker Card within.

OBJECTIVE 1: DEACTIVATE THE FORCE FIELD





From the start of the level, switch to Lex Luthor and equip his Hazard Suit. Climb to the top platform along the back wall. You find a lot of toxic goo with a lever set in the middle of the mess. Throw the lever to bring down the force field over the small alcove to the right.

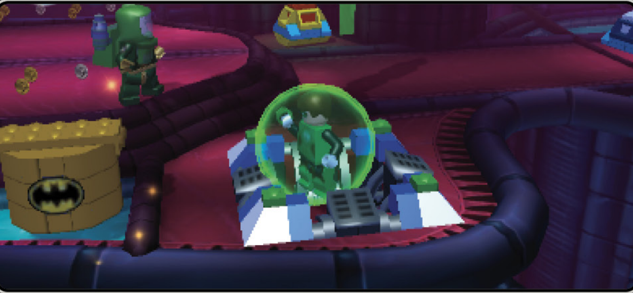
Don't release the lever! Instead, switch characters and equip Batman with his Sensor Suit. Head to the right and smash The Joker prop you find there. Now activate Detective Mode and search the back wall beneath the alcove to locate a grapple point. Grapple up to the ledge and build the bouncing LEGO bricks you find into a lever. Throw the lever to deactivate a force field to the right that was covering one of Brainiac's tentacles.

> The Joker Smash Challenge: 1 / 3

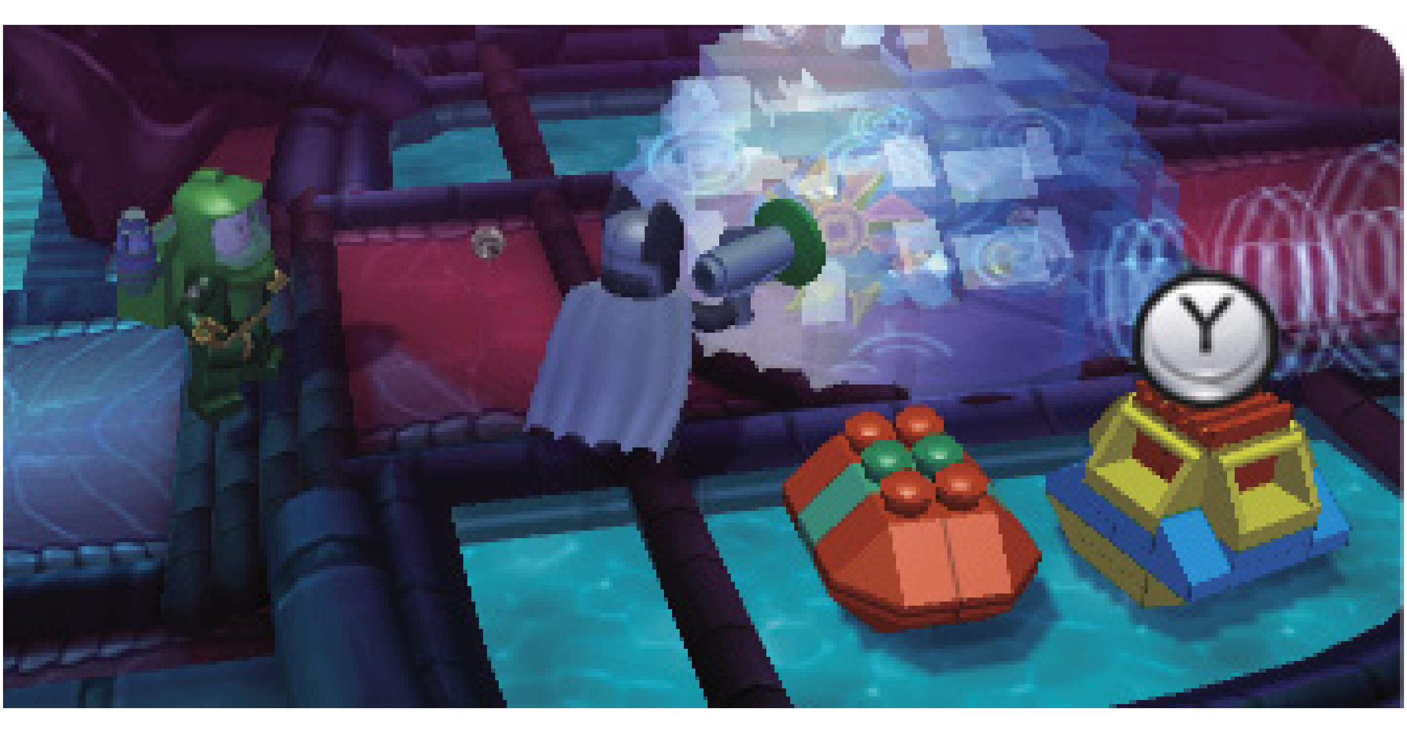
FREE PLAY

Before moving on, switch to a character that can interact with the sphere spot near the start of the level. Spin the sphere spot to bring down a gold LEGO crate nearby. Use a character with the laser ability to destroy the crate. Claim The Joker Card that falls out of it.

The Joker Card



OBJECTIVE 2: CUT THROUGH BRAINIAC'S TENTACLES

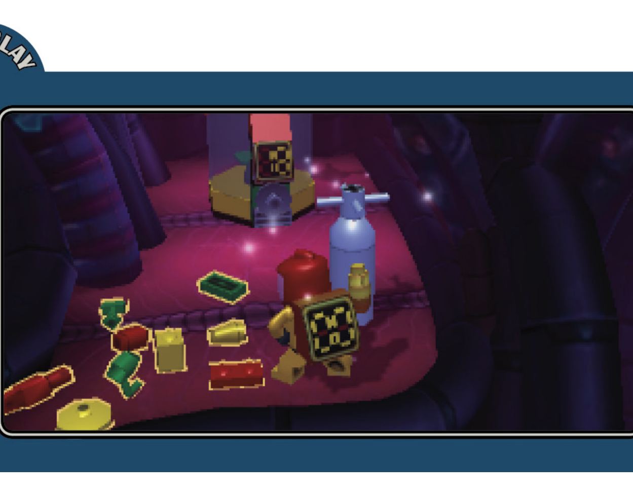


Continue to the right past the skull and you come across a large piece of glass LEGO. Equip Batman with his Sonar Suit and shatter the LEGO glass using the suit's sonic abilities. Once the glass is shattered, build the LEGO bricks that spill out from it into a sawblade that cuts its way through the tentacles to the right.

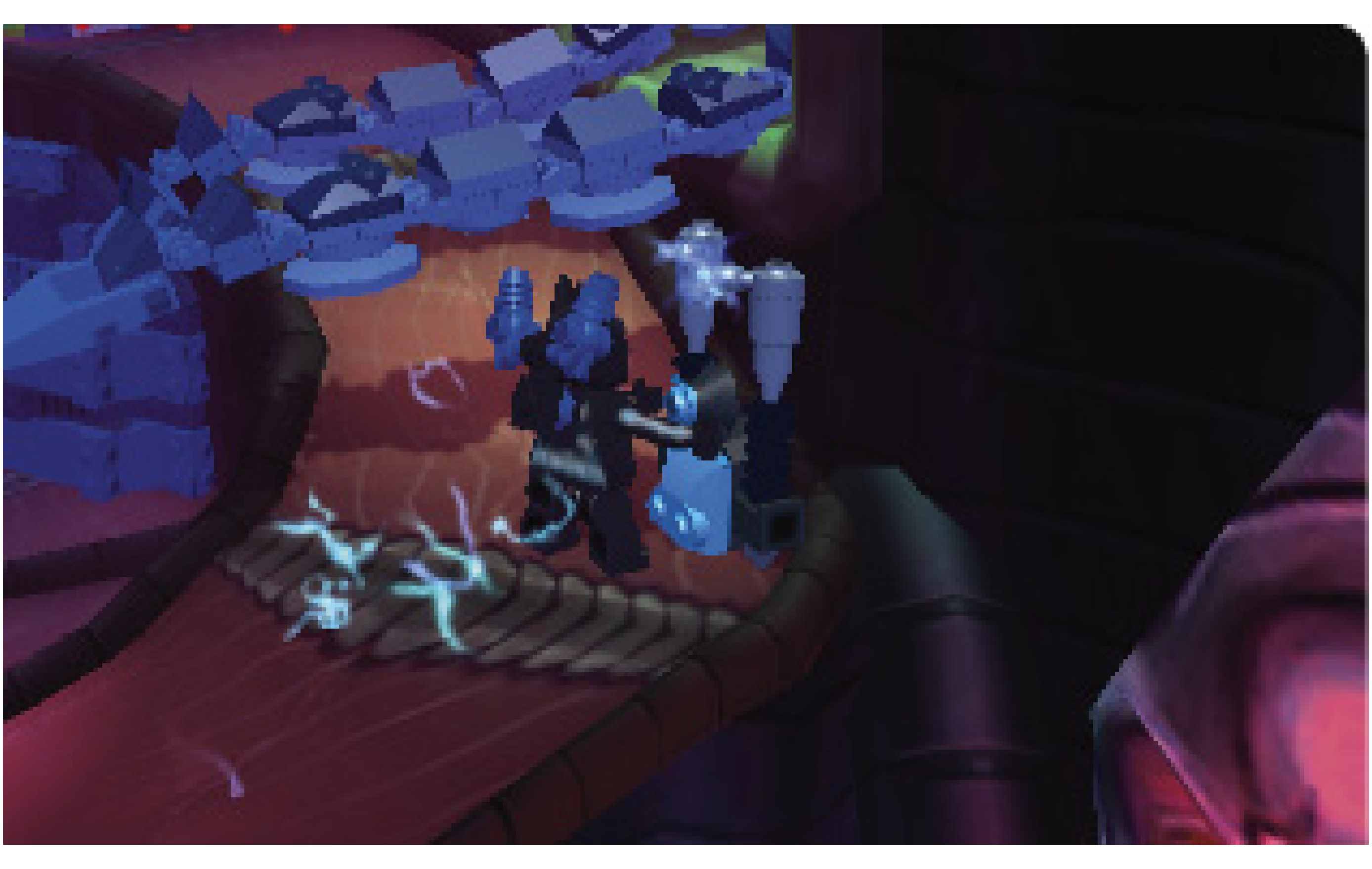
FREE PLAY

Just above where you built the sawblade, there is a small alcove. Fly up to the alcove and switch to a character that can collect the Attract pieces you find there. Before you place them into the Attract Station, use a character wearing a Demolition Suit to destroy the silver LEGO tank nearby. Collect all of the Attract pieces that are in the area and place them into the Attract Station. This creates a glass LEGO object nearby. Now, use a character with sonar abilities or wearing a Sonar Suit to shatter the glass LEGO and claim the Red Brick that is left behind.

Red Brick



OBJECTIVE 3: SHUT DOWN THE ENERGY GATE



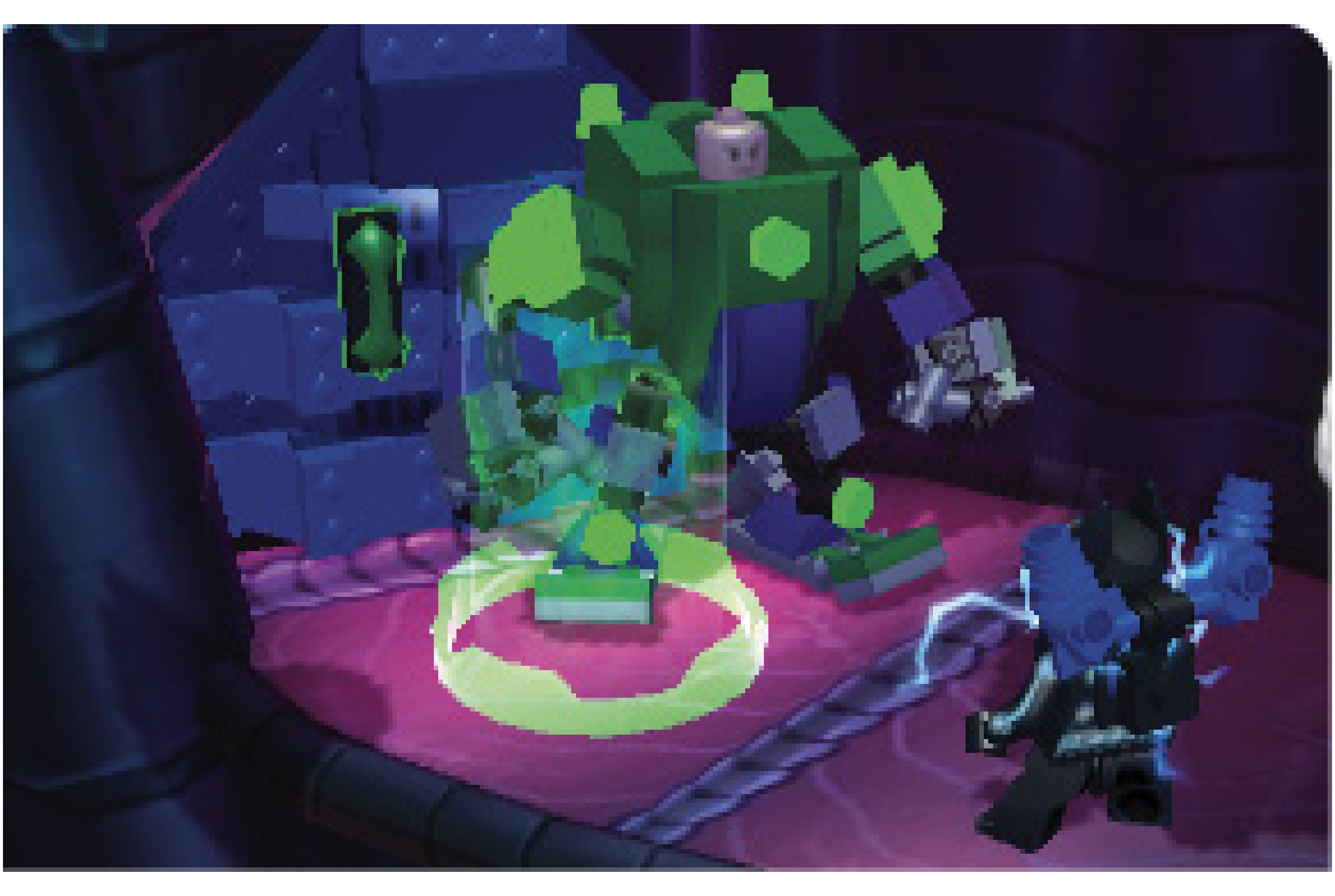
Head right until a giant skull takes notice of you. Besides that monstrosity, be ready to contend with some goons. After you've taken out the baddies there, switch to Batman and equip his Electricity Suit. To the right of the giant skull, there is a path with an active electrical terminal. Drain it of its energy. This also causes the nearby tentacles to retreat, allowing you to access The Joker prop at the top of the path. Smash it!

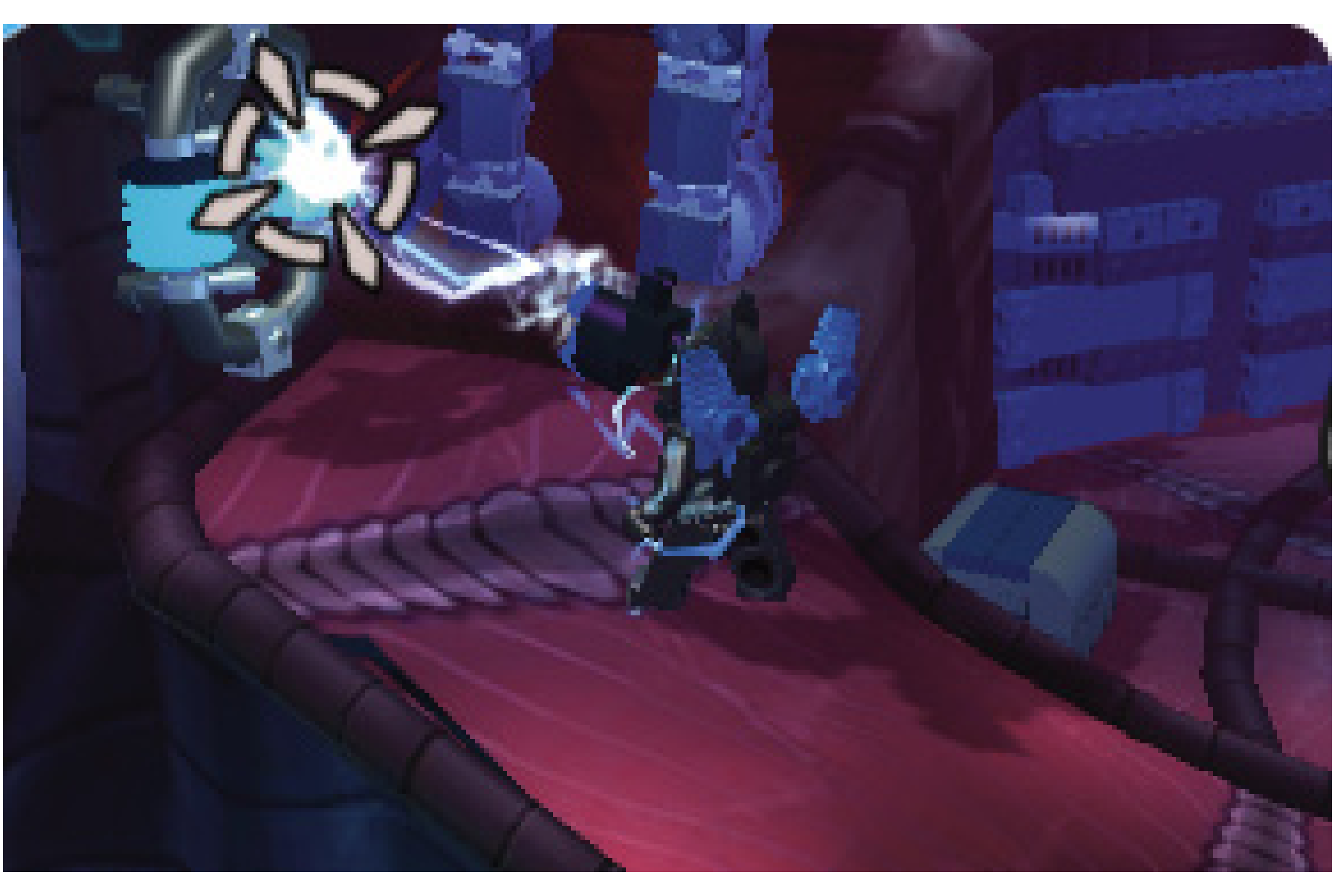
> The Joker Smash Challenge: 2 / 3

At the top of the path, there is also a set of hyper strength handles. Take control of Lex Luthor and switch to his Big LEGO form. Pull on the handles to rip the panel from the wall. This exposes some gold LEGO pipes. Destroy them using a character with a laser. This causes one of the teeth to fall from the gate in the skull's mouth, as well as calls on some goons.

Once the goons have been put down, head to the left side of the skull and locate the electrical terminal on the path there. Discharge your electricity into the terminal by attacking it with a ranged attack using Batman's Electric Suit to make the tentacles retreat. Now you can continue up the path and destroy The Joker prop at the top.

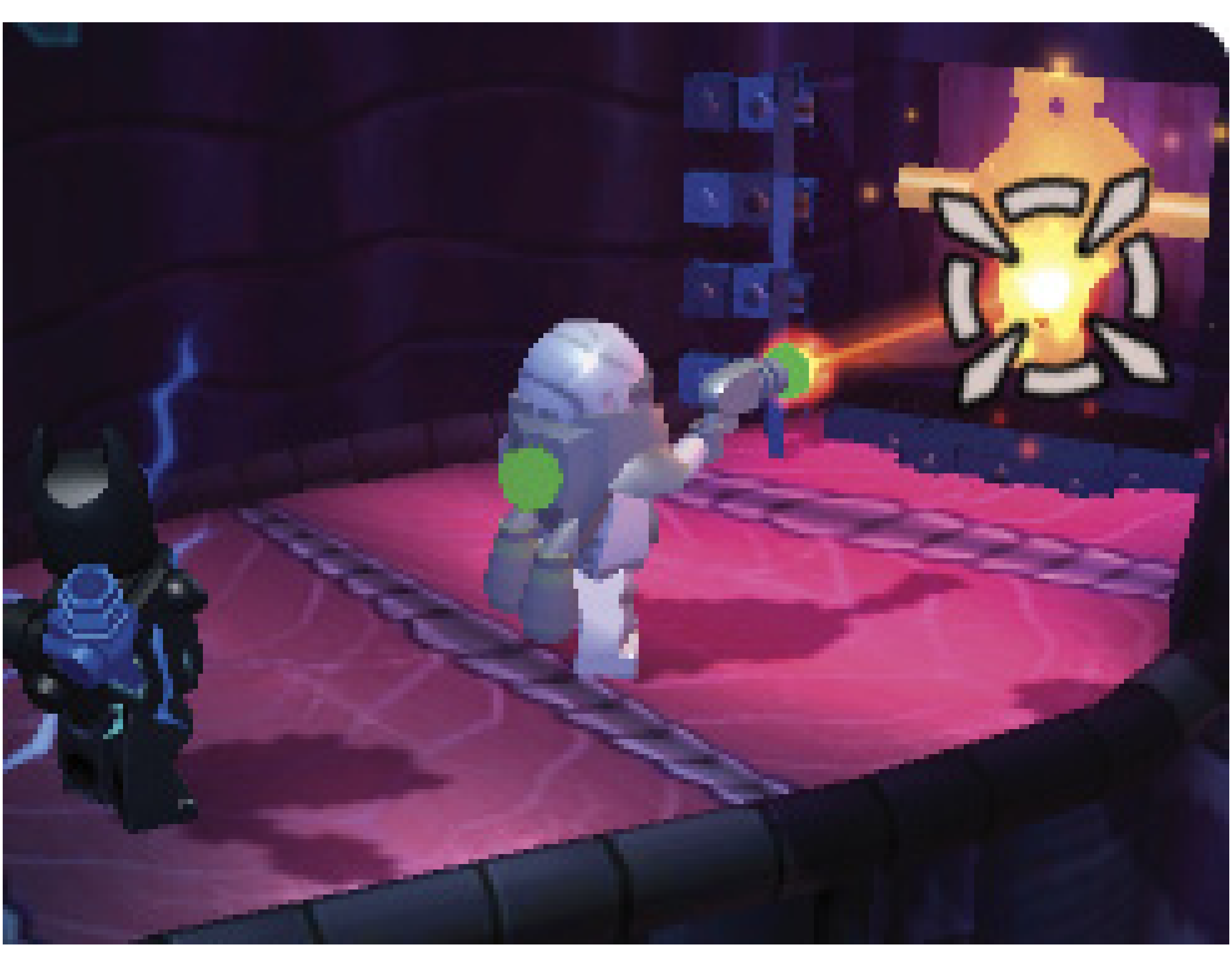
> The Joker Smash Challenge: 3 / 3

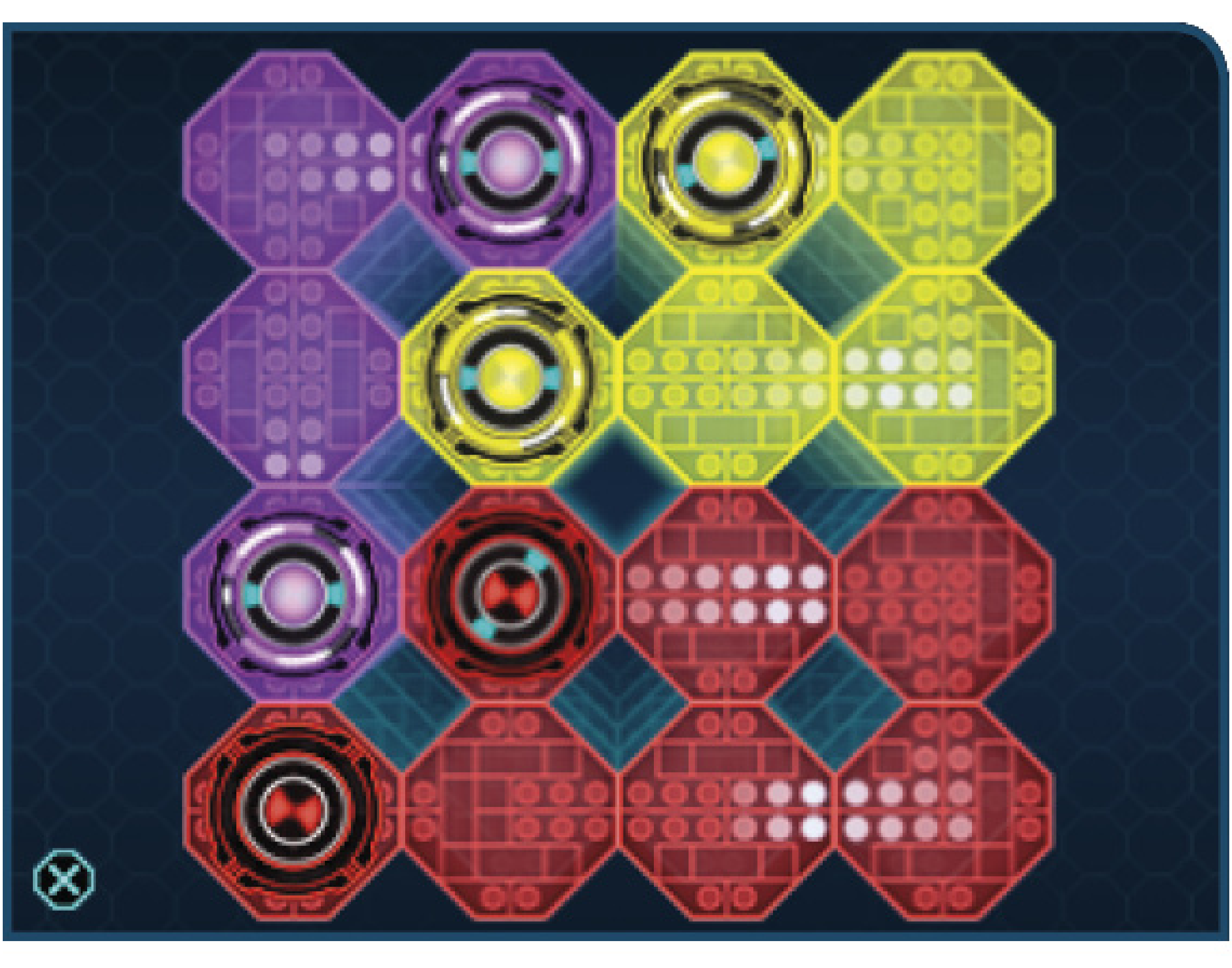




Hack the computer terminal nearby. After successfully hacking the system, a door at the top of path lowers. Another set of gold LEGO pipes is revealed. Destroy the gold LEGO using a laser. This causes the gate in the mouth of the skull to vanish, allowing you to access the switch inside.

After throwing the switch, some goons, coming from the left door, attempt to stop you. Once you've dealt with them, a door to the right of the skull lowers. Pass through it to exit the level.





Computer Hacking Solution

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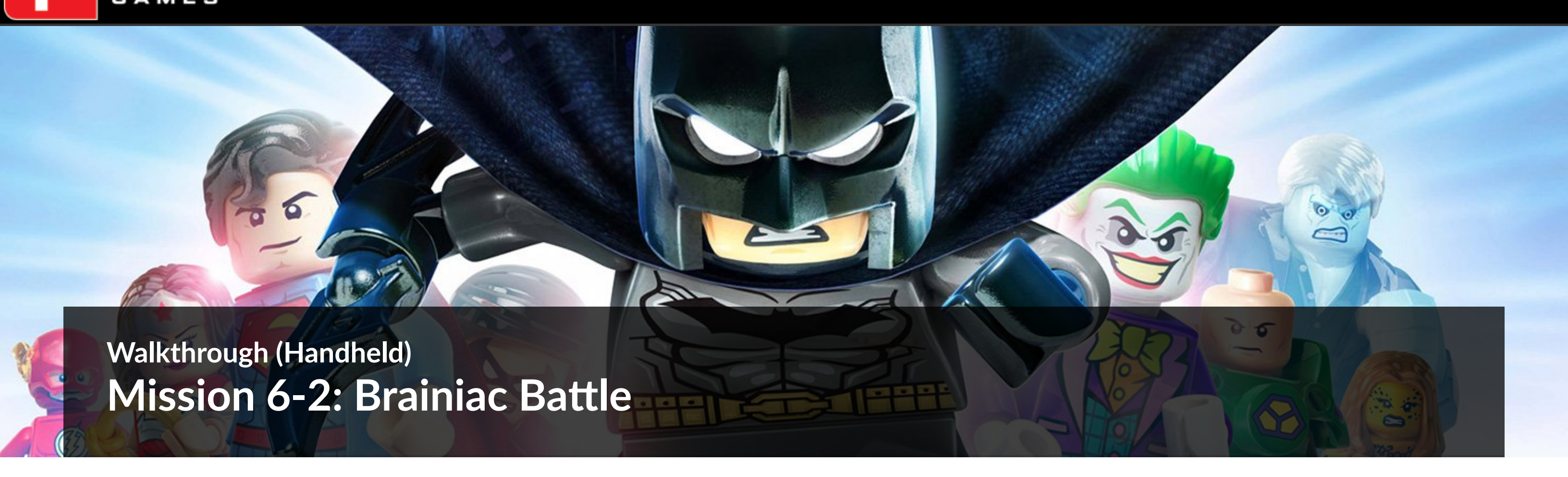


Walkthrough (Handheld)

Mission 6-2: Brainiac Battle

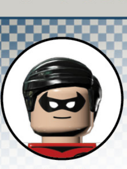
WALKTHROUGH 6-2 MISSION

Brainiac Battle

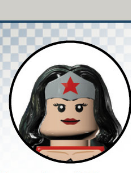
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 6,500 studs.
Combat Challenge: Counters	Any	Perform 3 counters. After Brainiac ceases the tentacle attack, some goons arrive to complicate matters. This is a perfect opportunity to rack up some counters.
The Joker Smash Challenge	Free Play	Destroy 3 Joker props. The first Joker prop is to the right near Batman, the second is to the left of Brainiac, and the third requires a flying character to cross the chasm at the lower end of the platform to find it.
The Joker Card	Any	You find The Joker Card sitting in the open on the left side of the platform.

Characters



Robin
(Mind Control)



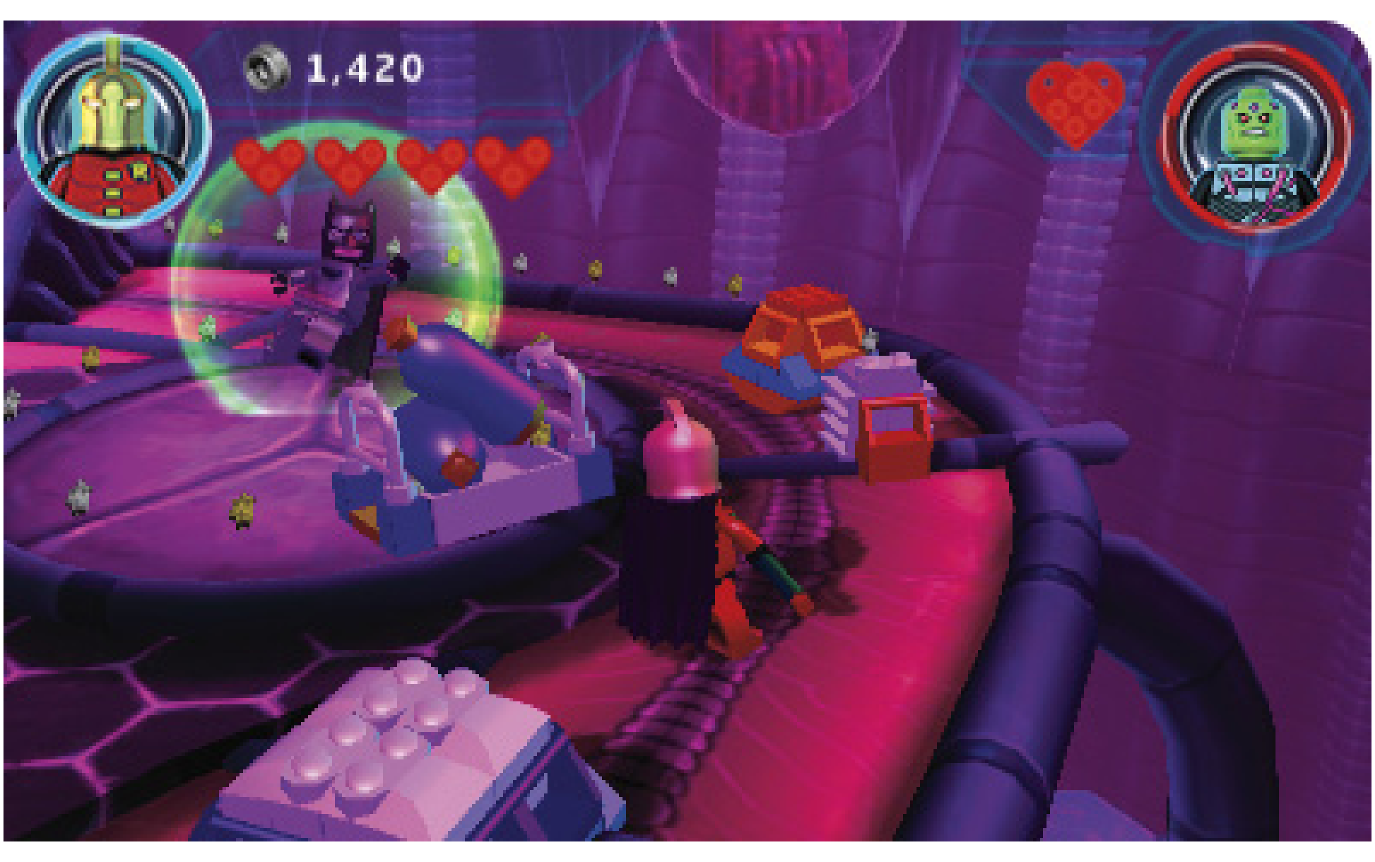
Wonder Woman

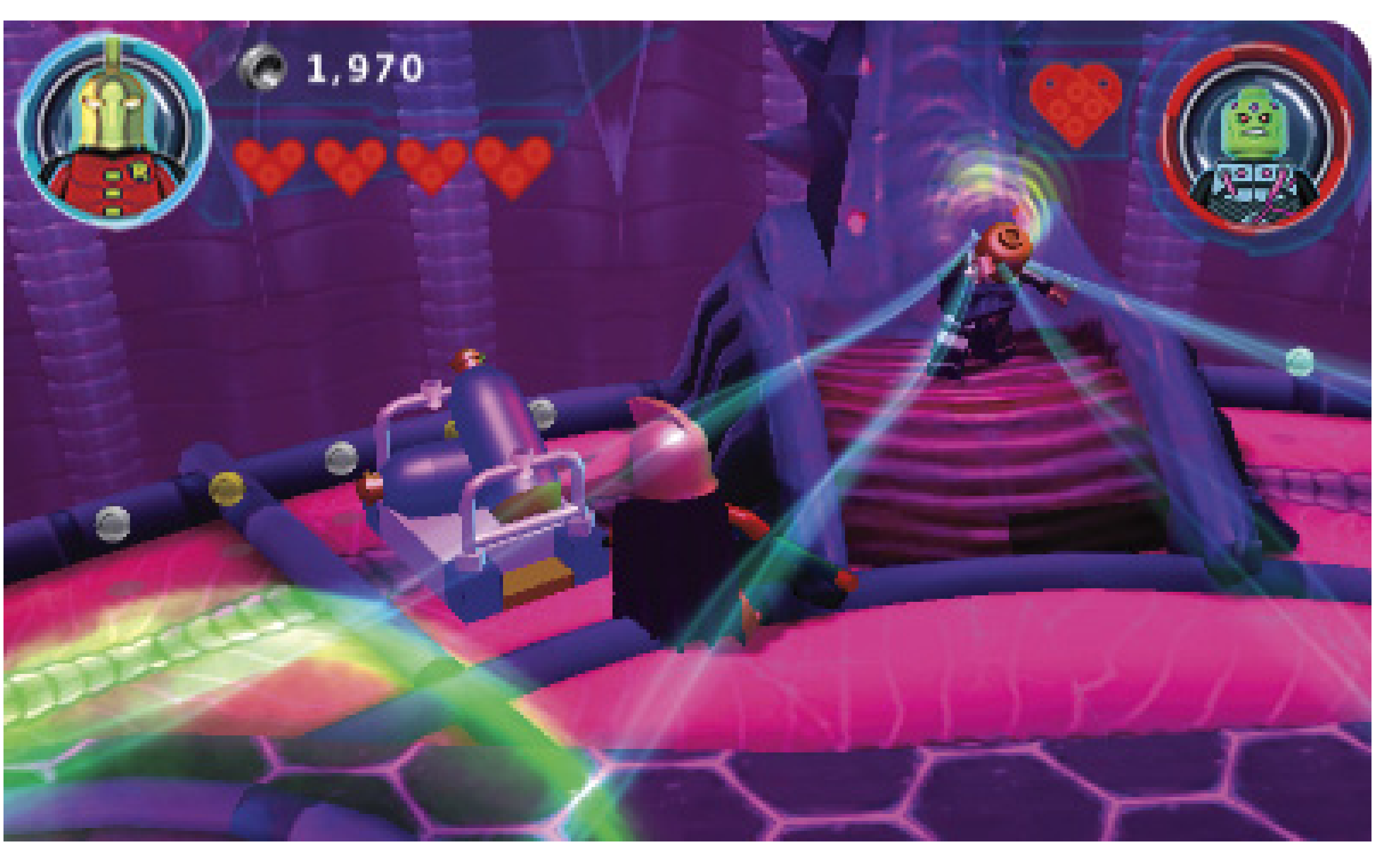
Unlocks

Doctor Fate
(The Joker Card)

OBJECTIVE 1: DEFEAT BRAINIAC!

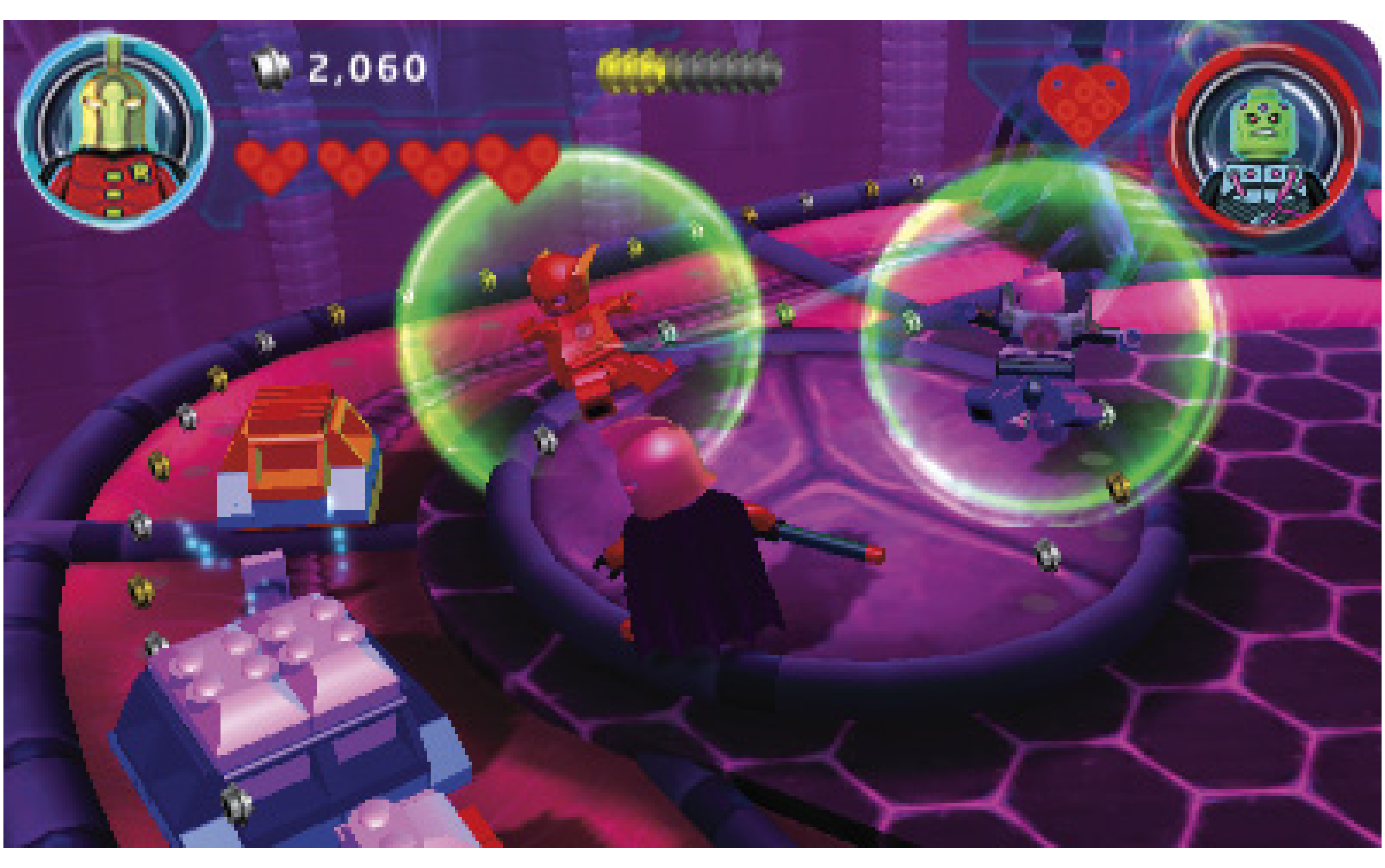
During the fight, Robin is only able to utilize his Mind Control Suit. Also, Wonder Woman is captured and unable to be used in battle. This also applies during Free Play.





At the start of the battle, take a moment to break all of the LEGO objects. You find a Joker prop to smash near Batman on the right side of the platform. Next, destroy the Joker prop to the left of Brainiac.

> The Joker Smash Challenge: 2 / 3



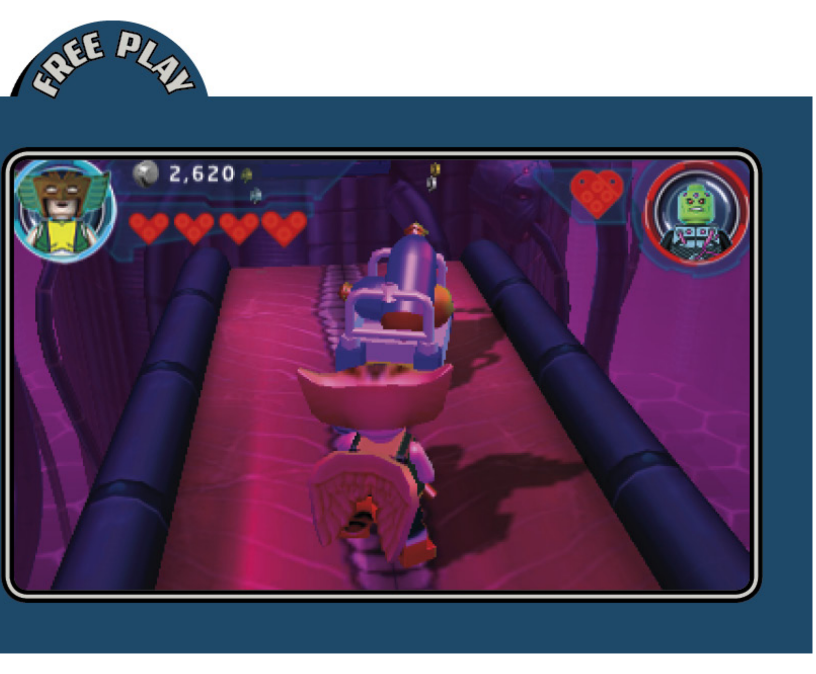
On the left side, you find The Joker Card sitting in the open near The Flash.

> The Joker Card

FREE PLAY

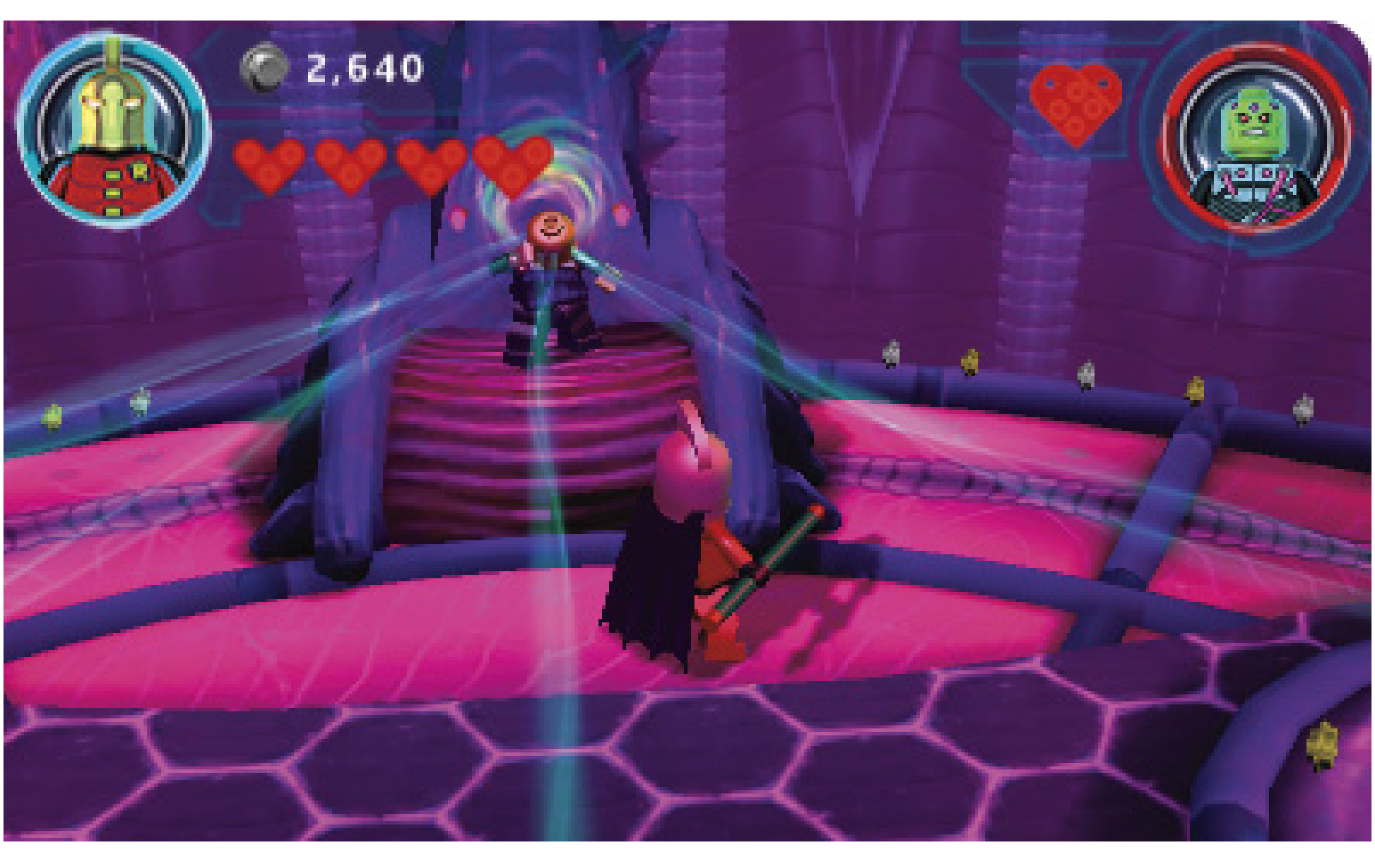
During Free Play, use a flying character to fly across the chasm at the lower end of the platform. Follow the trail of studs to a small bridge section with a Joker prop on it.

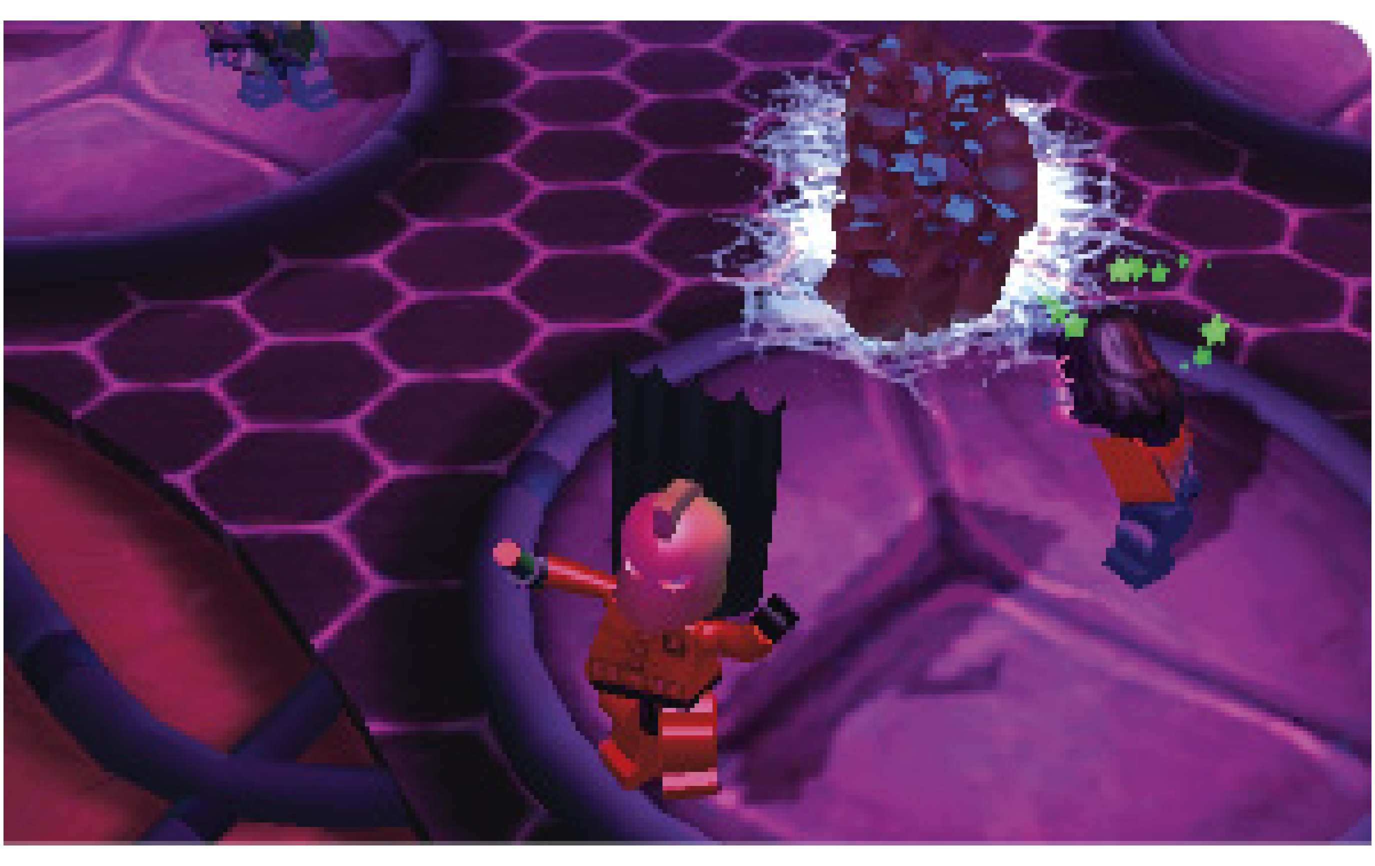
The Joker Smash Challenge: 3 / 3



When you're ready, attack Brainiac with a fierce combo to get the fight started. Keep on the offensive until his shockwave knocks you back.

Your barrage of attacks causes Brainiac to release your fellow heroes, but they are still stunned. Brainiac comes after you with his tentacles. Avoid them by watching for ripples on the ground. After you avoid a few of his attacks, he once again takes hold of the heroes.

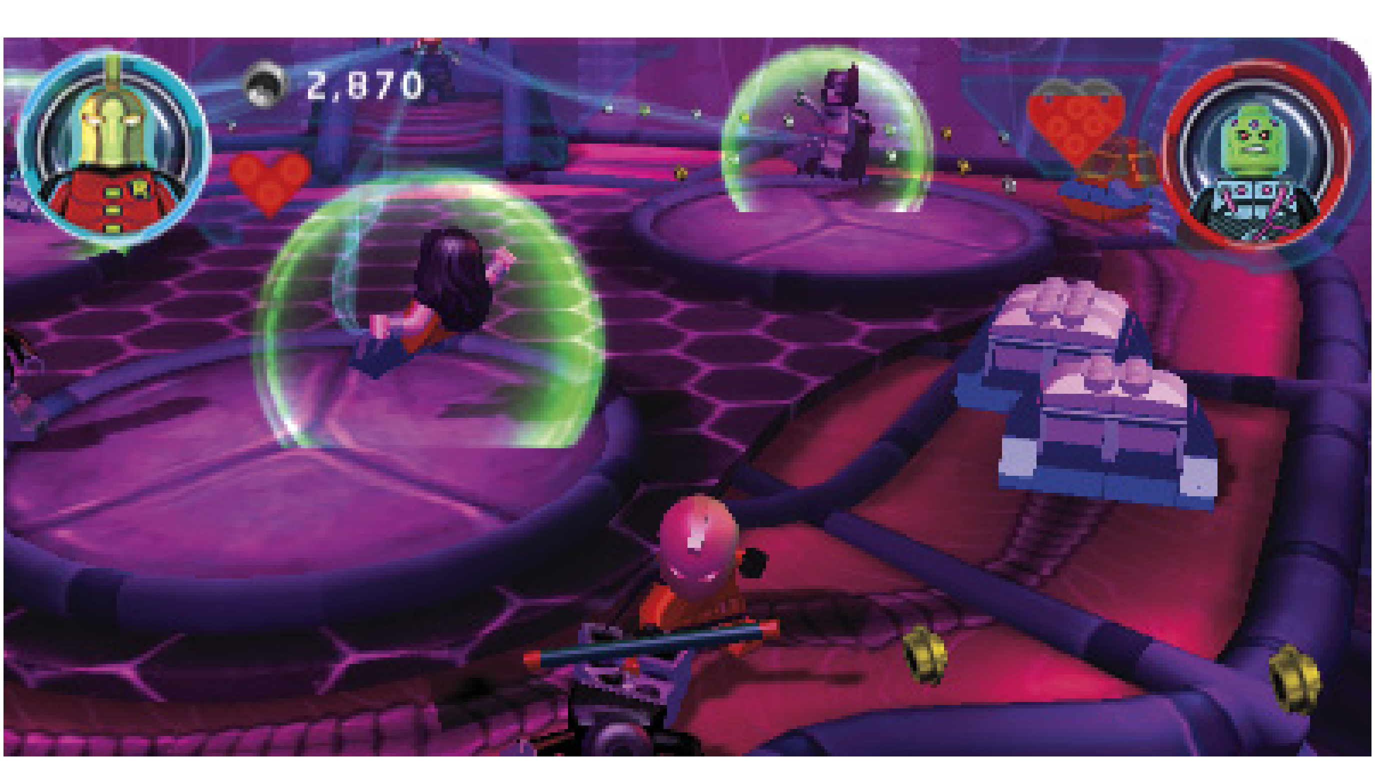


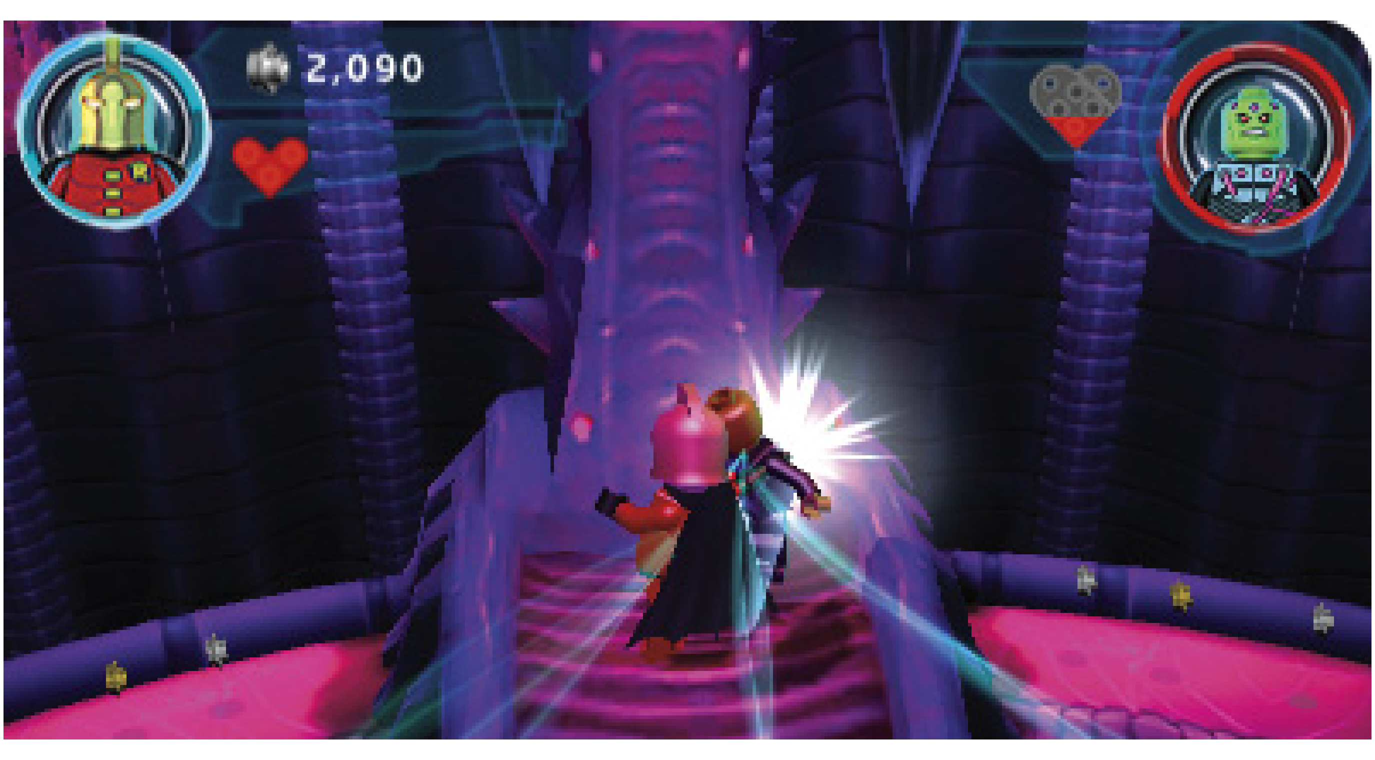


While Brainiac is attacking with the tentacles, he is shielded by a force field that injures you if you touch it.

A group of goons joins Brainiac. While you can take them down quickly, take this opportunity to complete the combat challenge for the level by countering the goons' attacks. Defeat the goons then attack Brainiac again.

> Combat Challenge: Counters





This process repeats two more times. After you dish out justice to Brainiac four times, he falls and the level ends.

While it's not necessary to defeat the goons to continue the fight, it is much easier to attack Brainiac without interference from the goons.

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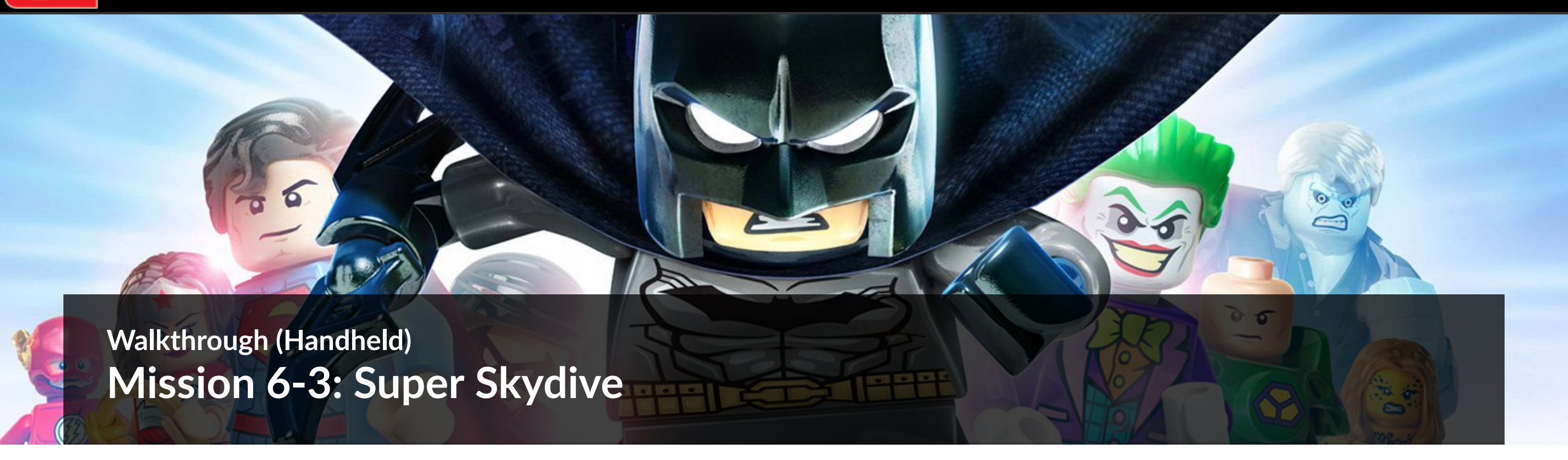


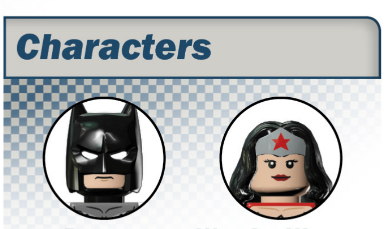
Super Skydive

WALKTHROUGH 6-3 MISSION

Gold Brick Challenges

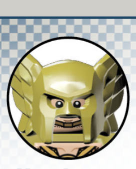
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 38,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first Joker prop is on the right side as you enter the debris field, the second is to the left as you exit the first debris field, and the third is among some explosives at the end of the debris fields.
Space Combat Challenge	Any	Defeat 15 enemies. After the second Joker prop, enemies swarm in. Use this opportunity to rack up a quick score for this challenge.
The Joker Card	Any	Just after the second Joker prop, a satellite comes into view on the right side. Shoot it down to reveal The Joker Card. Be sure to pick it up quickly!

Characters



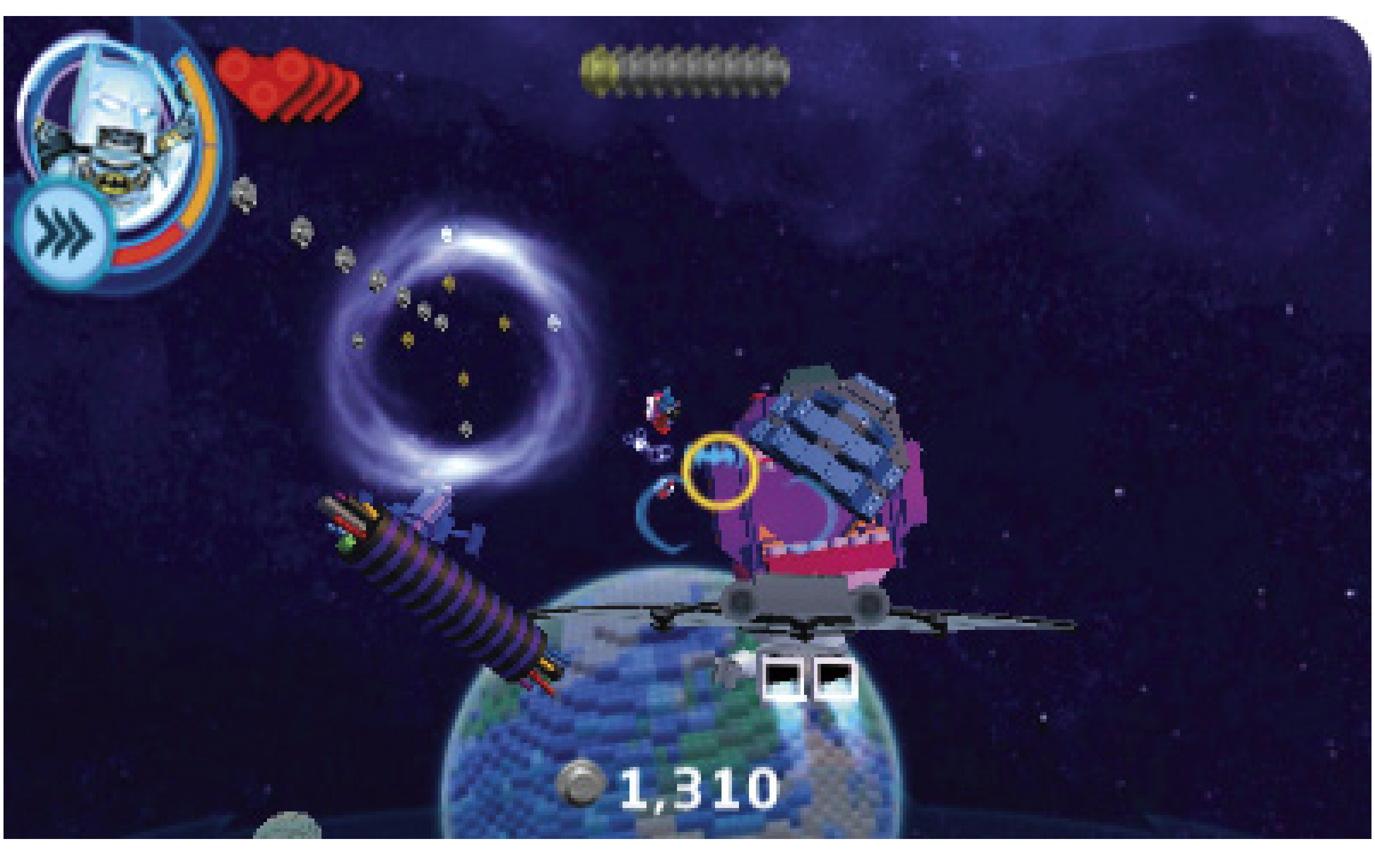
Batman **Wonder Woman**

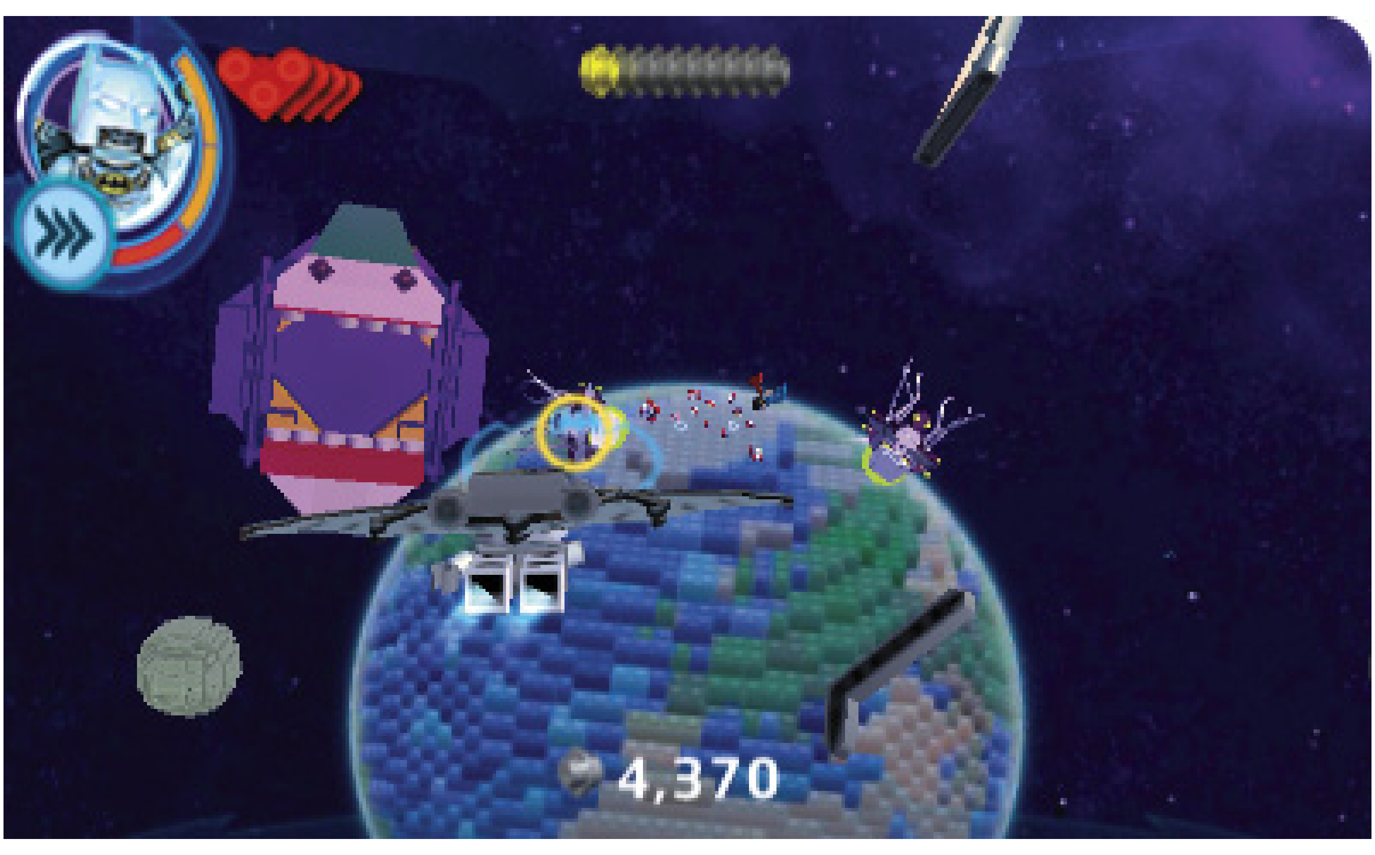
Unlocks

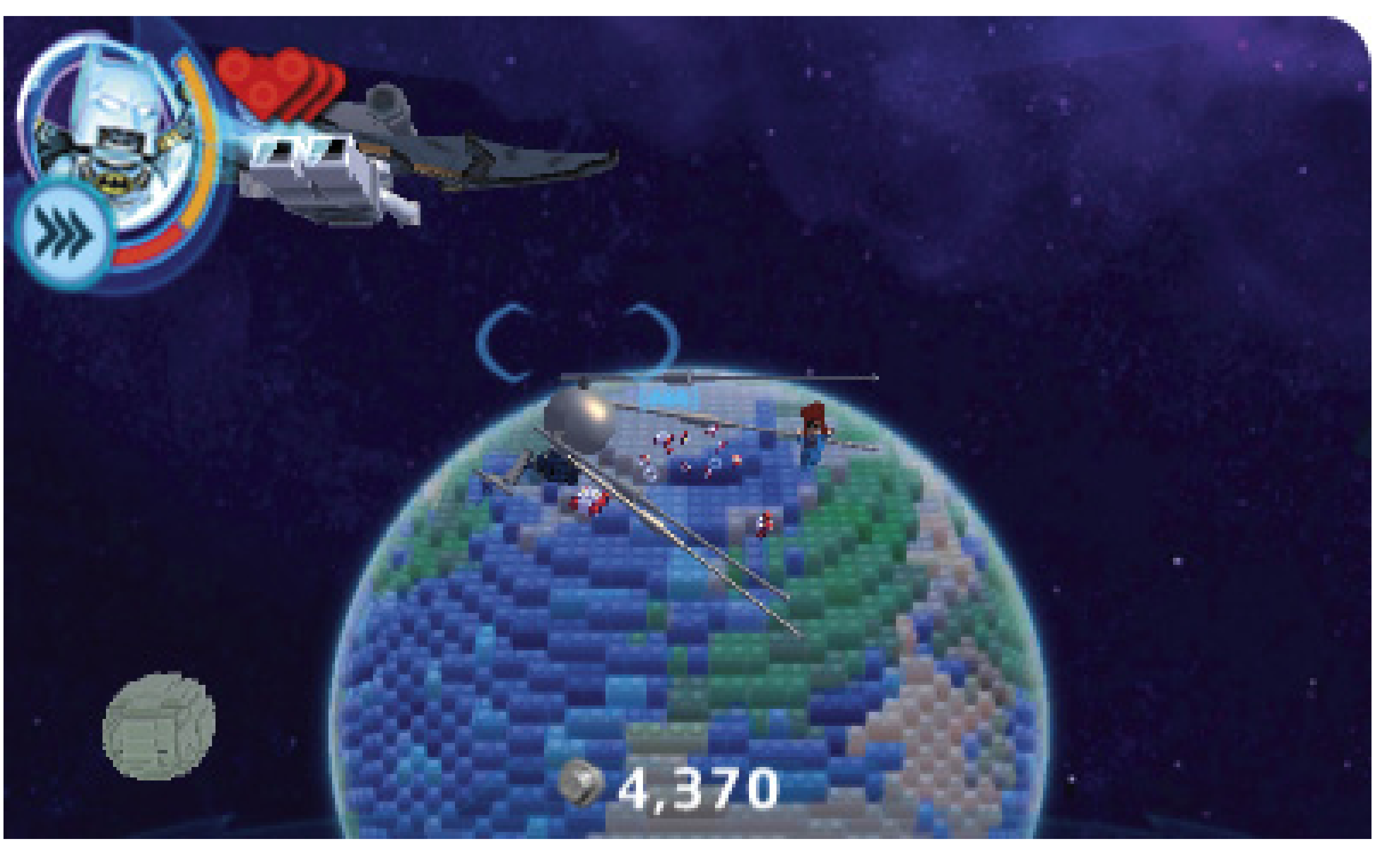


Hawkman
(The Joker Card)

OBJECTIVE 1: ESCAPE THE DEBRIS FIELD!







As you enter the debris field, be on the lookout for the first Joker prop to come into view on the right side.

After spiraling out of the debris, look for the second Joker prop to appear to your left.

> The Joker Smash Challenge: 2 / 3

Just after destroying the second Joker prop. A satellite enters from the right side of the screen. Destroy it once it reaches the center of the screen to reveal The Joker Card for the level. Be quick and pick it up.

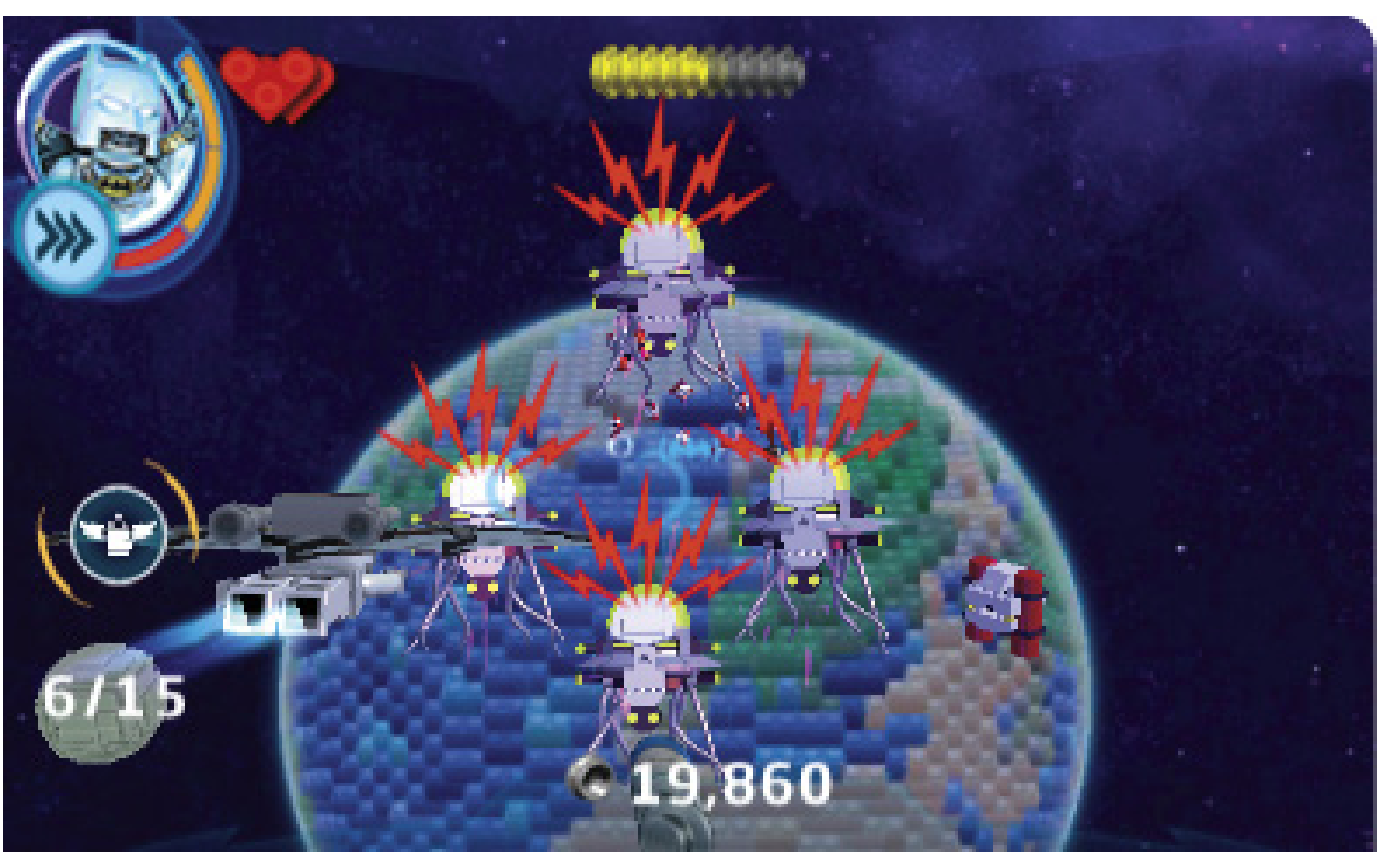
> The Joker Card

Be ready to direct your attention to the flood of enemies that comes from all angles. Make quick work of these flying rustbuckets and you have no problem racking up the score on the Space Combat Challenge.

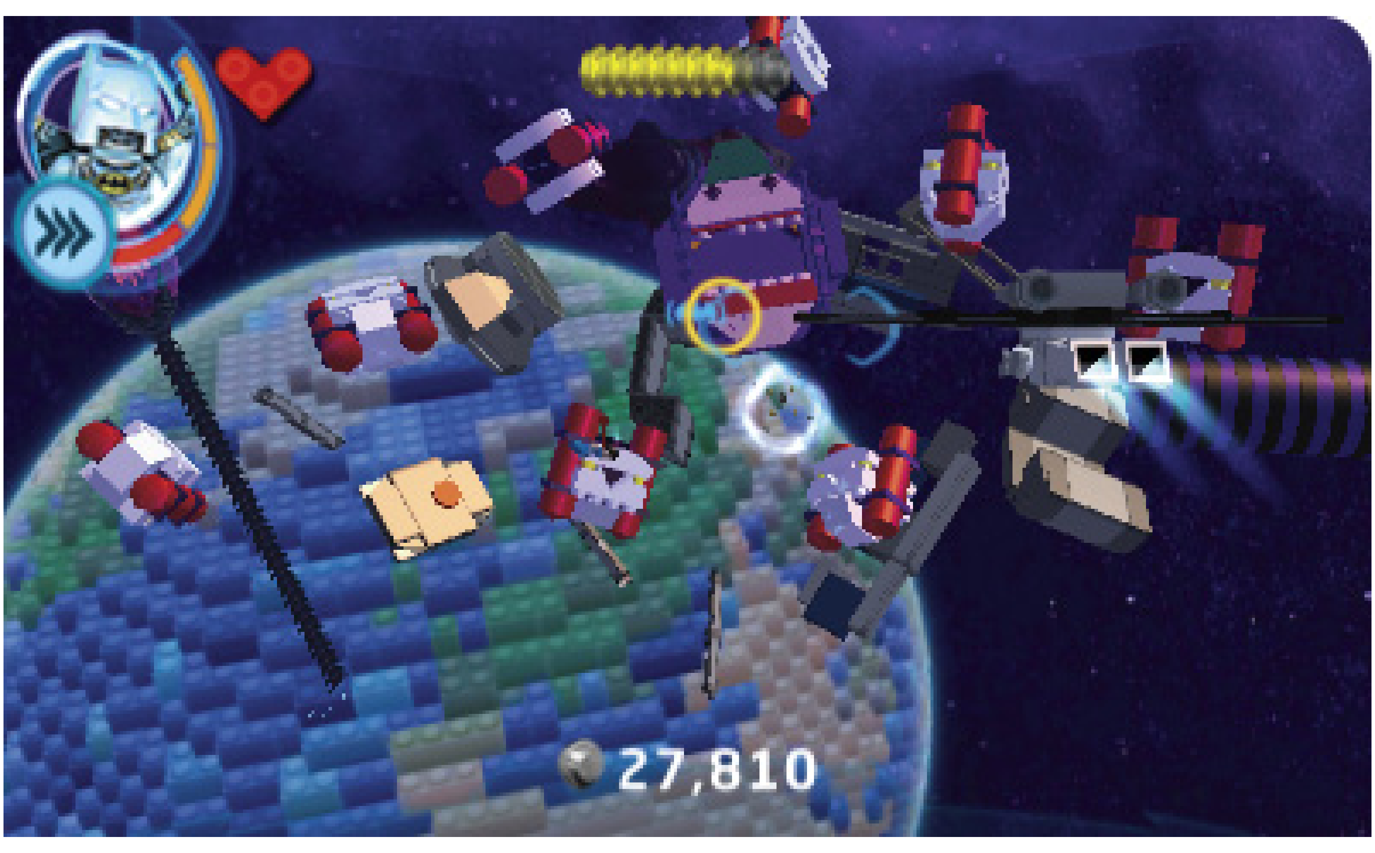
> Space Combat Challenge

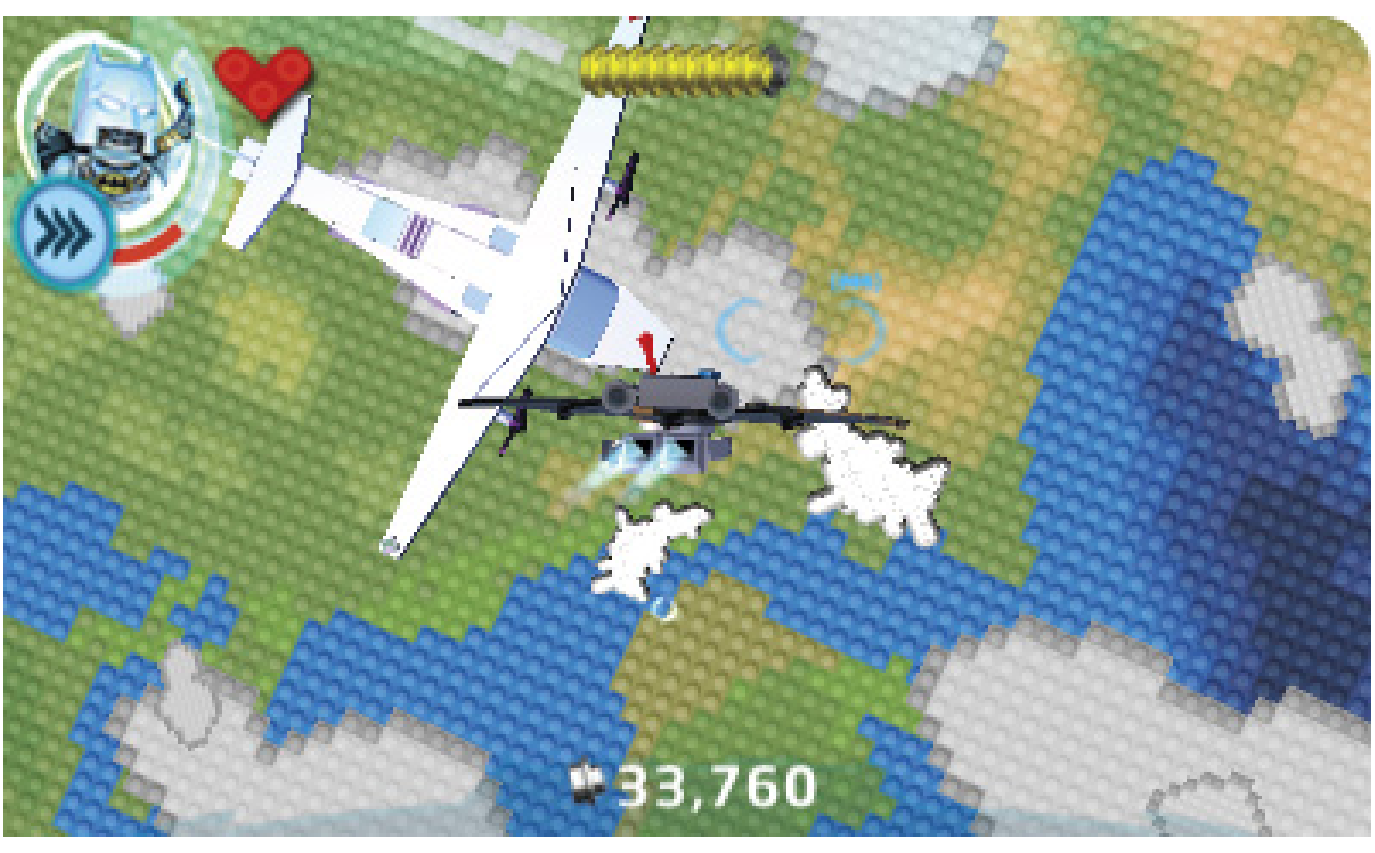
Look for the third and final Joker prop among some explosives toward the end of the last debris field. Shooting the explosives destroys The Joker prop!

> The Joker Smash Challenge: 3 / 3



After you enter the atmosphere, you have a chance to rack up a decent supply of studs on the way down to Earth. Just be sure to avoid the white airplane that buzzes through your path.





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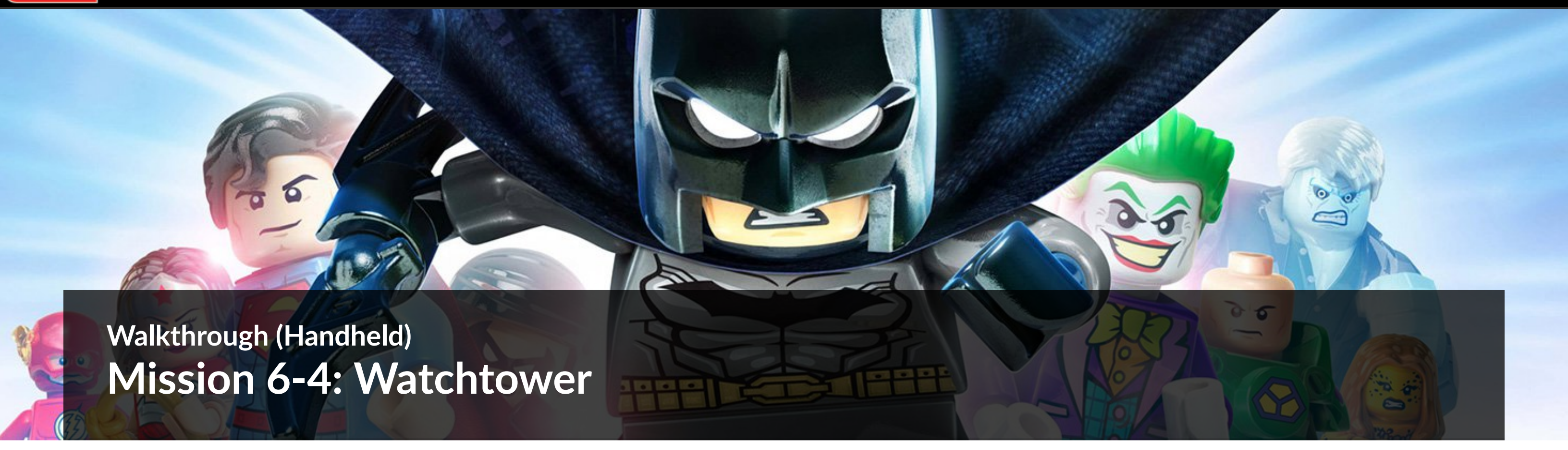


WALKTHROUGH 6-4 HUB VISIT

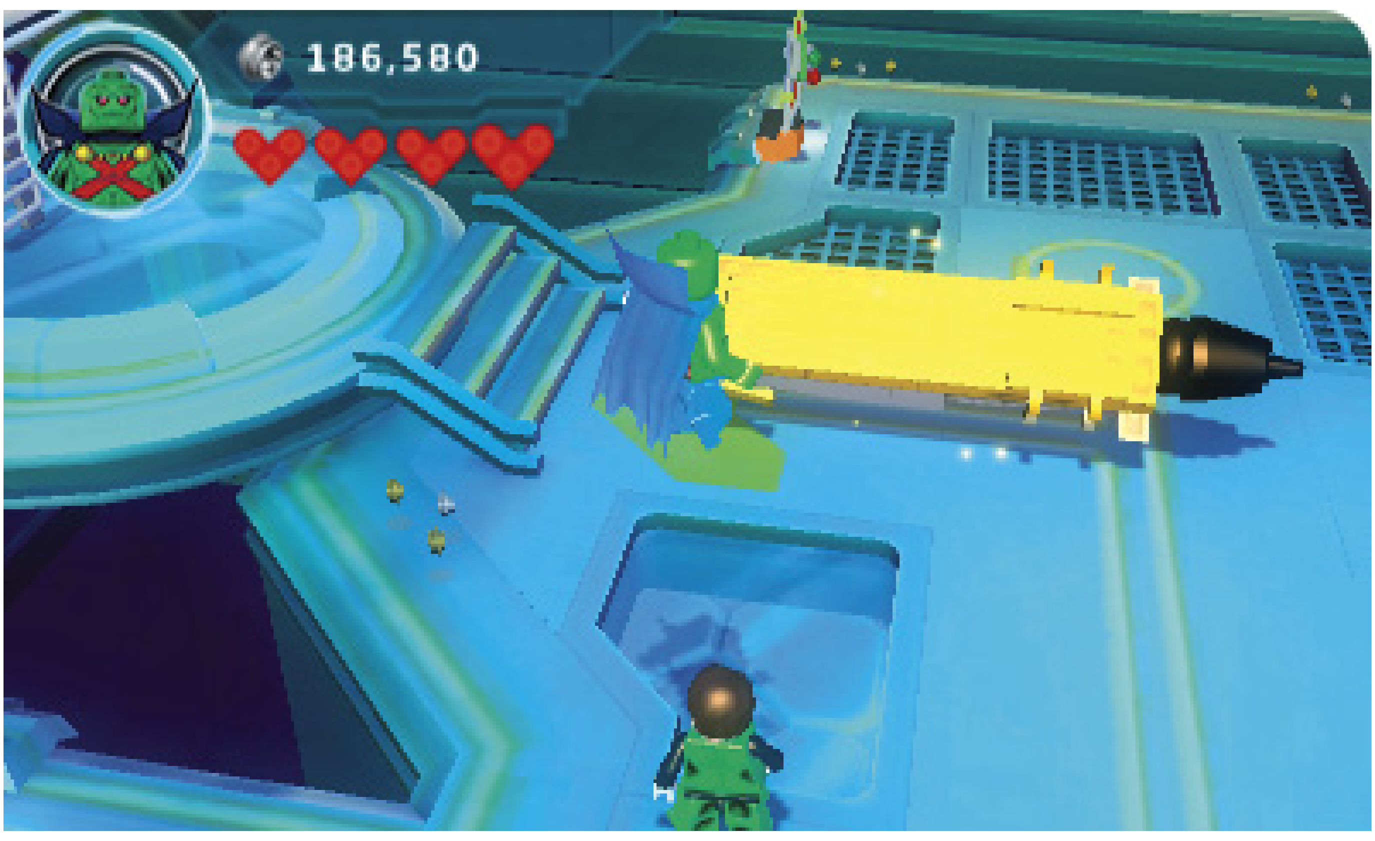
Watchtower

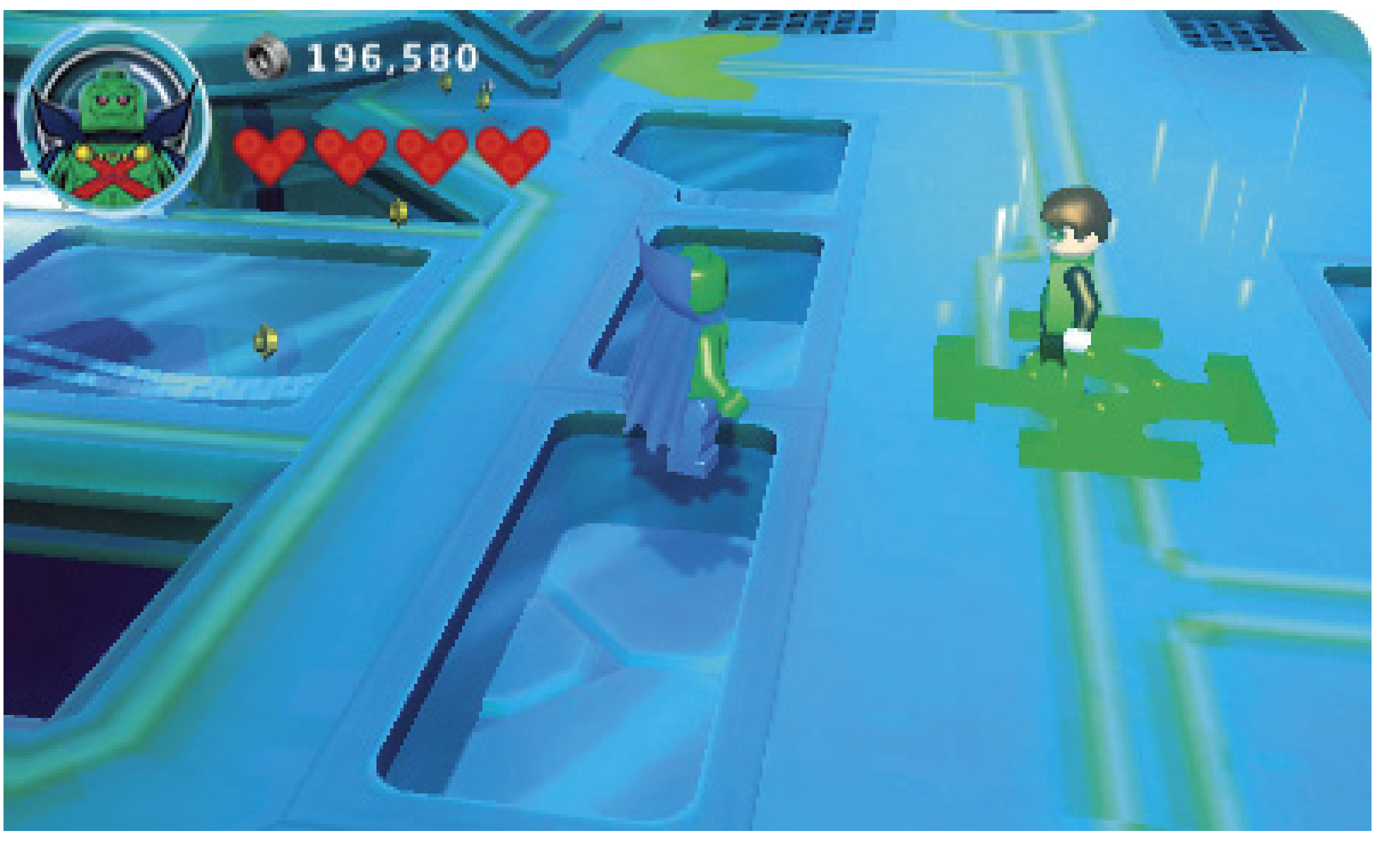
Characters

Martian Manhunter
Green Lantern

OBJECTIVE 1: LAUNCH THE PROBE

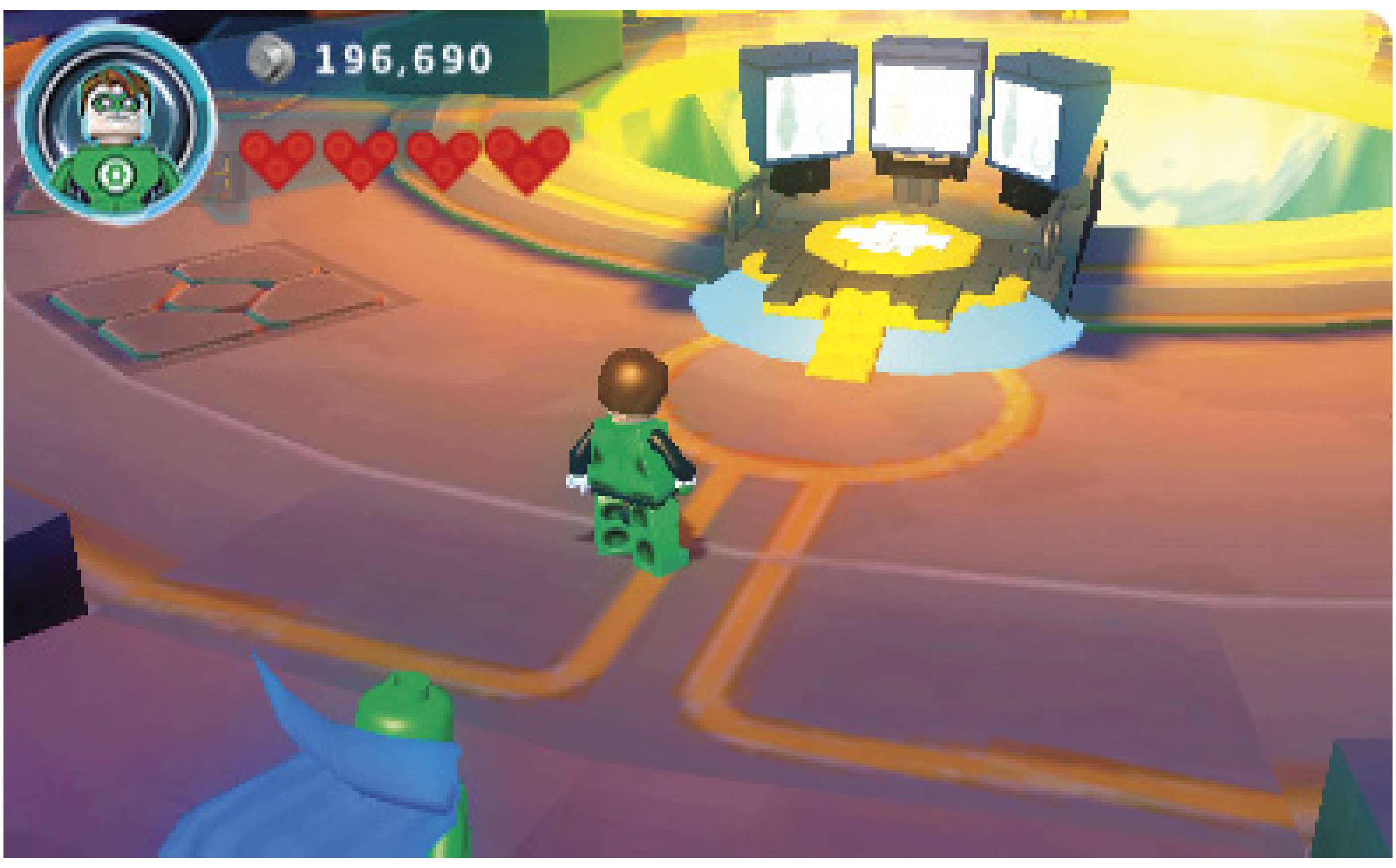
With the sensors out, the Watchtower is flying blind. First things first, head to the hangar to launch a probe. You need to find some parts. Lucky for you, as a large, gold LEGO object rests inside the hangar. Destroy it to have some bricks spill out. Build these bricks into a Gold Brick device which you can then use to build a probe.





As Martian Manhunter, activate Detective Mode and search the center of the hangar. Bricks appear that form a Green Lantern pad. Use Green Lantern to build a giant slingshot that hurls the probe into space.

OBJECTIVE 2: USE THE CONTROL CONSOLE



Now that the probe has been hurled into infinity, make your way back to the control room. The control console is now active. Interact with it to proceed.

Don't forget, Free Play is unlocked for any previously completed mission. Interact with the control console to access the previous missions. These are also accessible from the level pads or selected via the quick level select.

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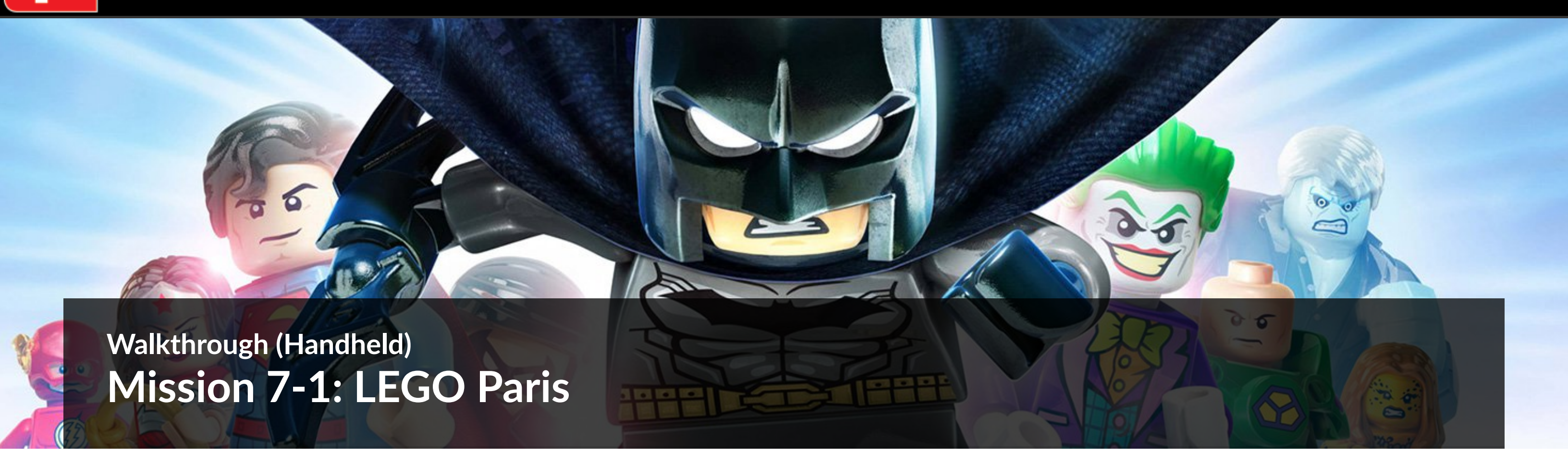


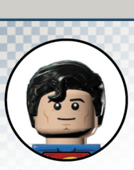
Mission 7-1: LEGO Paris

WALKTHROUGH 7-1 MISSION

LEGO Paris

Characters

Batman



Superman

Wonder Woman

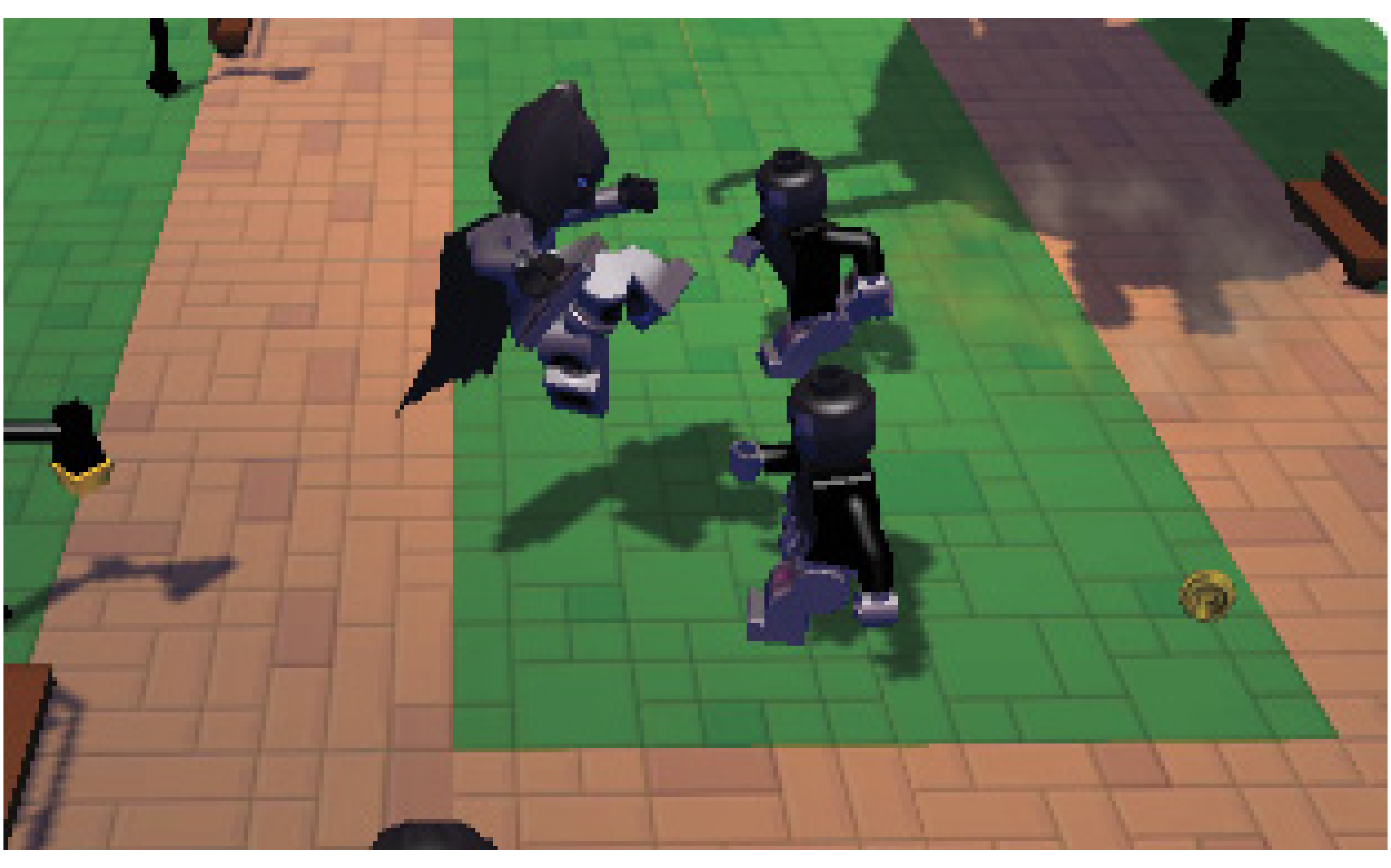
Unlocks

Frankenstein
(The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 31,000 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first is southwest of the Eiffel Tower, the second is near the semi truck just past the river, and the third is on the east side of the Arc de Triomphe.
Combat Challenge: Counters	Any	Perform 3 counters. This combat challenge can be completed while brawling with the goons at the start of the level.
The Joker Card	Any	North of the bridge, on the far side of the courtyard there is a speed spot. Run on the speed spot to open the nearby gate. The Joker Card is accessible once the gate is open.

OBJECTIVE 1: TOPPLE THE TOWER

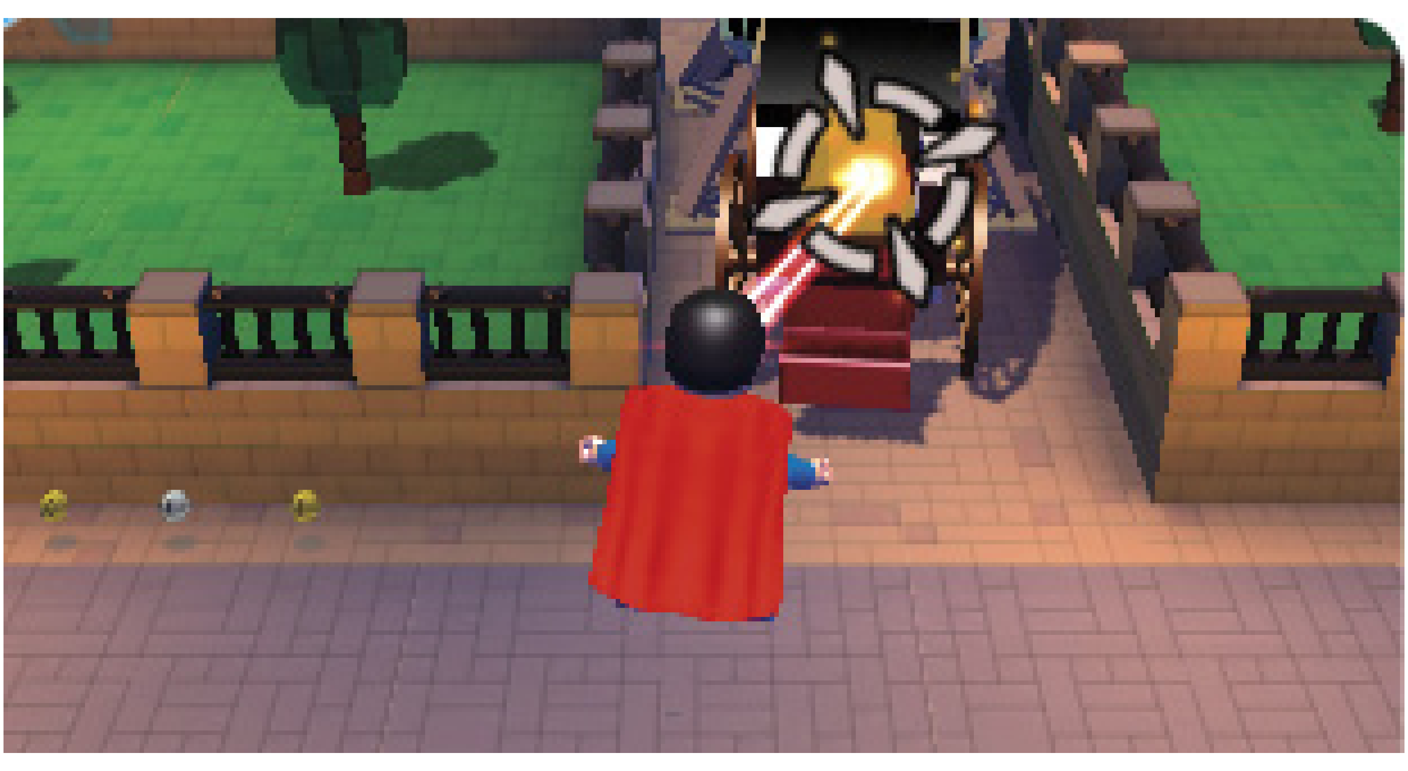


Brainiac is more than a little upset at having to change his plans. In response to your intervention, he deploys goons all around you. Now is as good a time as any to work toward the Combat Challenge for the level by using counters often. After you've dealt with the last goon, the door on the horse-driven coach at the base of the Eiffel Tower swings open. One more goon hops out from the coach, deal with him accordingly.

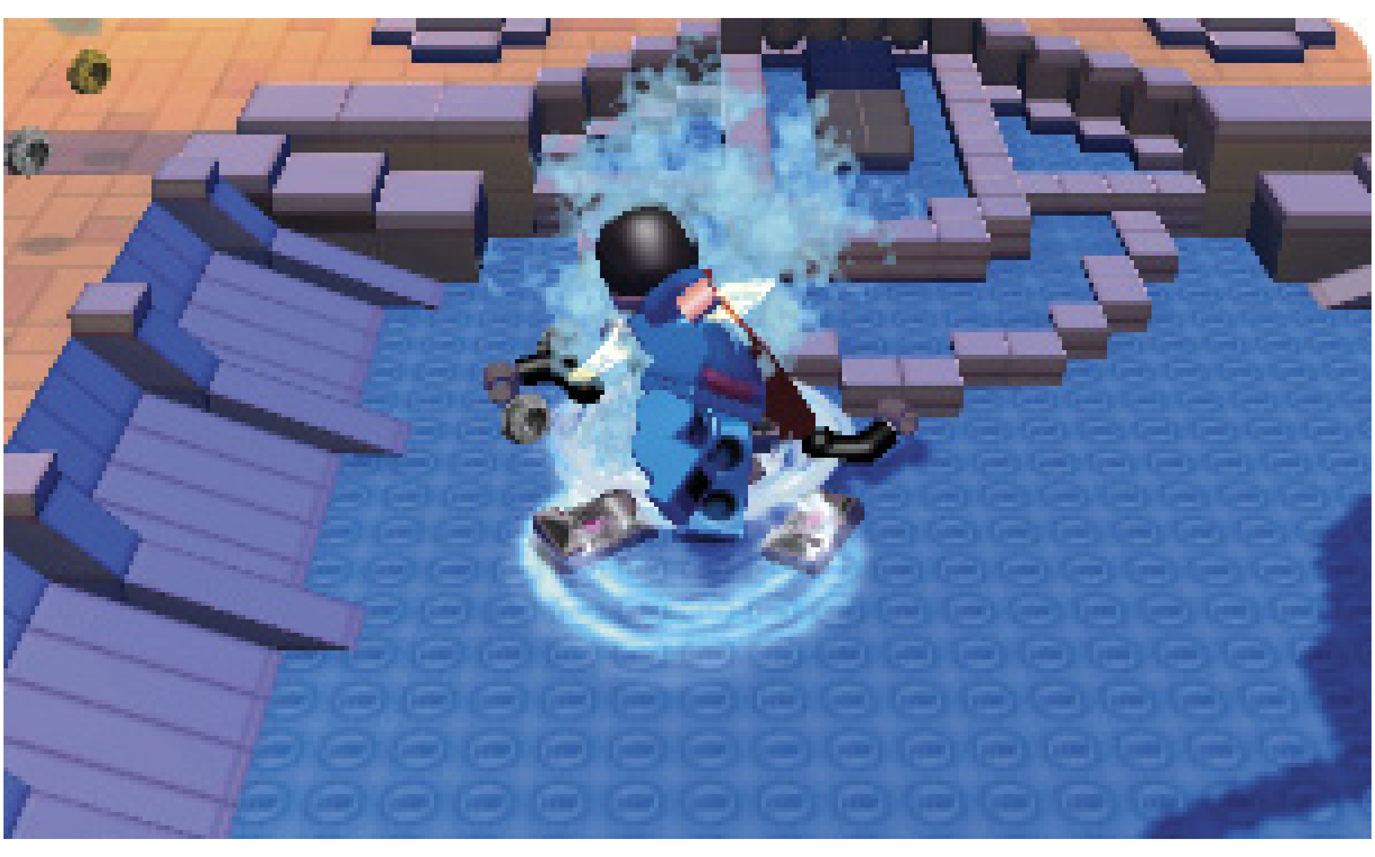
> Combat Challenge: Counters

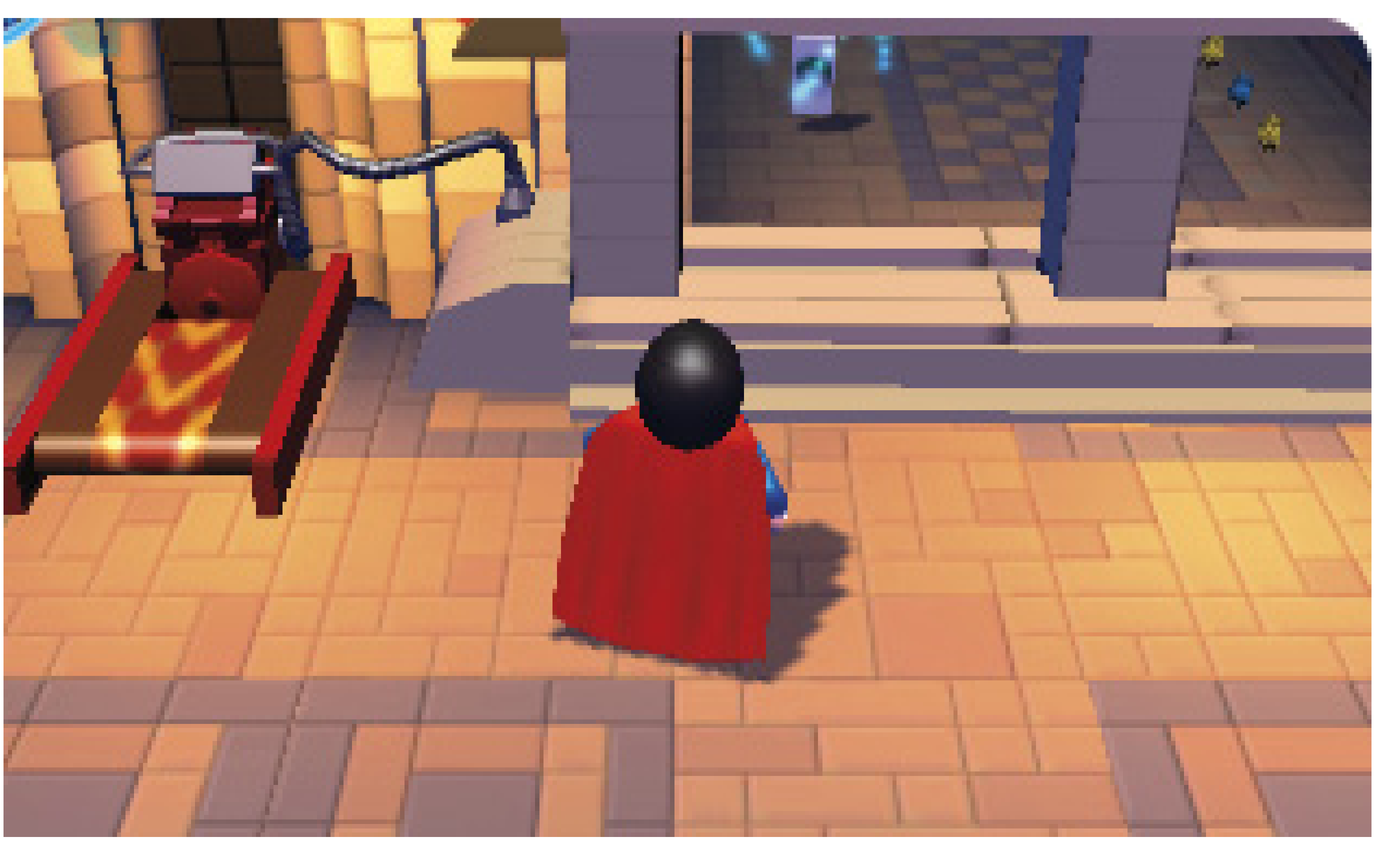
Use a laser to destroy the gold LEGO inside of the coach. The resulting explosion topples the Eiffel Tower as well. Before you make your way north, be sure to check the southwest corner of the courtyard and smash the Lex Luthor prop you find in the corner.

> Lex Luthor Smash Challenge: 1 / 3



OBJECTIVE 2: DESTROY THE ROADBLOCKS



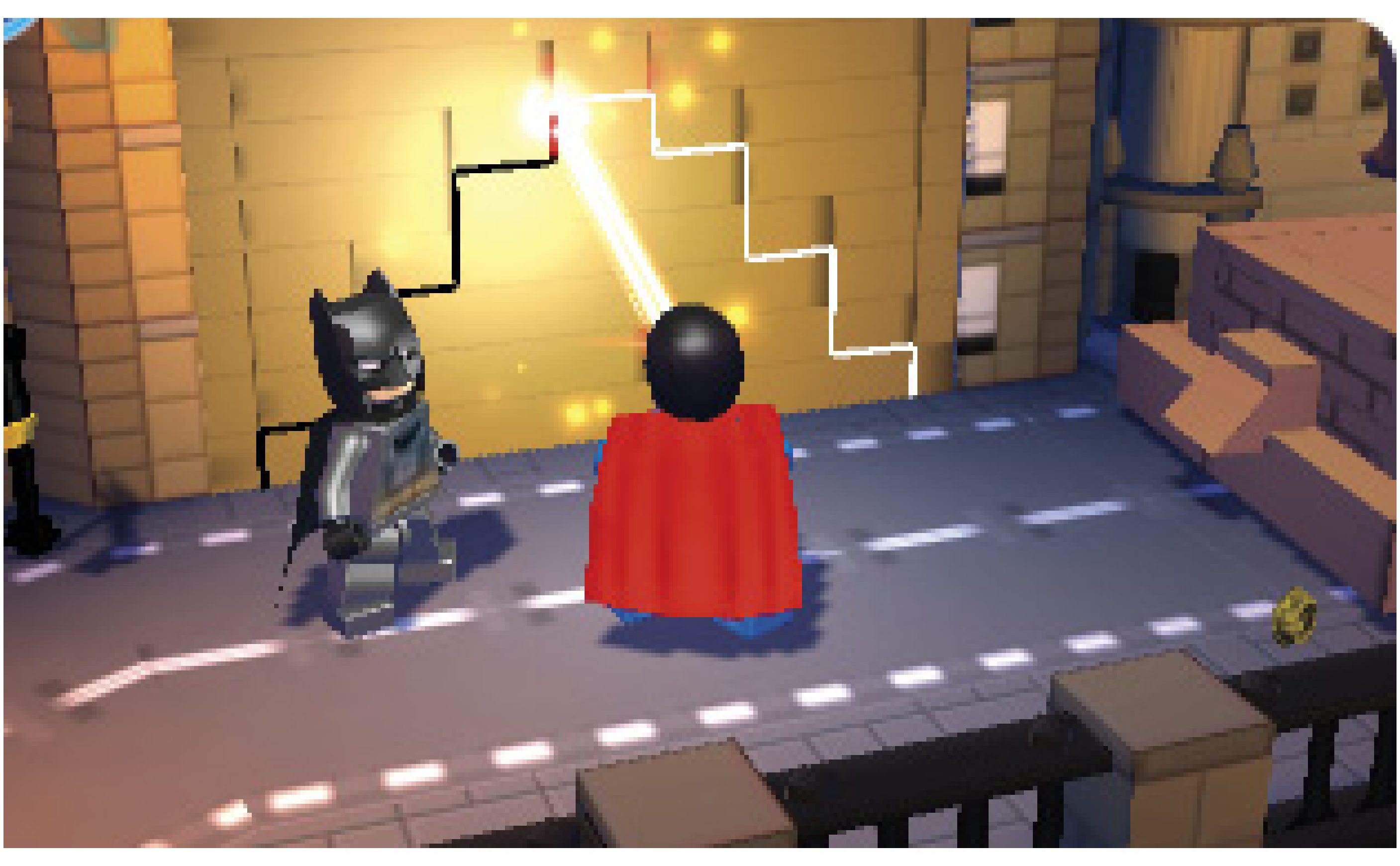


Make your way north and cross the river. Brainiac is waiting there and enlarges some objects to bar your path. In addition to being a nuisance, the villain deploys more goons to attack you. Keep up with fierce combos to make quick work of these foes. After you've depleted their reserves, a group of cyclists passes by. Brainiac decides to enlarge them as well. Conveniently for you, they crash through the fallen sign across the road to the east.

Before moving on, be sure to destroy the Lex Luthor prop on the west side of the area. With that destroyed, there is still one thing left to do here. Have Superman run on the speed spot at the north end of the courtyard to bring down the nearby gate. Pass through these gates and The Joker Card is yours to claim.

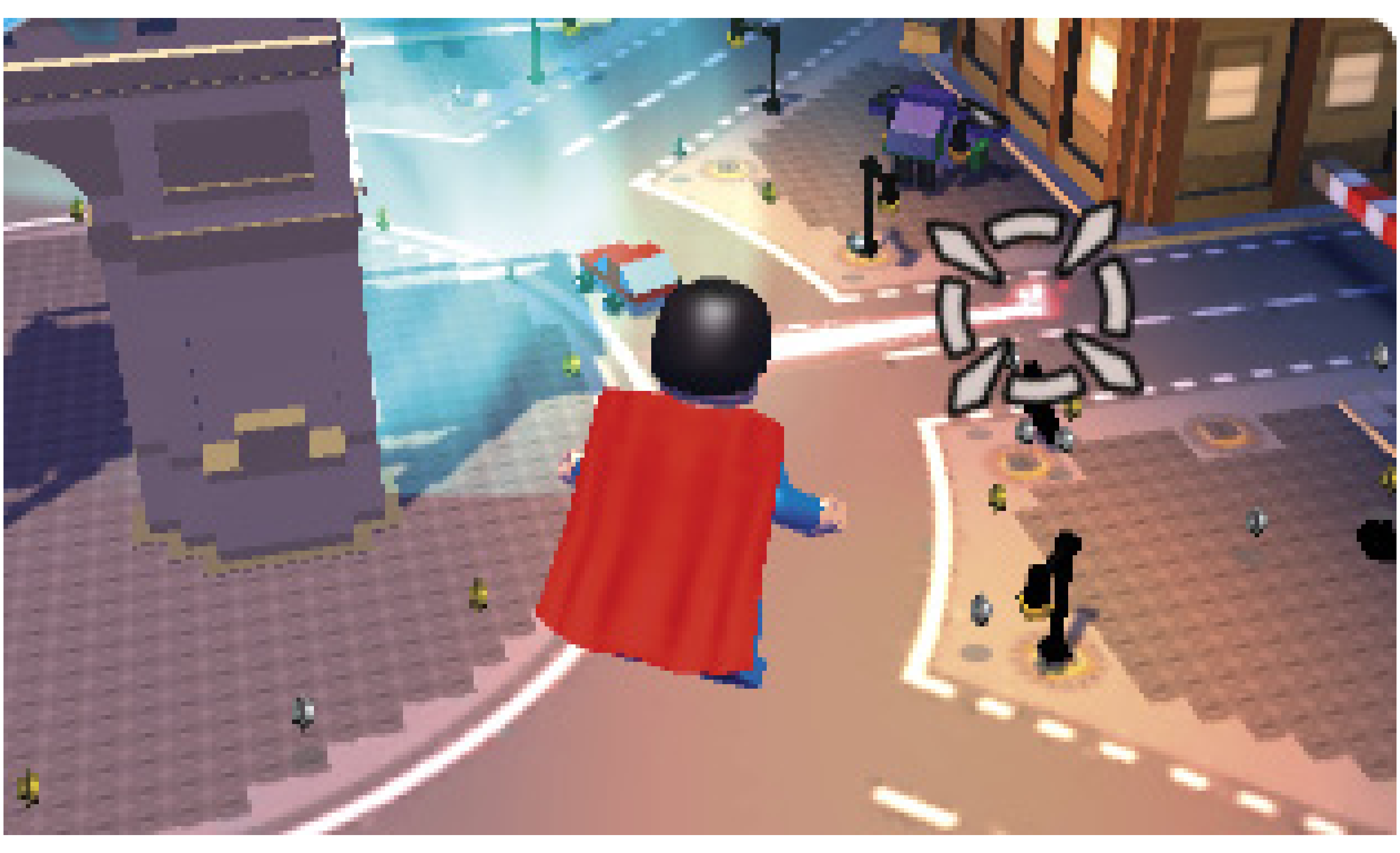
> Lex Luthor Smash Challenge: 2 / 3

> The Joker Card



Make your way east until you come to a dead end. Use the laser ability to cut through the brick wall and reveal some LEGO bricks. Build these into a silver LEGO rider to sit upon the nearby horse statue. Even though you just completed that shiny silver rider, use a character with a Demolition Suit to blow it to smithereens.

OBJECTIVE 3: DEFEAT BRAINIAC'S GOONS



Continue east past where the statue once stood. Here you are accosted once again by Brainiac's goons. Your first instinct is to deal out some swift justice. You would be correct, if you've already completed all of the challenges. If not, be sure to circle the Arc de Triomphe, because the final Lex Luthor prop is on the east side of the structure. In addition, destroy everything possible to collect any remaining studs that you need. Once you're ready to continue on, take out all of the goons.

> Lex Luthor Smash Challenge: 3 / 3

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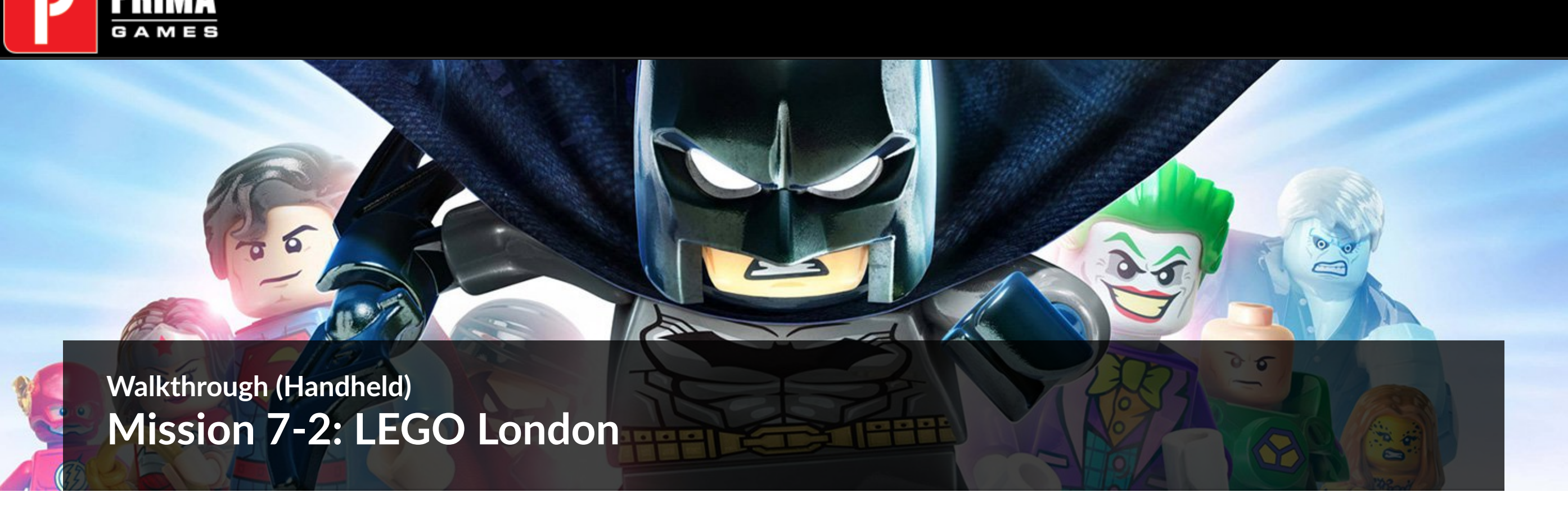
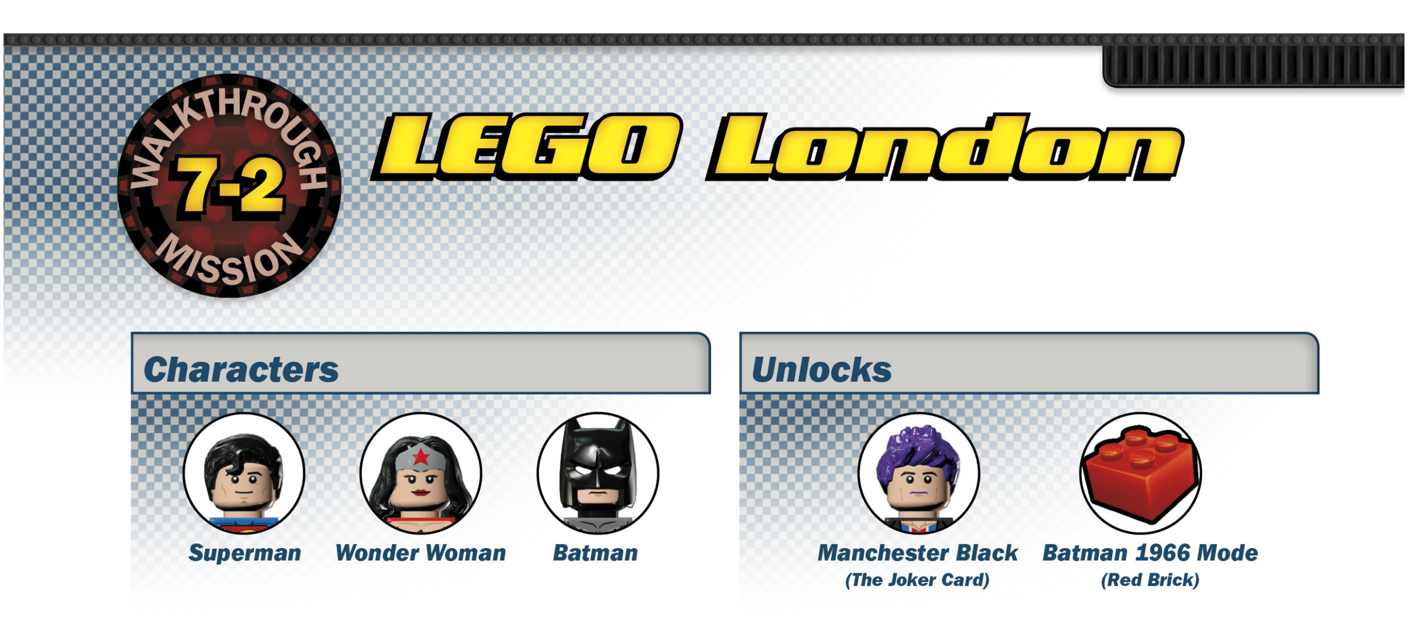


Walkthrough (Handheld)

Mission 7-2: LEGO London



LEGO London

Characters

- Superman
- Wonder Woman
- Batman

Unlocks

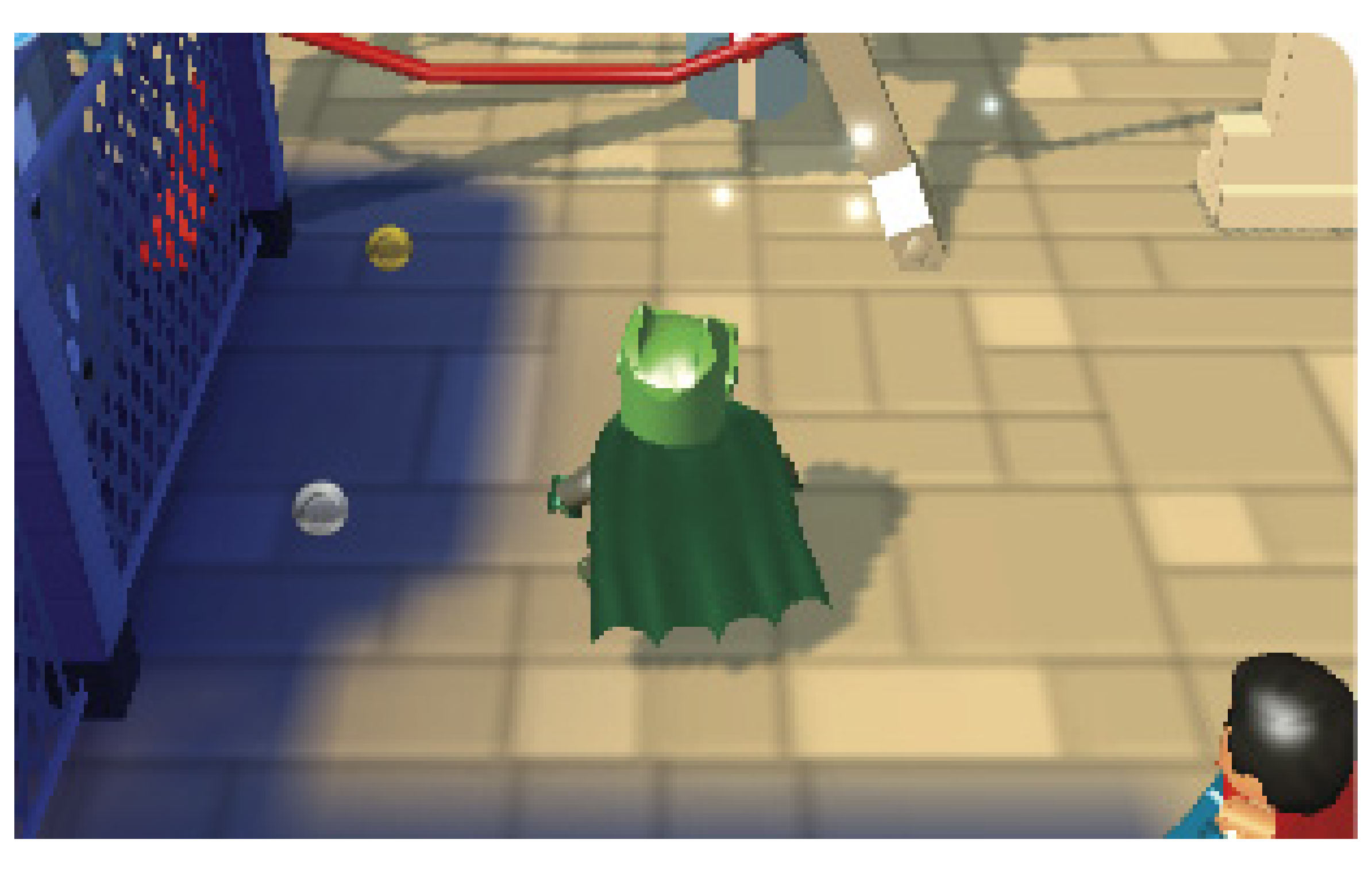
- Manchester Black (The Joker Card)
- Batman 1966 Mode (Red Brick)

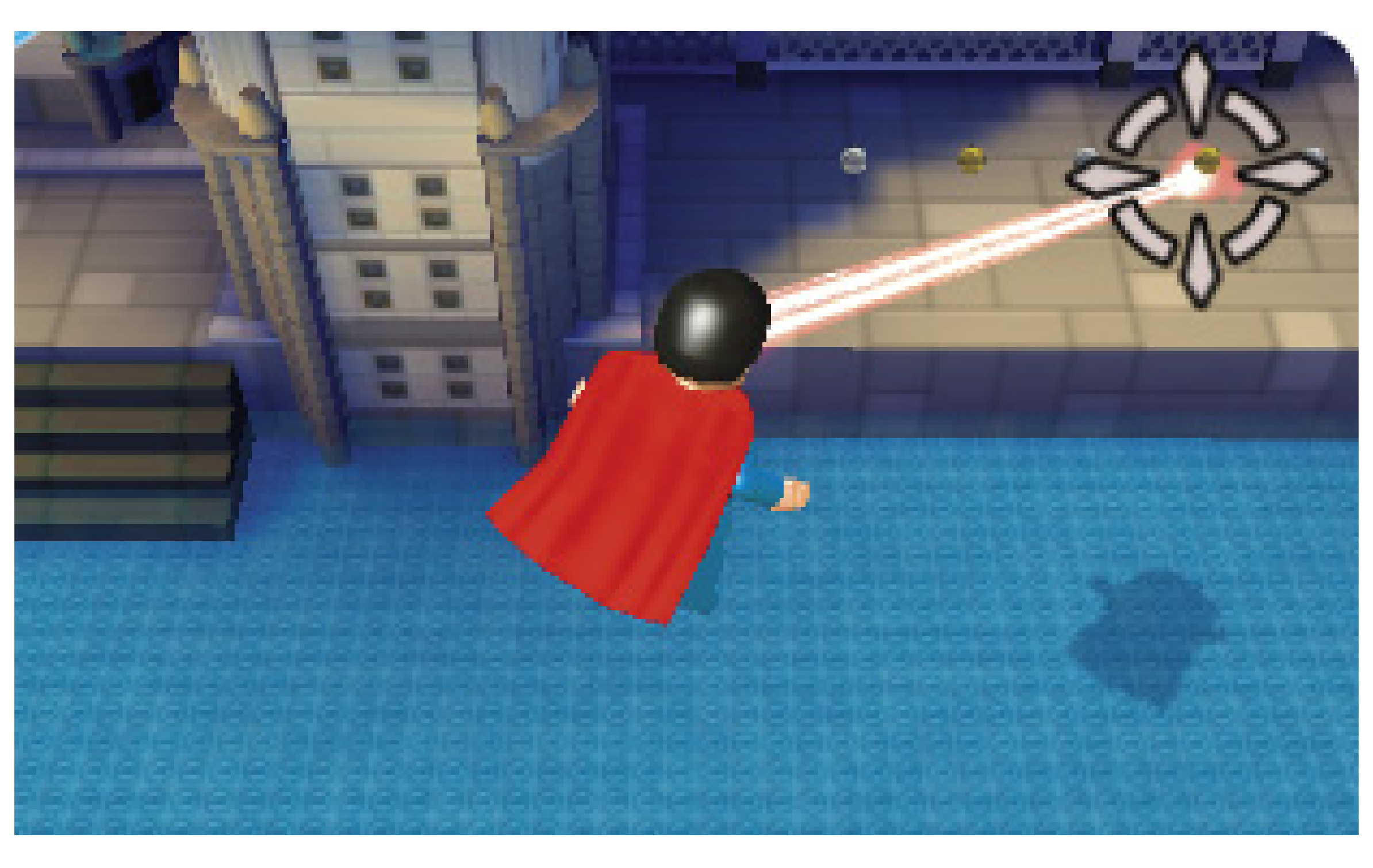
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 57,000 studs.
Lex Luthor Smash Challenge	Any	Destroy 5 Lex Luthor props. The first is northeast of the central bridge. The second is on the far west end of the bridge. The third is near the electrical terminal west of the giant call box. The fourth is just north of where the call box stands and the fifth is in the park southwest of the gold LEGO gate at the end of the level.
Red Brick	Free Play	Follow the road west of the call box. Charge the electrical terminal there to open the nearby gate. Once within the gate, use a character with magnetic abilities to interact with the blue LEGO box you find there.
The Joker Card	Free Play	After passing through the call box roadblock, follow the road north and around the curve. North of the road is a small park with a dark alcove along the northern wall. Have Robin don the Illumination Suit and enter the darkness to claim The Joker Card.

OBJECTIVE 1: MOVE THE FERRIS WHEEL

As soon as you arrive on the scene, be ready for a fight. Brainiac has enlarged the fence nearby, effectively caging you in. After you're done making an example of the fiends, equip Batman with his Sensor Suit. Activate Detective Mode and search the area around the Ferris wheel. Doing so reveals a silver LEGO bar. Use explosives to destroy it and send the Ferris wheel tumbling away.

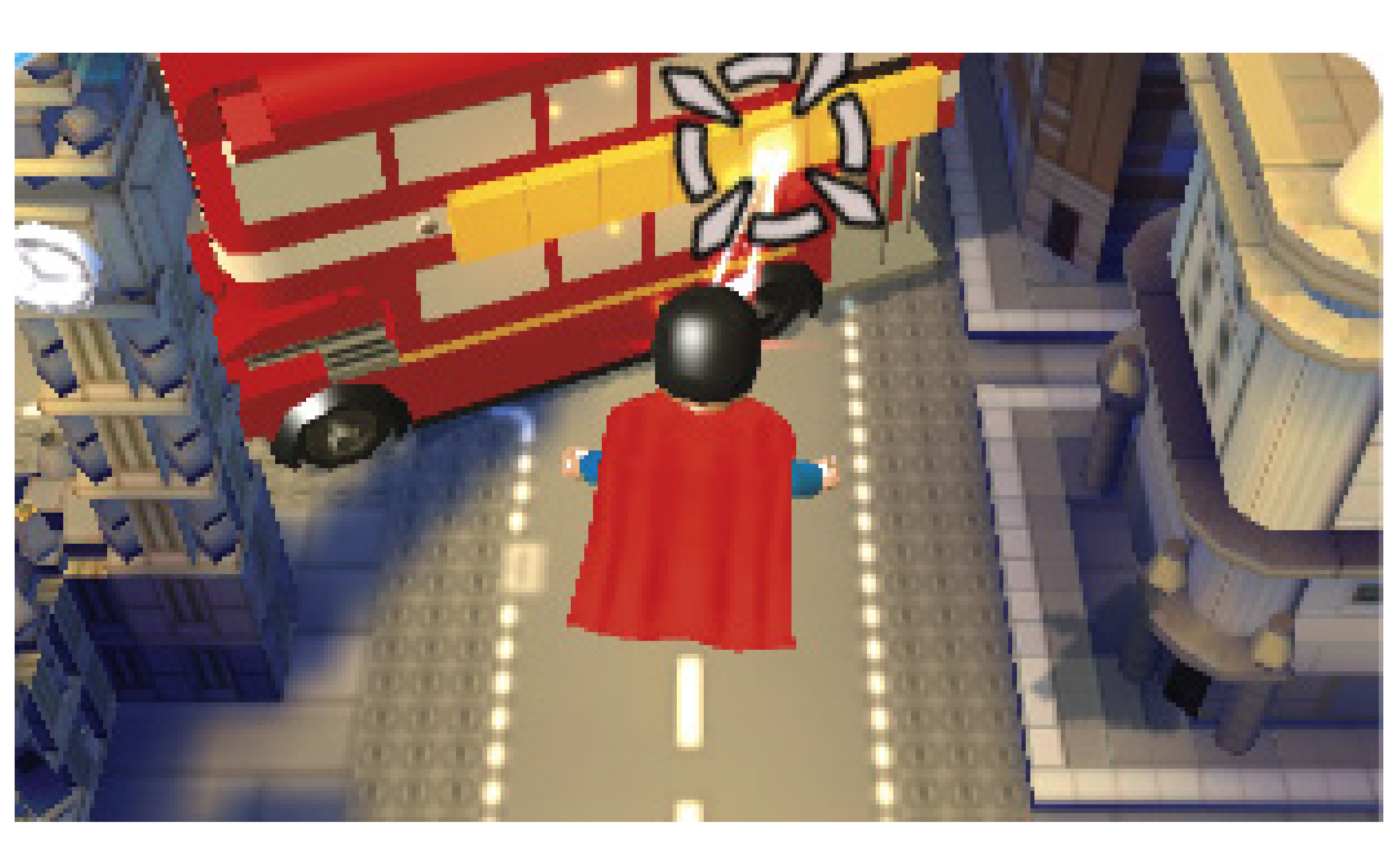


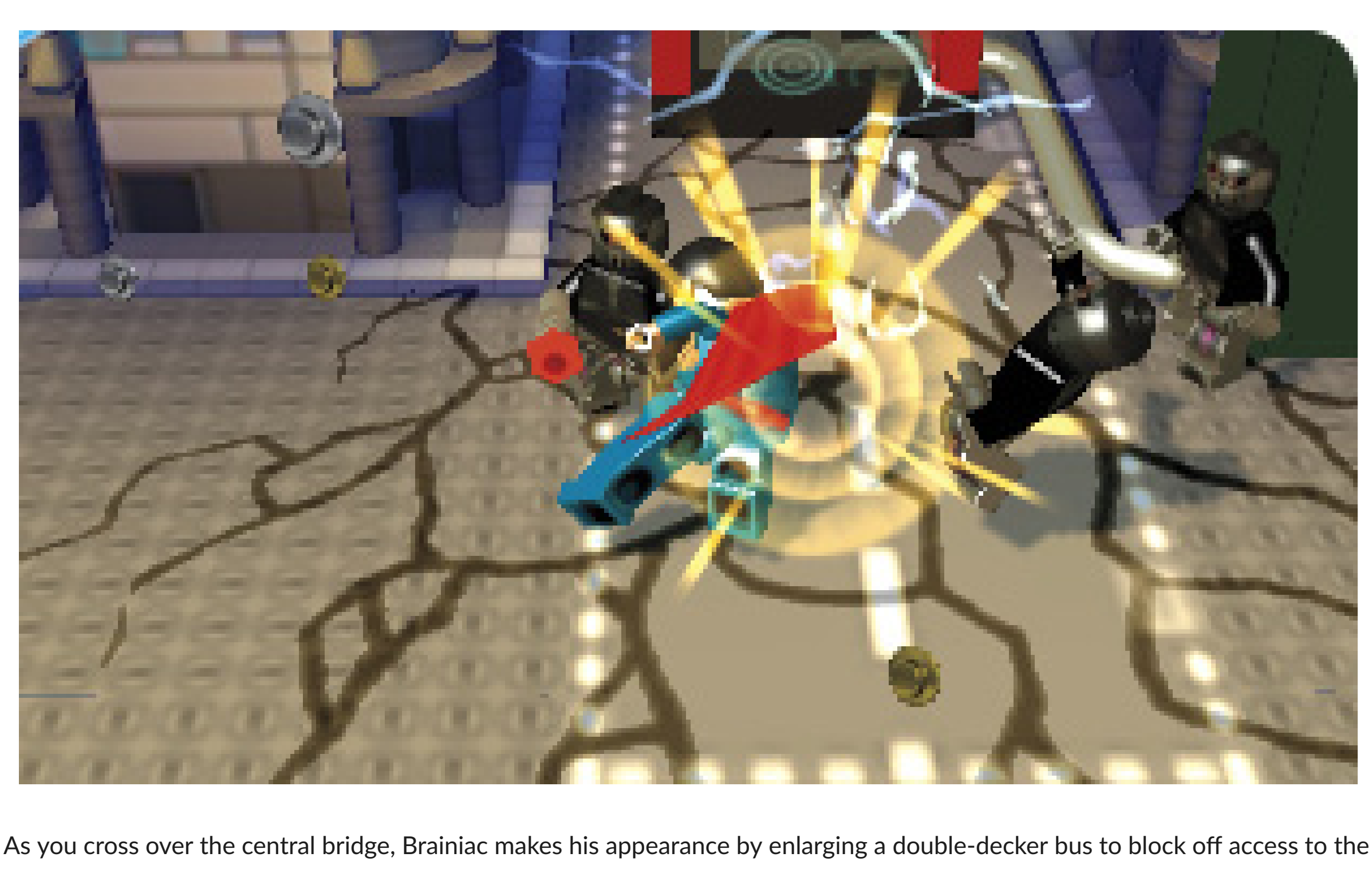


With the fence down, you are free to cross the river. Head to the northeast and smash the Lex Luthor prop you find on the other side of the river. Once that is done, head to the west until you come to the second bridge. In the northwest corner, you find another Lex Luthor prop.

> Lex Luthor Smash Challenge: 2 / 5

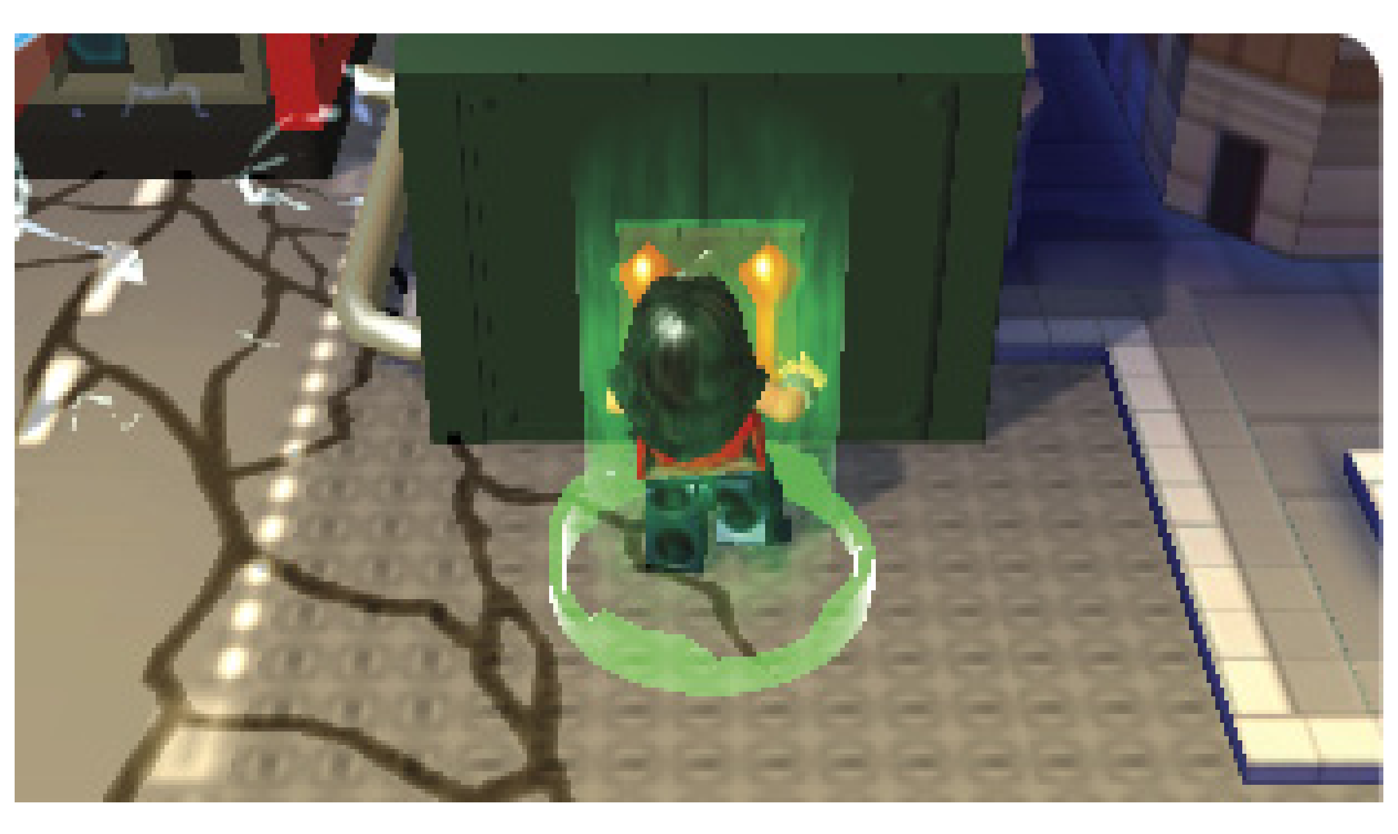
OBJECTIVE 2: WRECK THE ROADBLOCKS

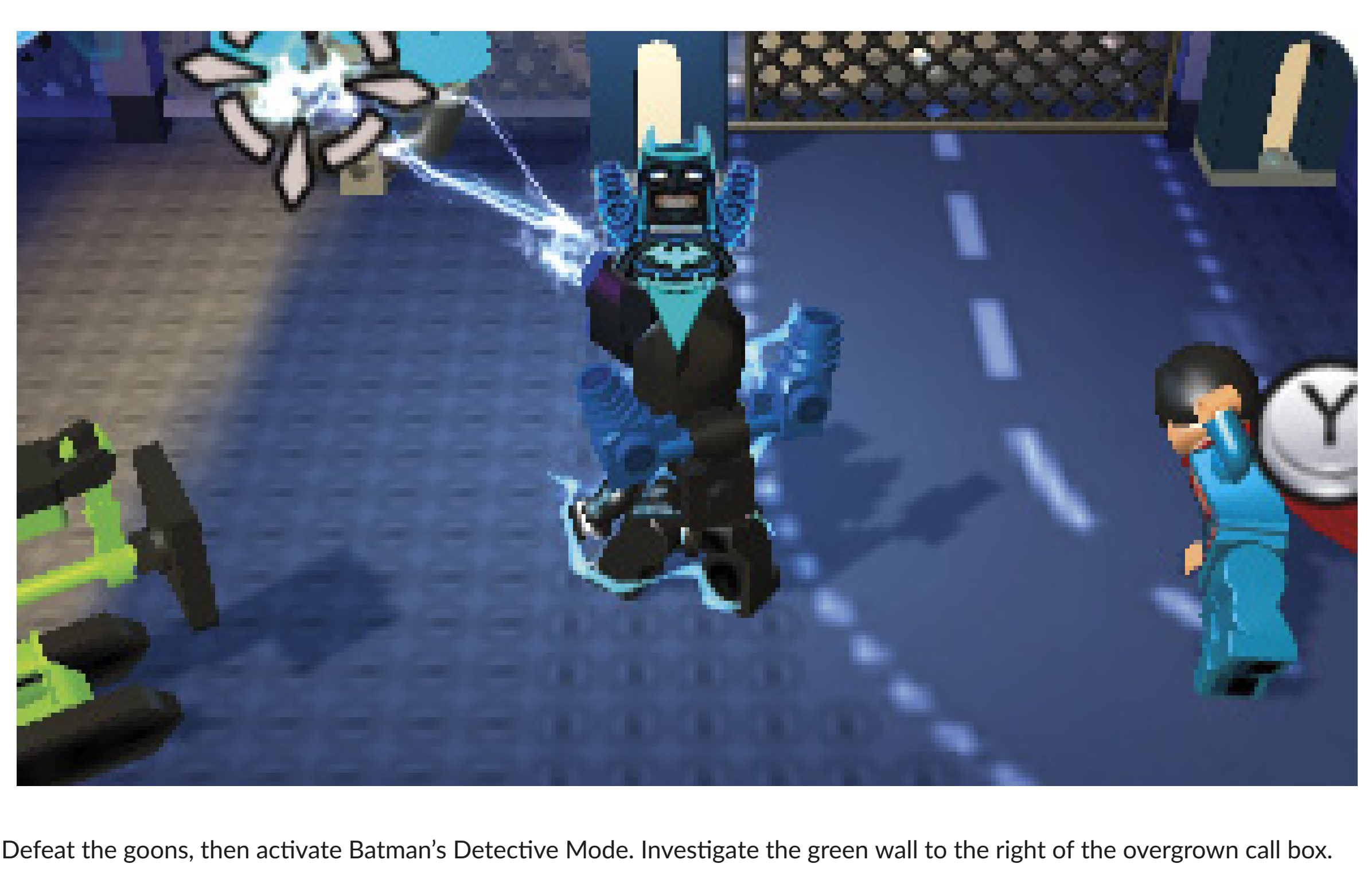




As you cross over the central bridge, Brainiac makes his appearance by enlarging a double-decker bus to block off access to the north. The roadblock is easily cleared away by using a laser to destroy the gold LEGO panel on the side of the bus.

Follow the road to the north. Brainiac once again bars your path with an overgrown LEGO object. This time, it's a call box. Along with the roadblock, you have to contend with some goons again.





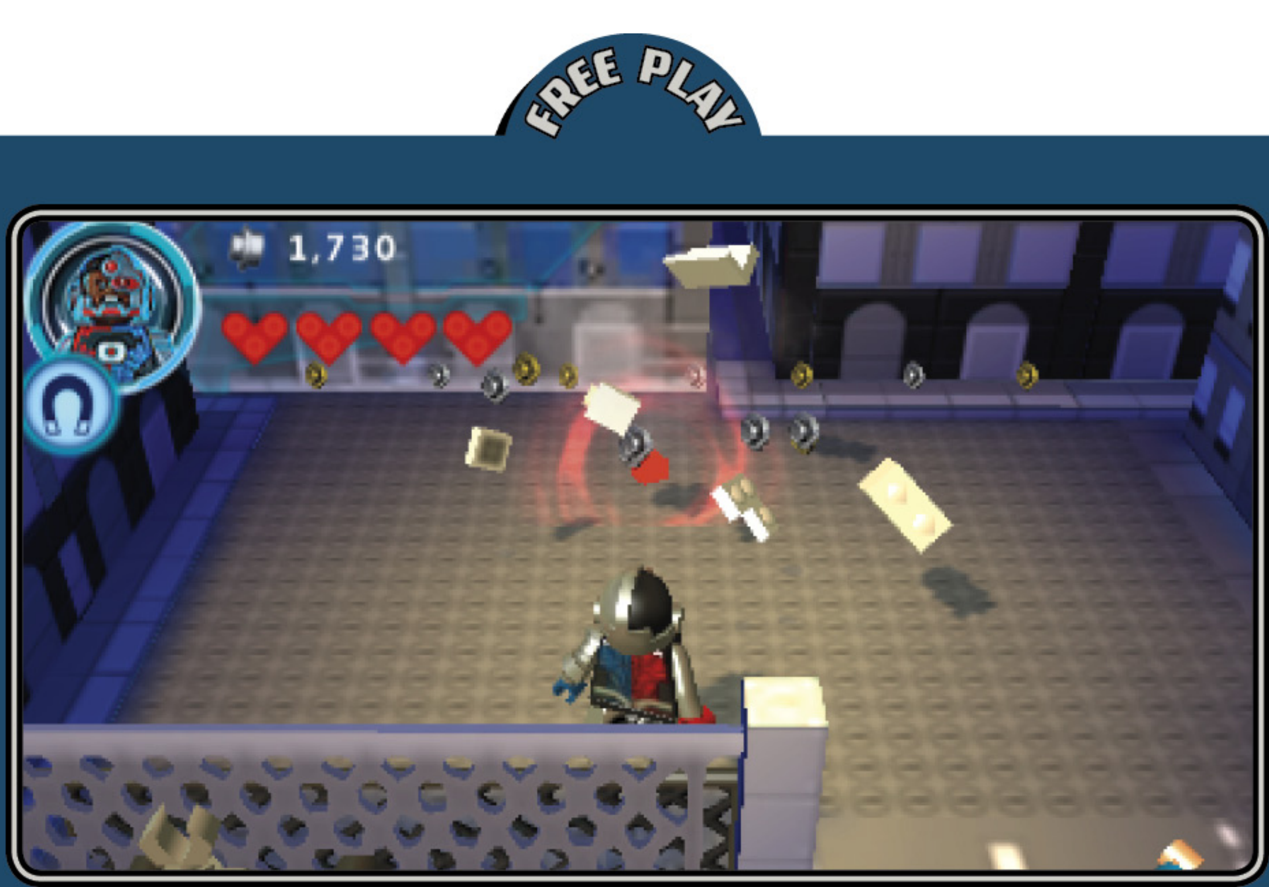
Defeat the goons, then activate Batman's Detective Mode. Investigate the green wall to the right of the overgrown call box. This reveals a set of hyper strength handles. Use Superman, Wonder Woman, or Batman's Demolition Suit to pull at the handles to rip the wall away, revealing an active electrical terminal within.

As Batman, equip the Electricity Suit and discharge the electrical terminal of its energy. Now that you're carrying a charge, head west and discharge the energy into the inactive electrical terminal you find at the end of the road. Along with the terminal, you also come across another Lex Luthor prop. Destroy it!

> Lex Luthor Smash Challenge: 3 / 5

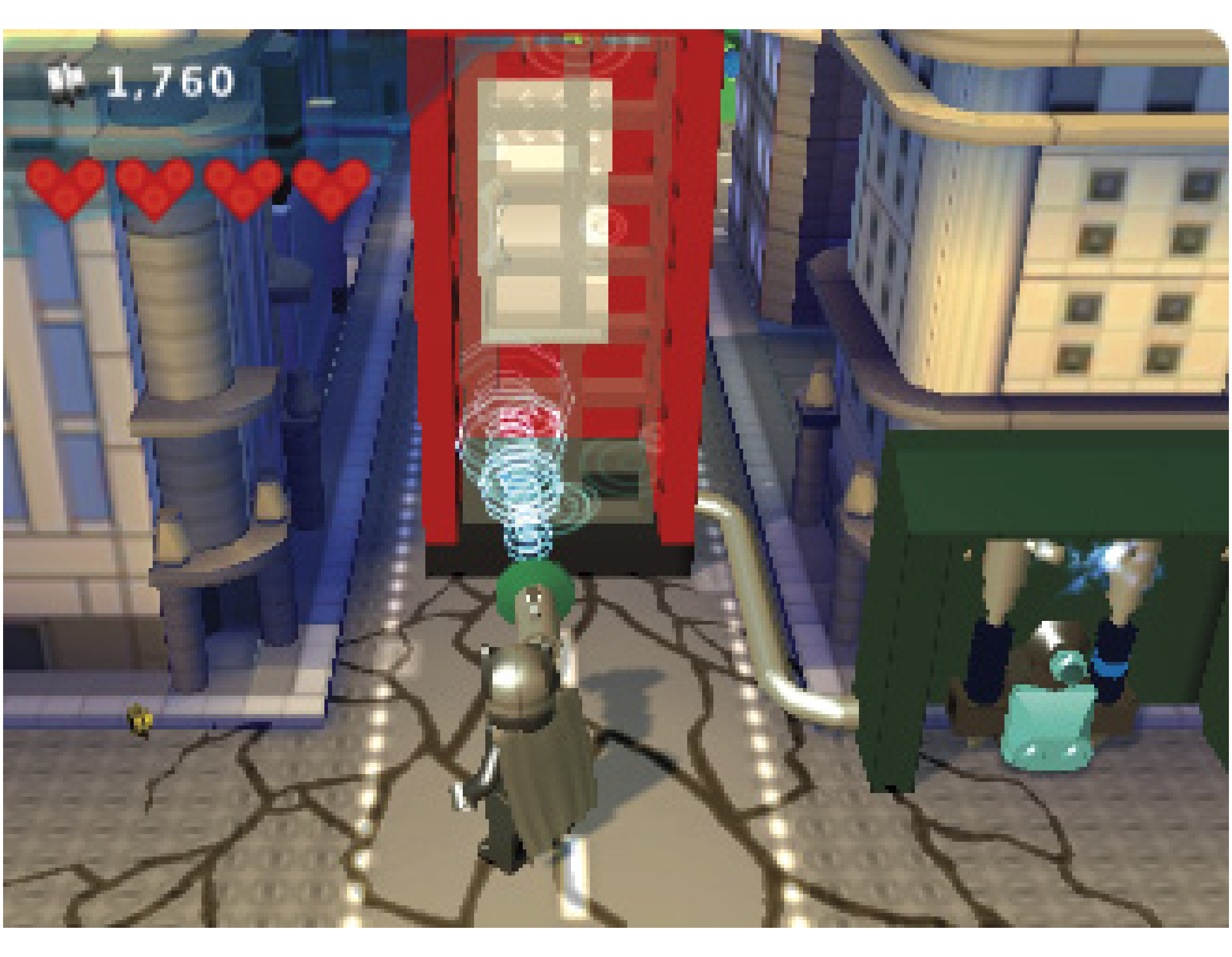
Return to the oversized call box and equip Batman with his Sonar Suit. Make use of his sonic abilities to shatter the LEGO glass on the call box. This reveals a silver LEGO panel. Equip Batman with his Demolition Suit and destroy the silver LEGO panel. The call box comes crumbling down.

FREE PLAY



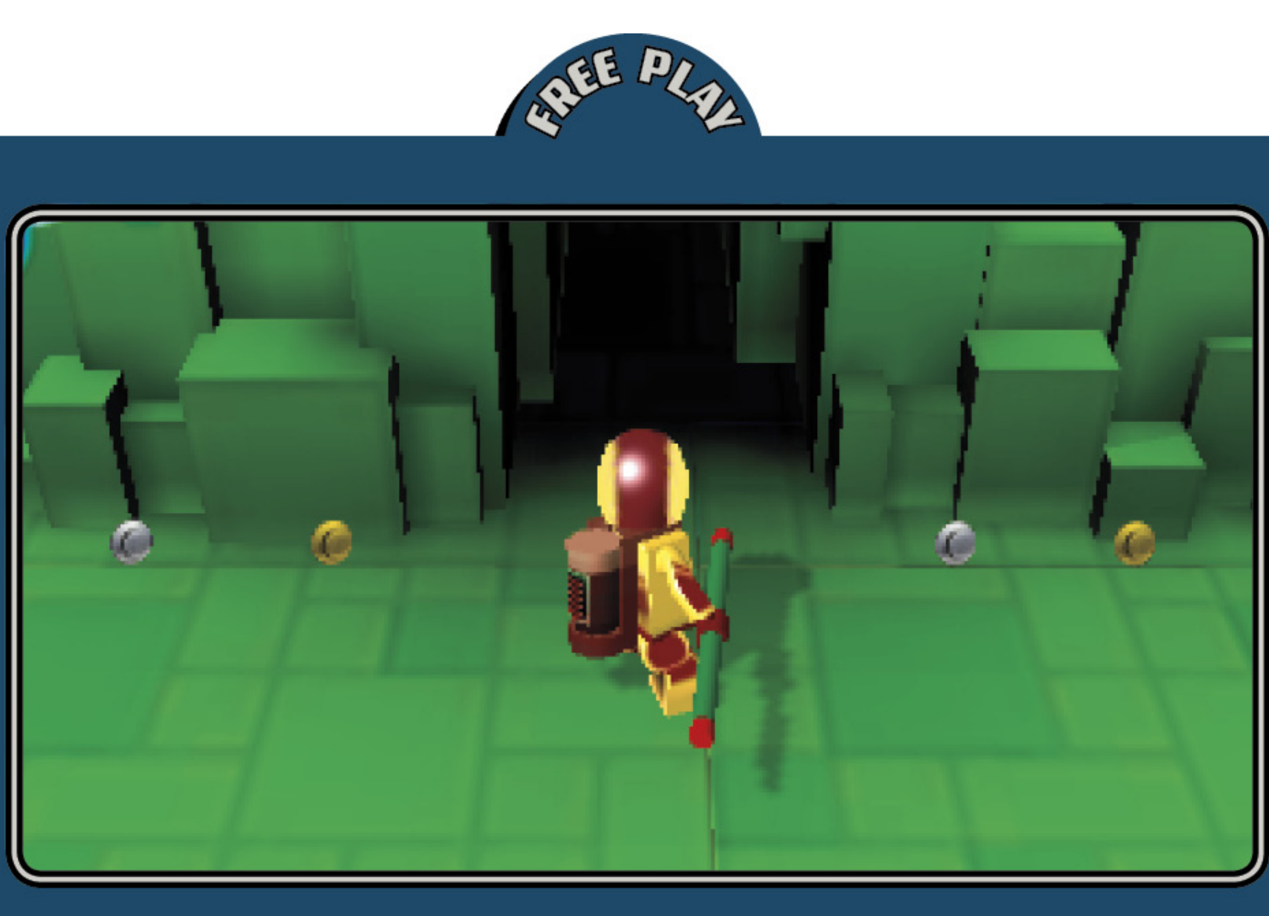
When the electrical terminal was activated by the charge, the nearby gate opened as well. During Free Play, choose a character with magnetic abilities and interact with the large magnetic LEGO box within the gates. Once the box has been opened, collect the Red Brick that emerges from it.

Red Brick



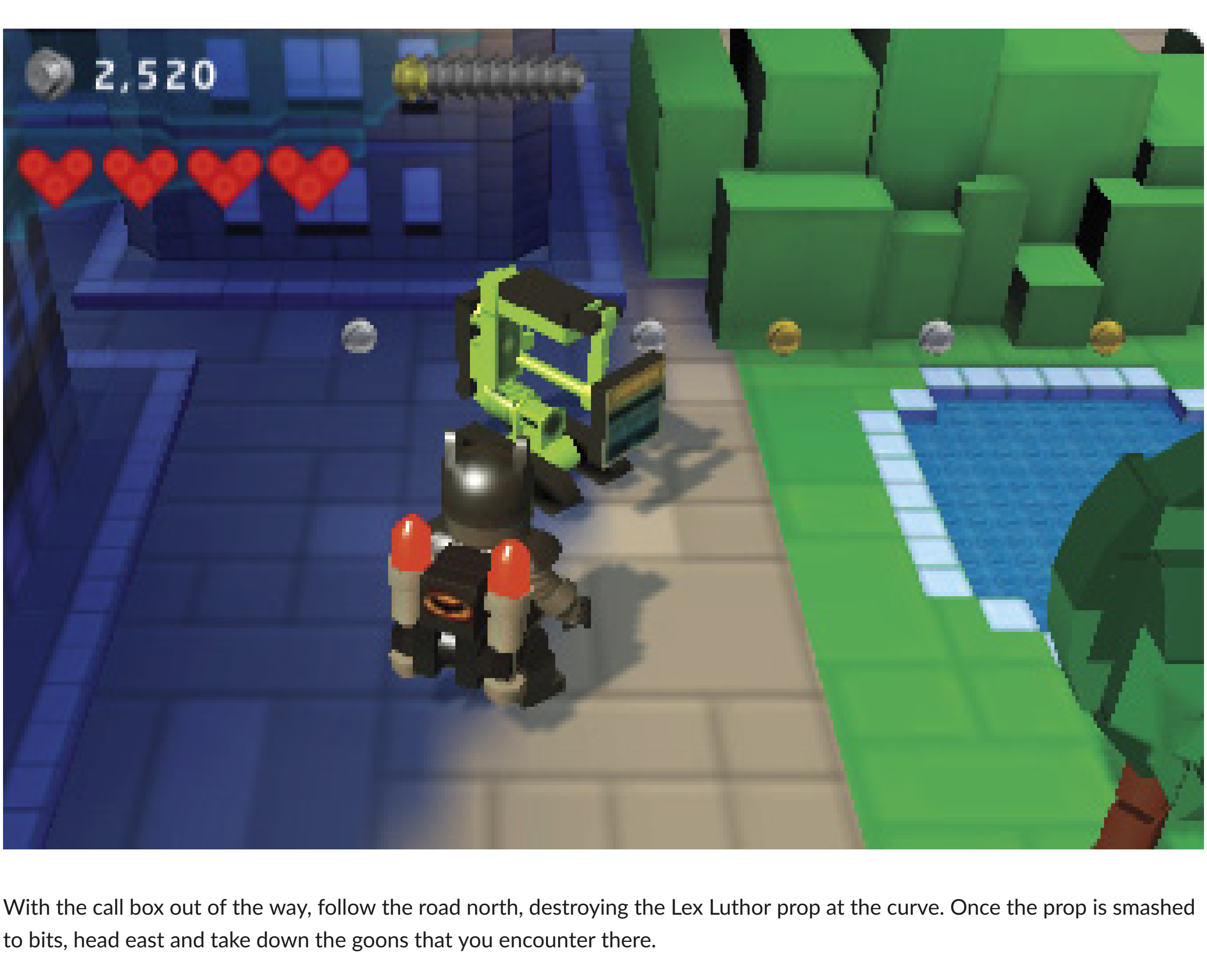
OBJECTIVE 3: BRING DOWN THE GATE

FREE PLAY



During Free Play, choose Robin and equip his Illumination Suit. Near the curve, there is a small park area with a dark alcove along the north wall. Step into the alcove to illuminate the space and claim The Joker Card hidden within.

The Joker Card

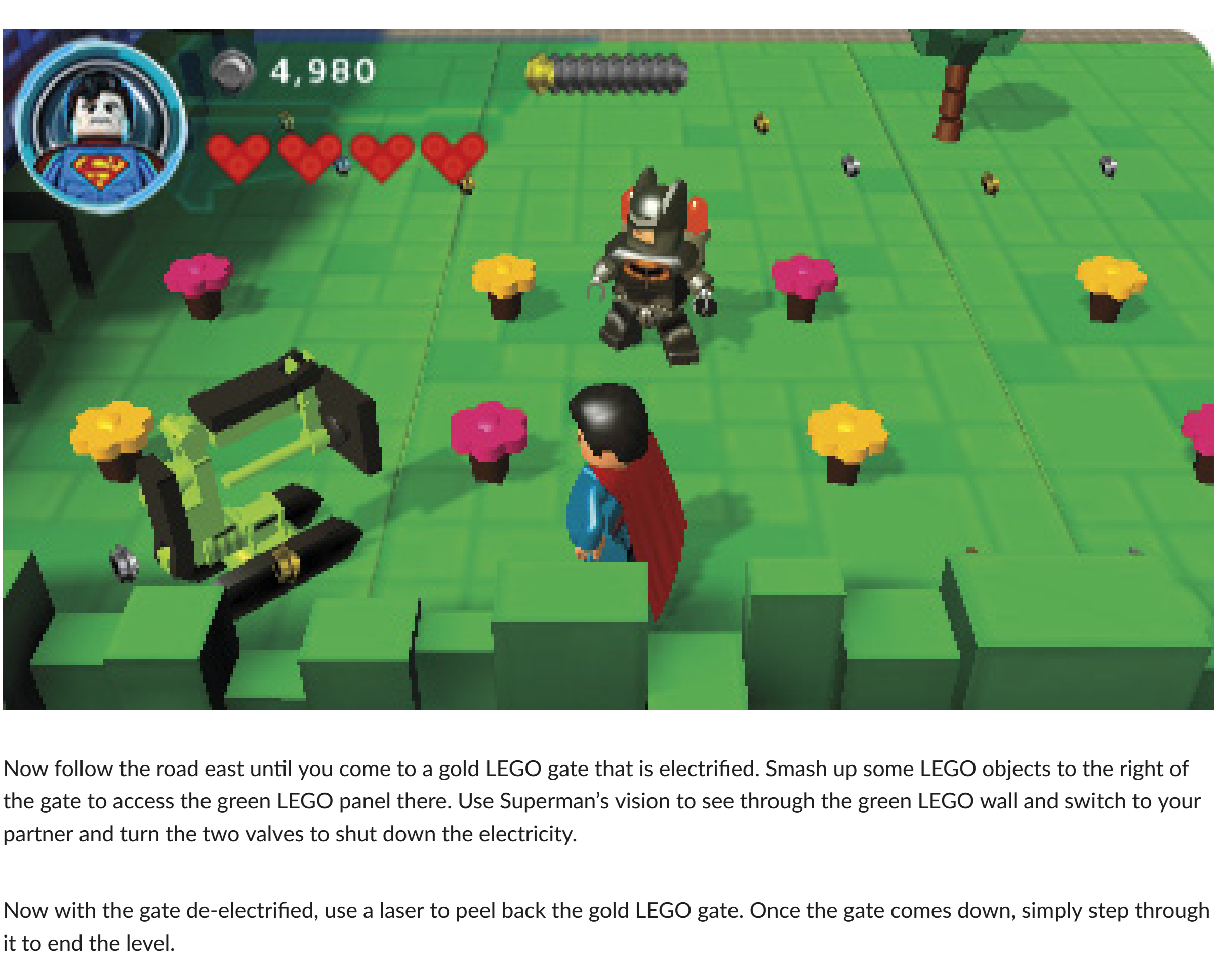


With the call box out of the way, follow the road north, destroying the Lex Luthor prop at the curve. Once the prop is smashed to bits, head east and take down the goons that you encounter there.

> Lex Luthor Smash Challenge: 4 / 5

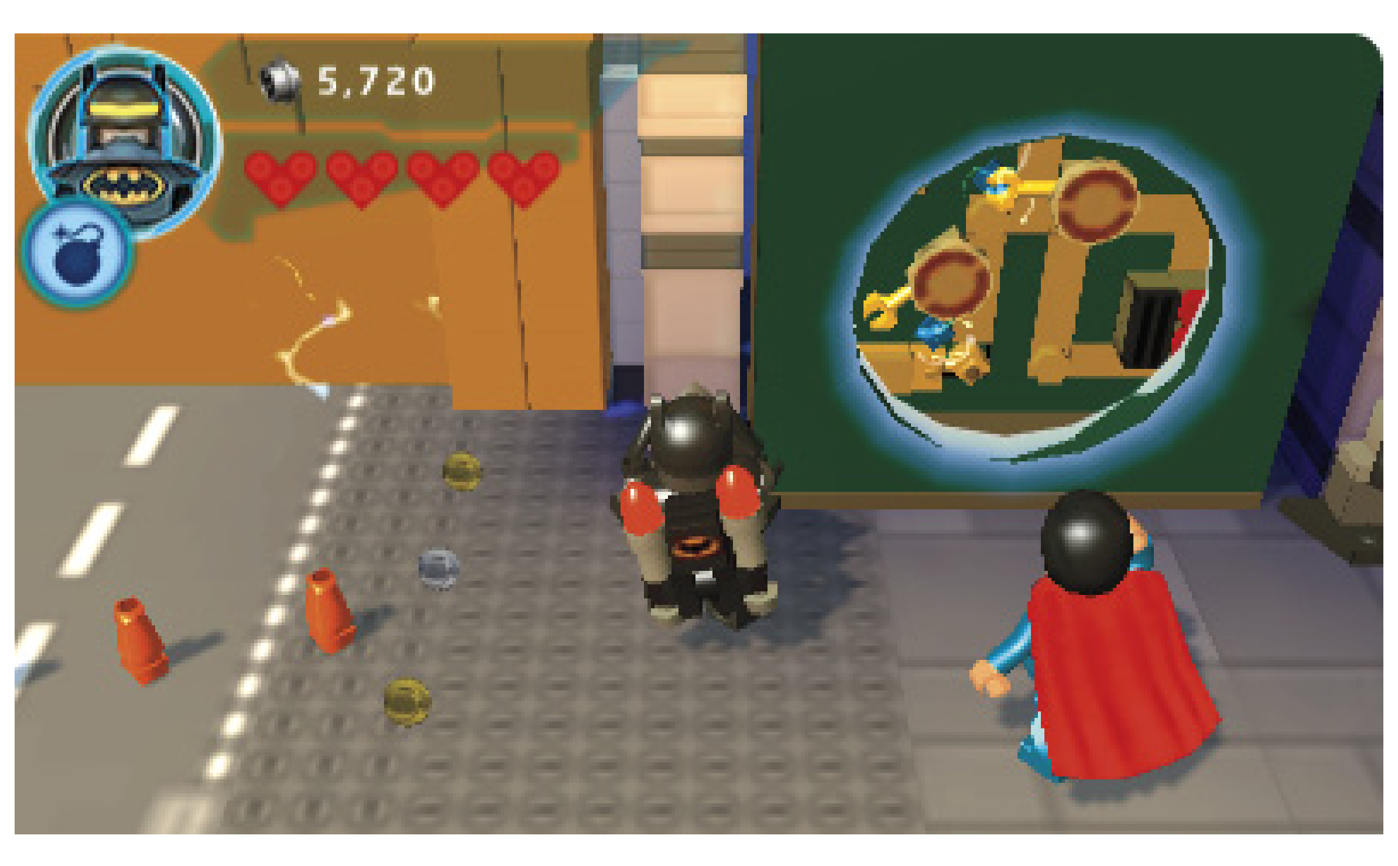
Continue along the road east and you come across another park south of the road. In the southwest corner of the park, you find the final Lex Luthor prop.

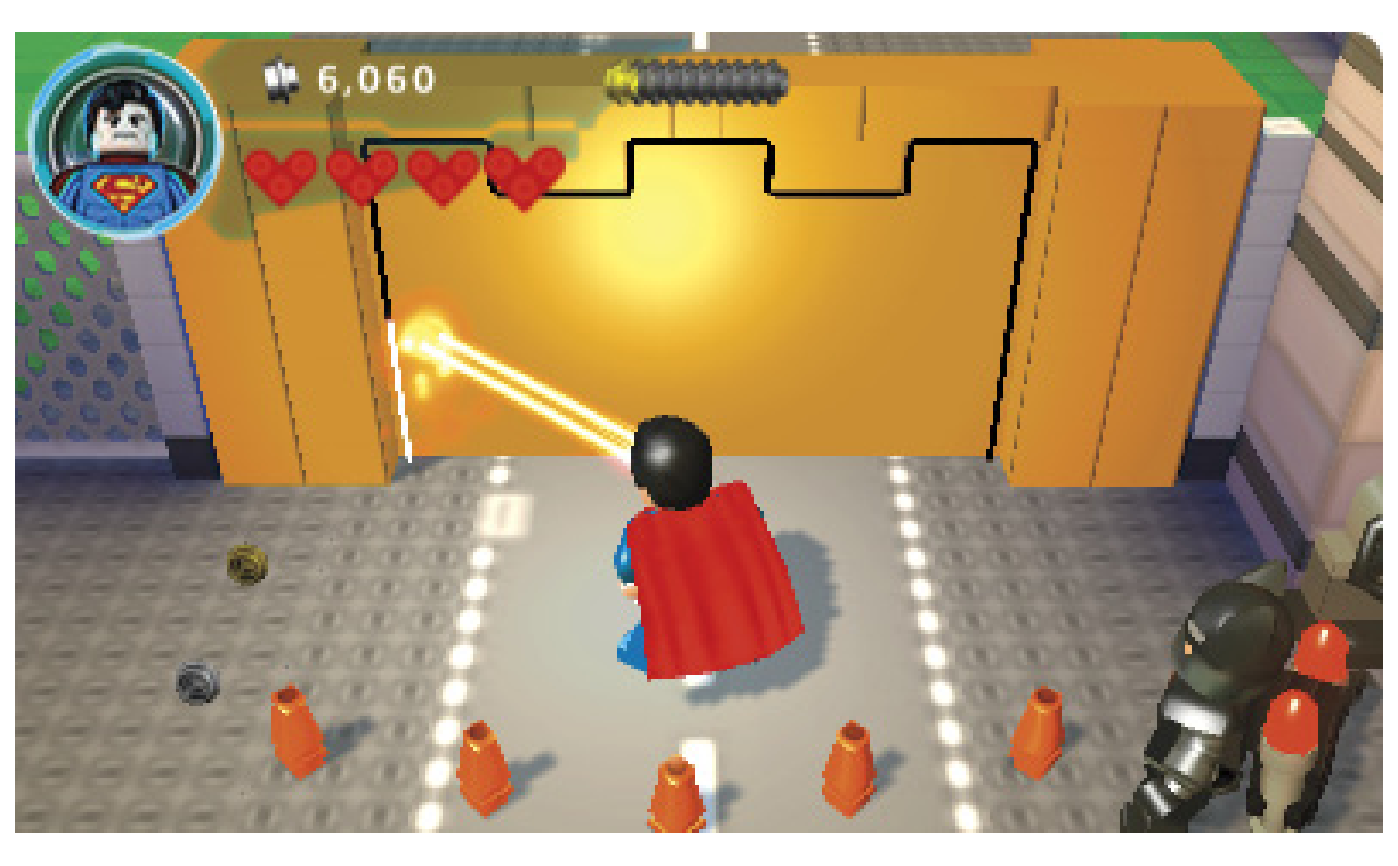
> Lex Luthor Smash Challenge: 5 / 5



Now follow the road east until you come to a gold LEGO gate that is electrified. Smash up some LEGO objects to the right of the gate to access the green LEGO panel there. Use Superman's vision to see through the green LEGO wall and switch to your partner and turn the two valves to shut down the electricity.

Now with the gate de-electrified, use a laser to peel back the gold LEGO gate. Once the gate comes down, simply step through it to end the level.





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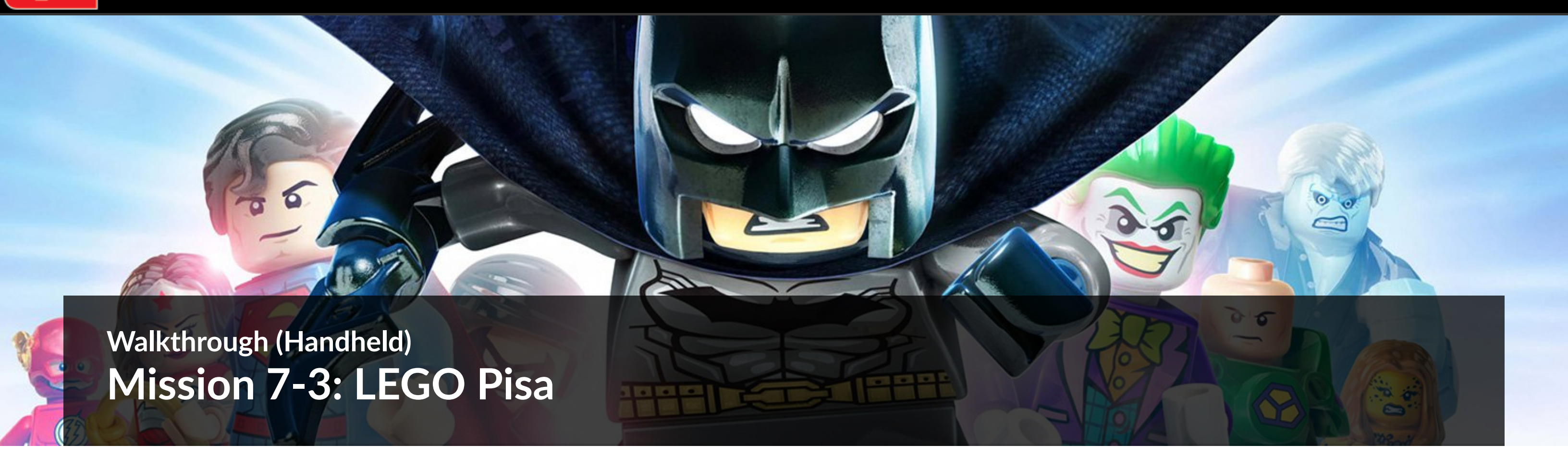


Walkthrough (Handheld)

Mission 7-3: LEGO Pisa

WALKTHROUGH 7-3 MISSION

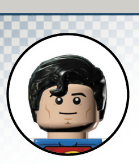
LEGO Pisa

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 17,000 studs.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. Each time Brainiac takes to the skies, he deploys goons to fight you. Counter the attacks of the enemy to set them up for ground finishers.
The Joker Smash Challenge	Any	Destroy 4 Joker props. The first Joker prop is on the west side near the bistro. The second is beside the cathedral. The third is south of the cathedral, and the fourth Joker prop is in the northeast corner of the area.
The Joker Card	Free Play	Use Solomon Grundy or Swamp Thing to interact with the swamp access in the northwest corner. Build the bricks that are pulled from the swamp into a sphere spot. Use the sphere spot to lower a gate nearby, revealing The Joker Card within an alcove.

Characters

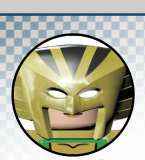
Batman



Superman

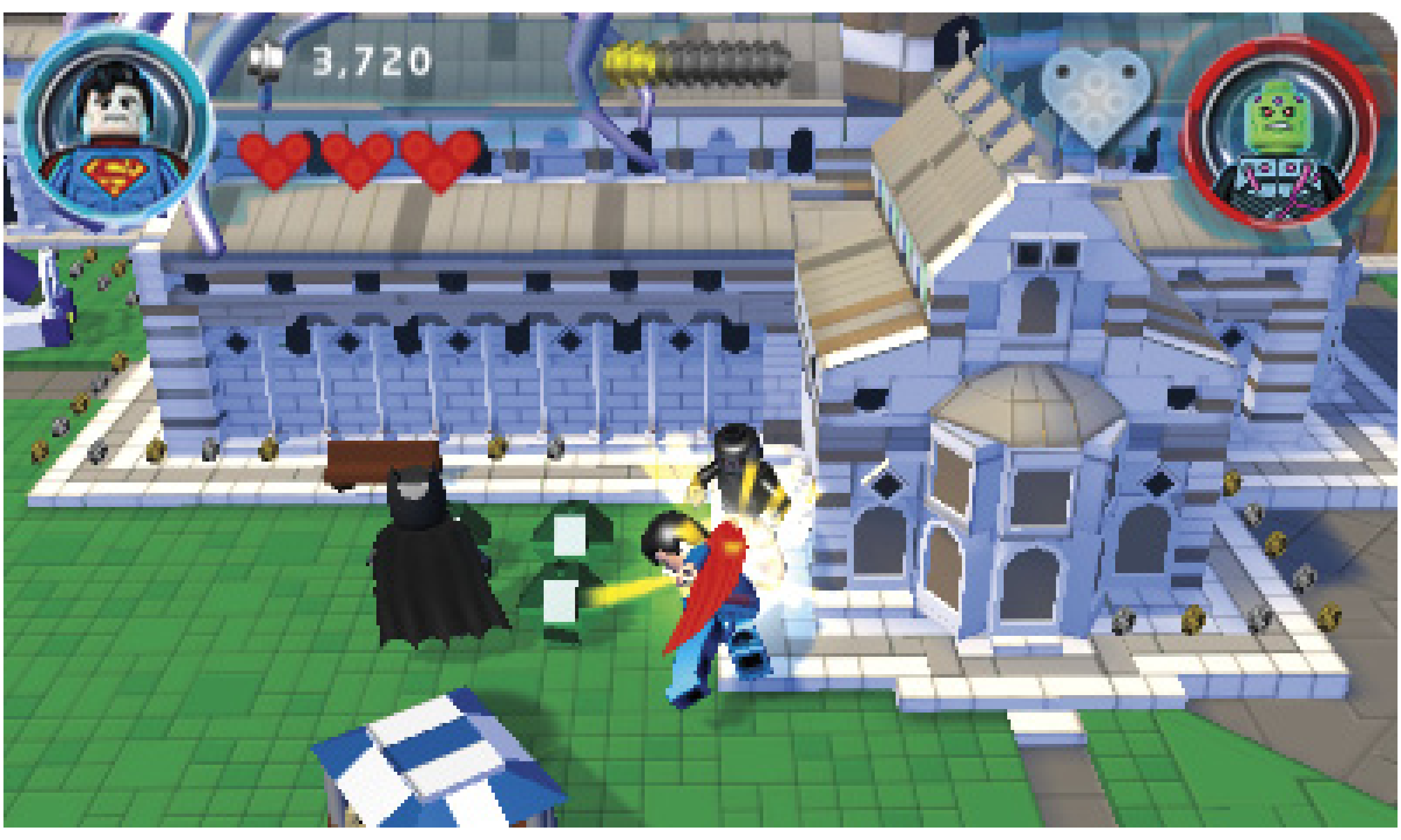
Wonder Woman

Unlocks



Hawkgirl
(The Joker Card)

OBJECTIVE 1: DEFEAT BRAINIAC!



Immediately, you're assaulted by three goons. Deal out some swift justice, while making sure to perform ground finishers to complete the Combat Challenge for the level. Once all the goons have been dealt with, Brainiac picks up the nearby trailer and drops it. Build the LEGO bricks that spill out from the wreck into a pad to reflect Brainiac's beam back at him.

> Combat Challenge: Finishers

> If Brainiac hits you with his beam, you shrink. Avoid his beam for a brief period and you return to normal.

Once the pad is completed, Brainiac begins to follow you overhead and fires his beam down on you. Lure him over the pad to reflect his weapon back at him, shrinking his craft in the process. Quickly unleash your attack on Brainiac while he is grounded.

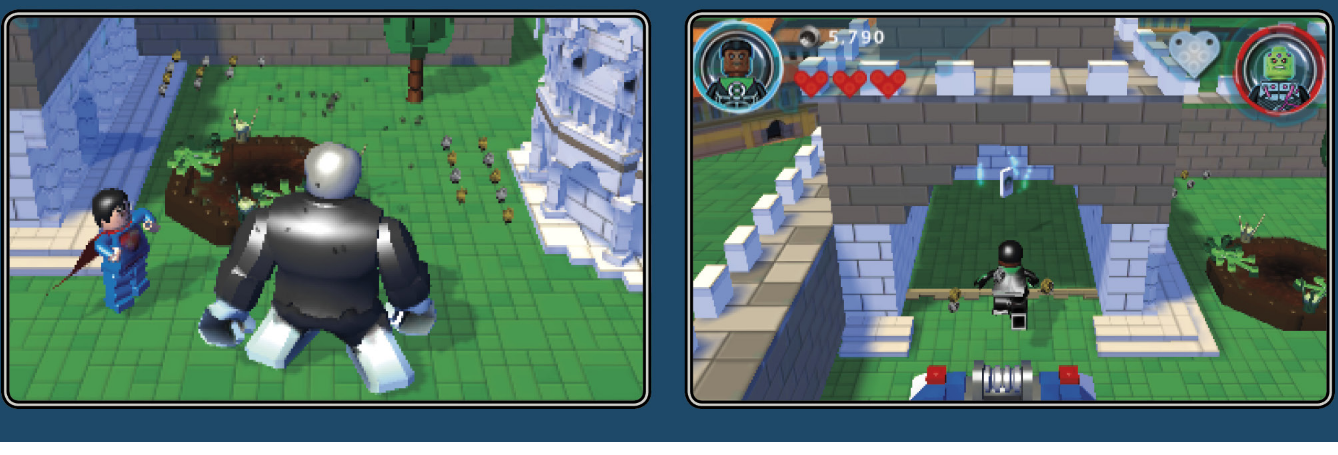
After taking some damage, Brainiac takes to the sky. Once again, he deploys some goons to do his dirty work for him. Before you deal with them, head to the west and destroy The Joker prop near the bistro. Then destroy the next Joker prop to the left of the cathedral. Next, head south of the cathedral to smash another Joker prop. Finally, the last Joker prop is located northeast of the cathedral.

> The Joker Smash Challenge: 4 / 4

FREE PLAY

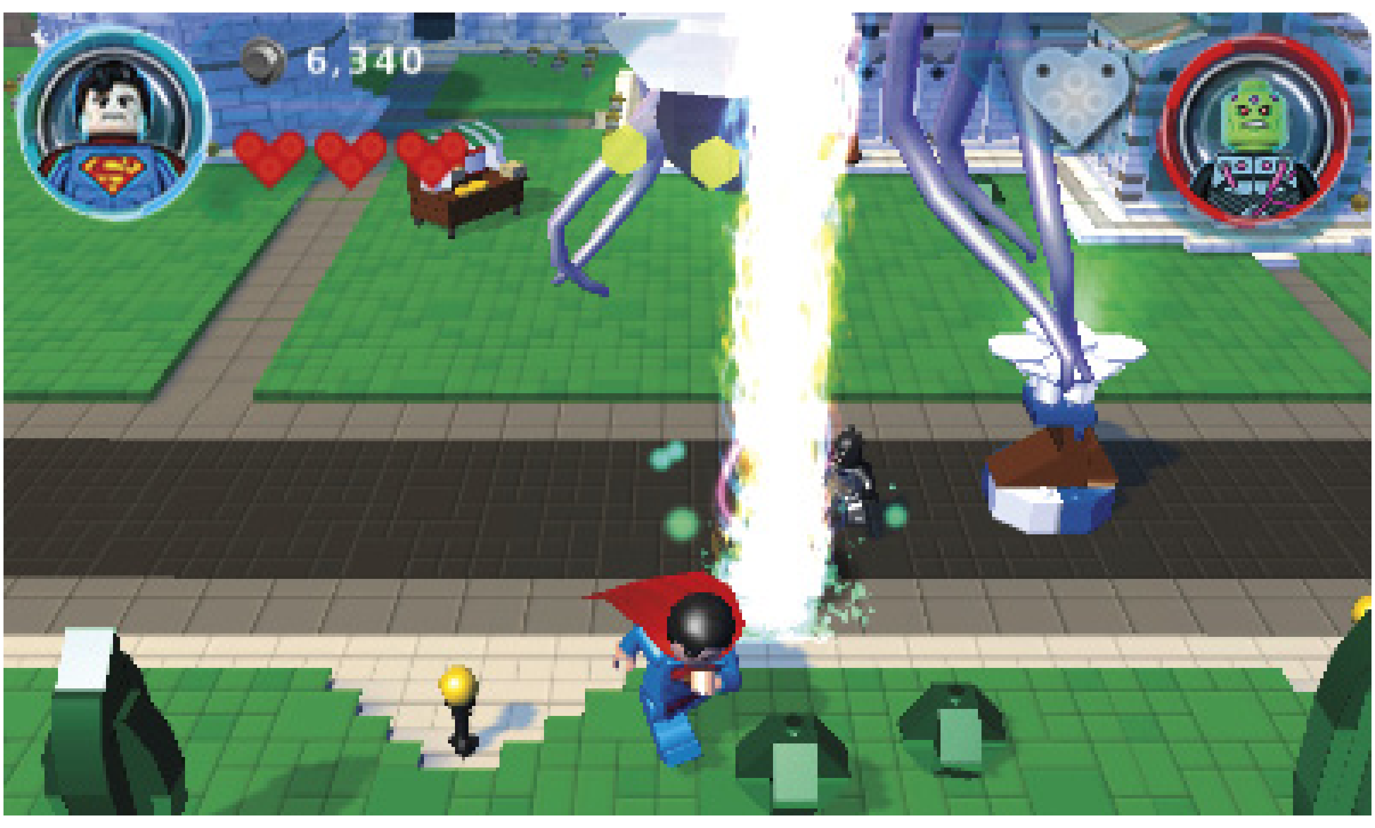
In the northwest corner of the area, you find swamp access. Use either Solomon Grundy or Swamp Thing to dig into the swamp and pull out some LEGO bricks. Build the bricks into a sphere spot. Then, use a character that can interact with the sphere spot to roll down the nearby gate. Inside of the alcove, you find The Joker Card.

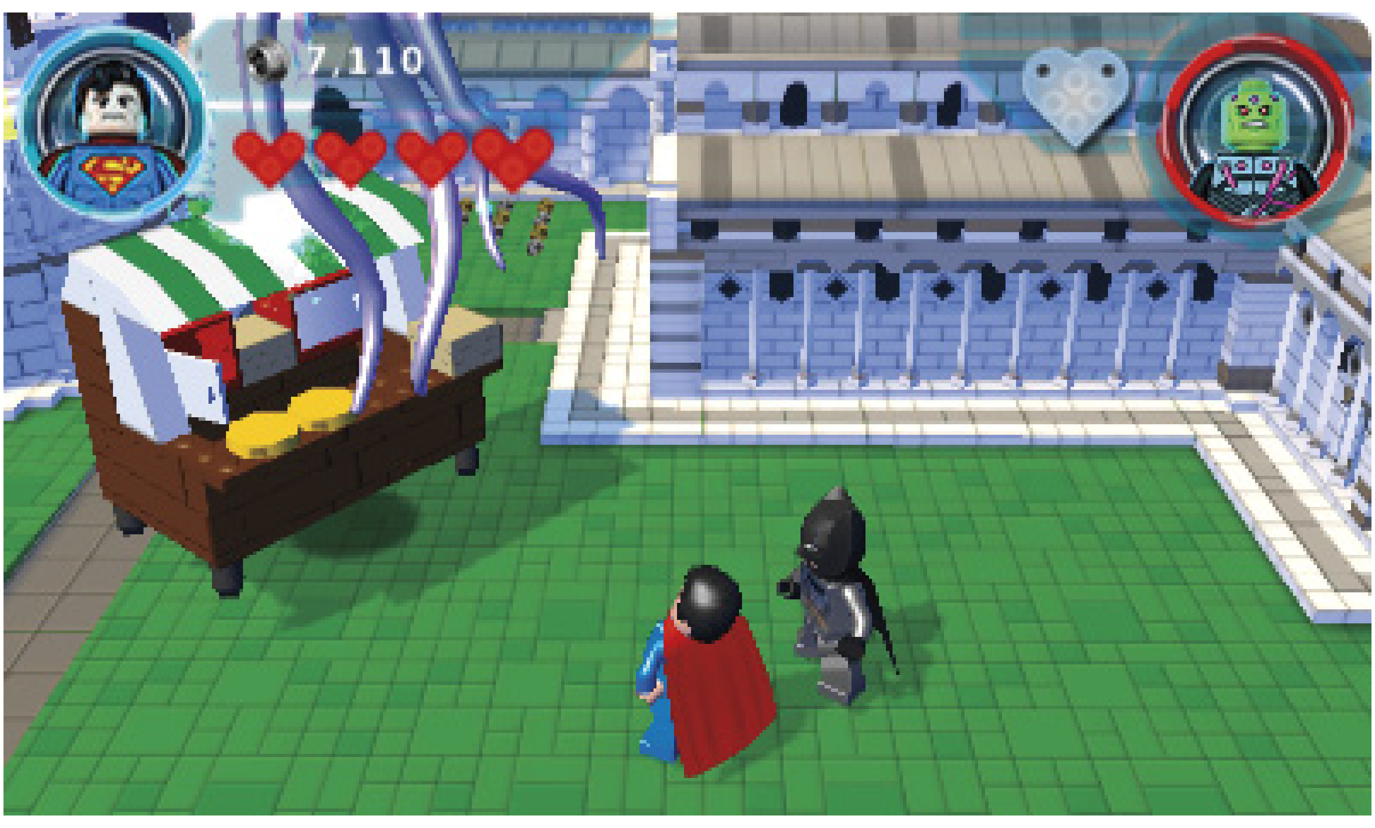
The Joker Card



Defeat Brainiac's goons and he lifts the gazebo into the air. When he drops the gazebo, build the bricks from it into another device to reflect his beam back at him. As before, lure him into firing his beam at the device, shrinking himself in the process. When his craft shrinks down, attack it until he returns to normal size.

One more time! Defeat Brainiac's goons and he throws a fruit stand. Build these bricks again into a device to reflect his beam back at him. Shrunk down, the baddie isn't so dangerous. Quickly smash up his ship and send him packing!





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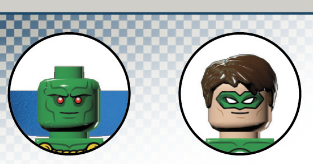
WALKTHROUGH 7-4 HUB VISIT

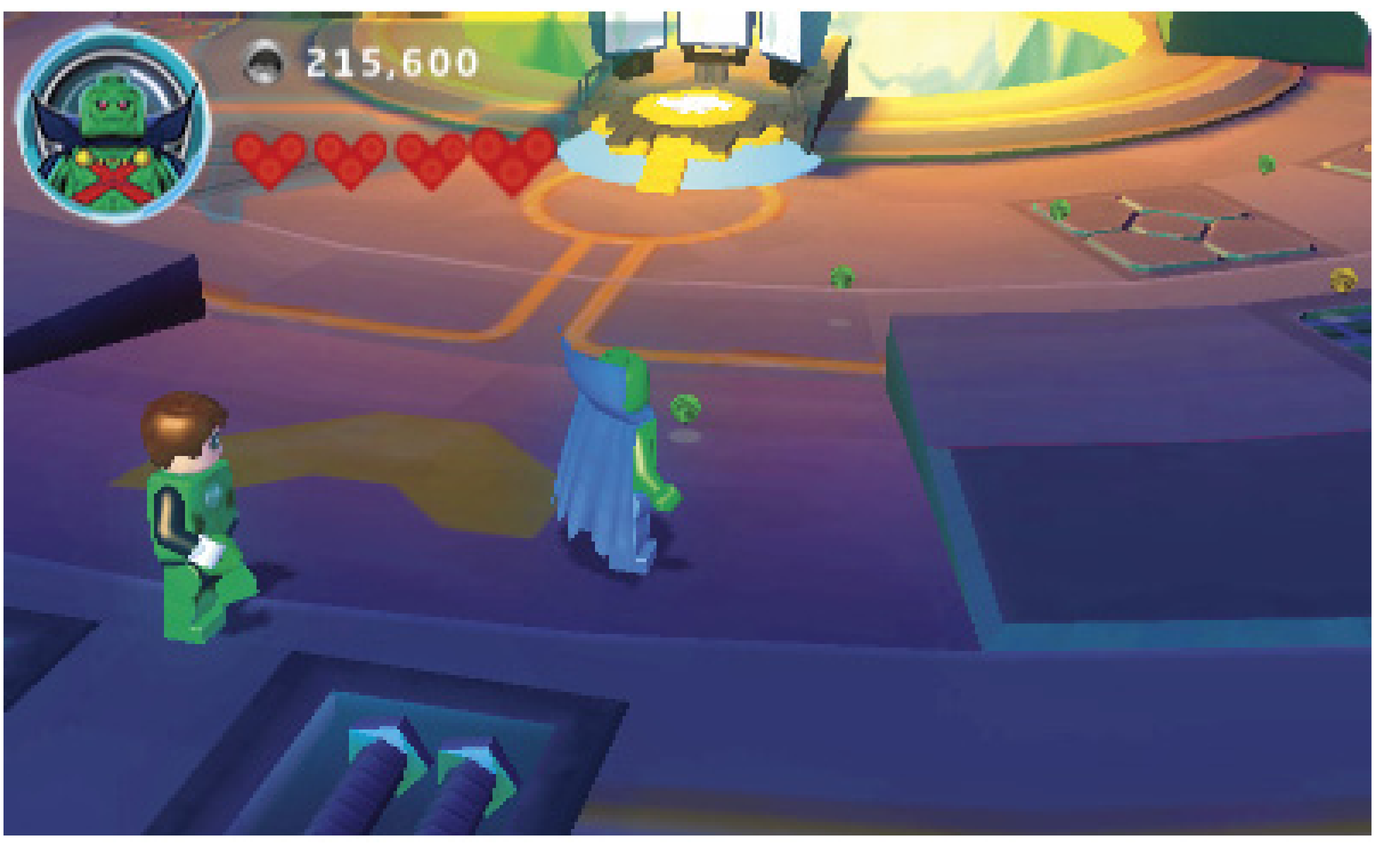
Watchtower

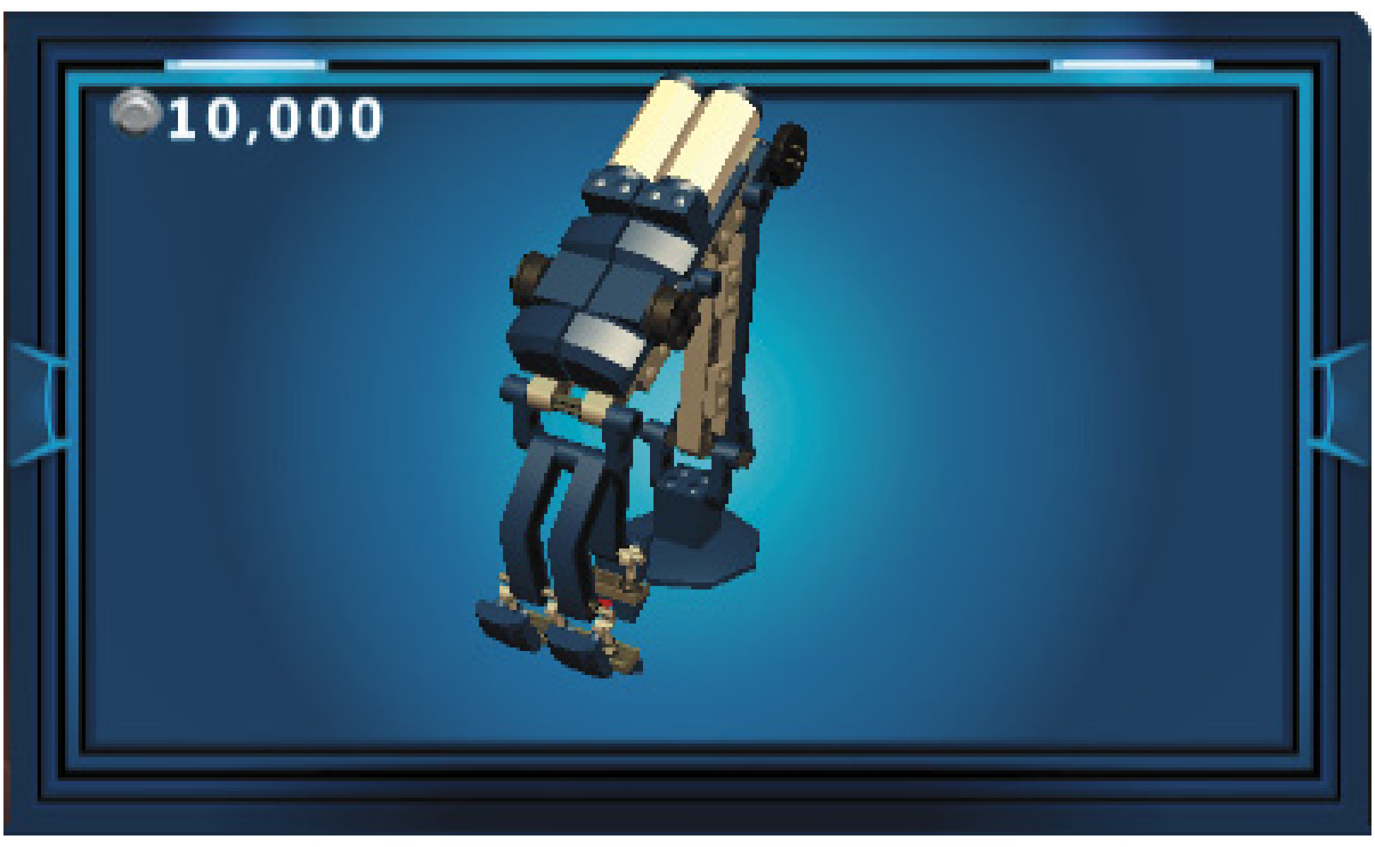
Characters

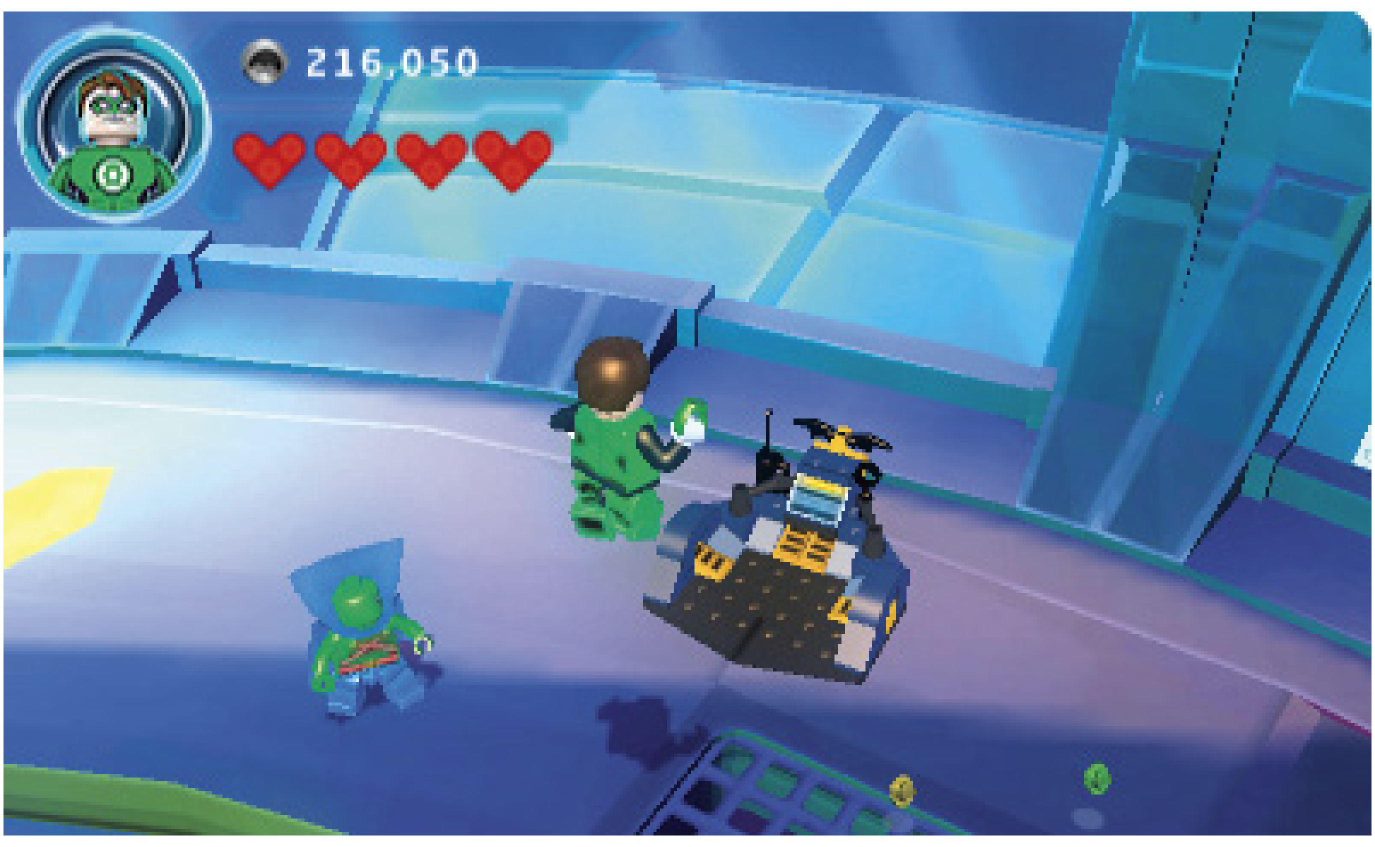


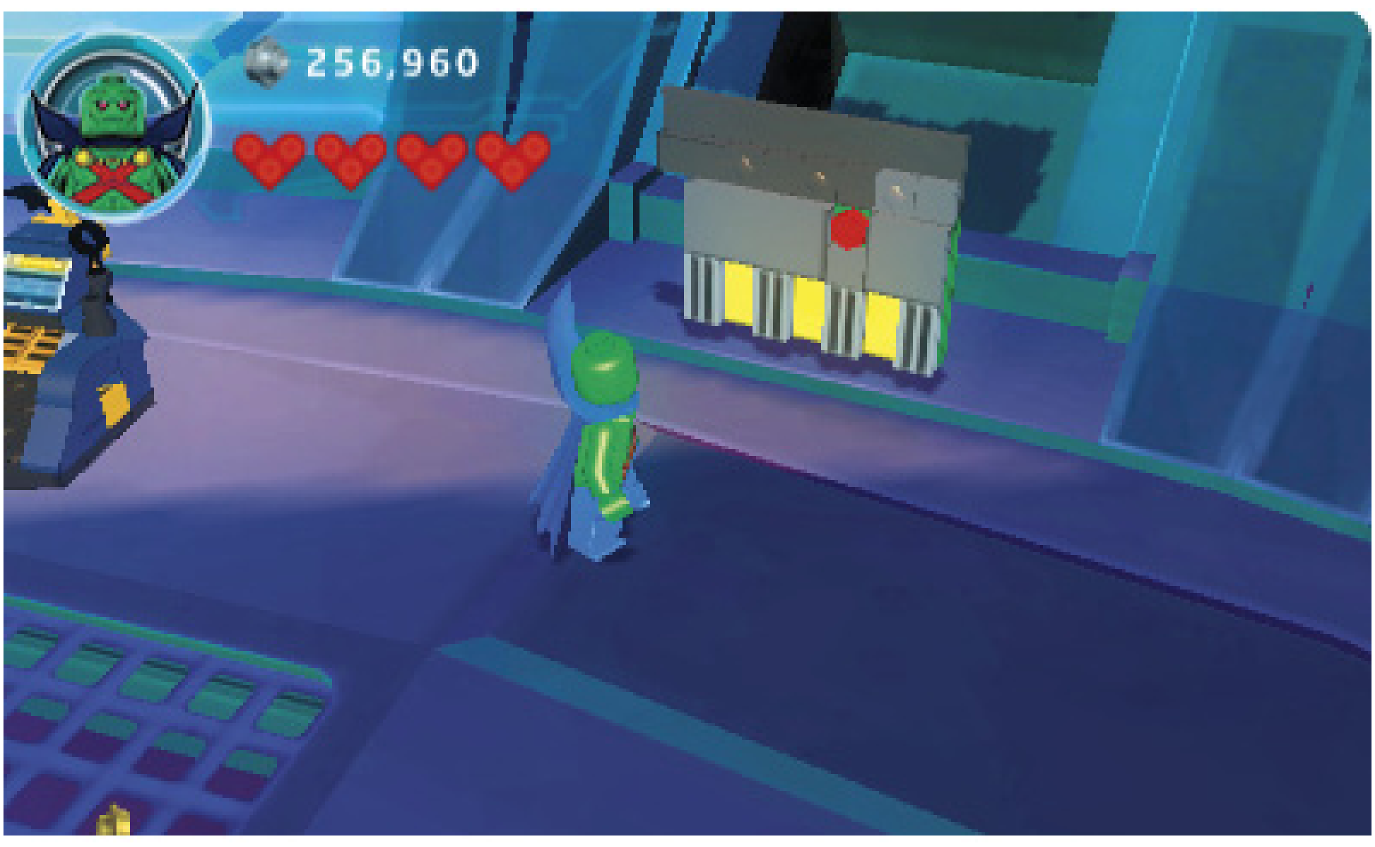
Martian Manhunter
Green Lantern

OBJECTIVE 1: ACTIVATE THE GALAXY MAP









The control console has been damaged! If you expect to progress further, you have to replace one of the console's microchips.

Head to the north side of the control room and use Martian Manhunter to destroy the gold LEGO bricks that are lying on the floor. Build the bricks that spill out into a Gold Brick device.

Use the device to build a crane arm that brings a microchip from outside of the Watchtower to you.

Pick up the microchip and head back to the control console. The microchip has enabled you to use the Galaxy Map, which allows you to begin the next level.

> The level pad no longer allows you to progress further into the game. To progress further, you must use the control console.

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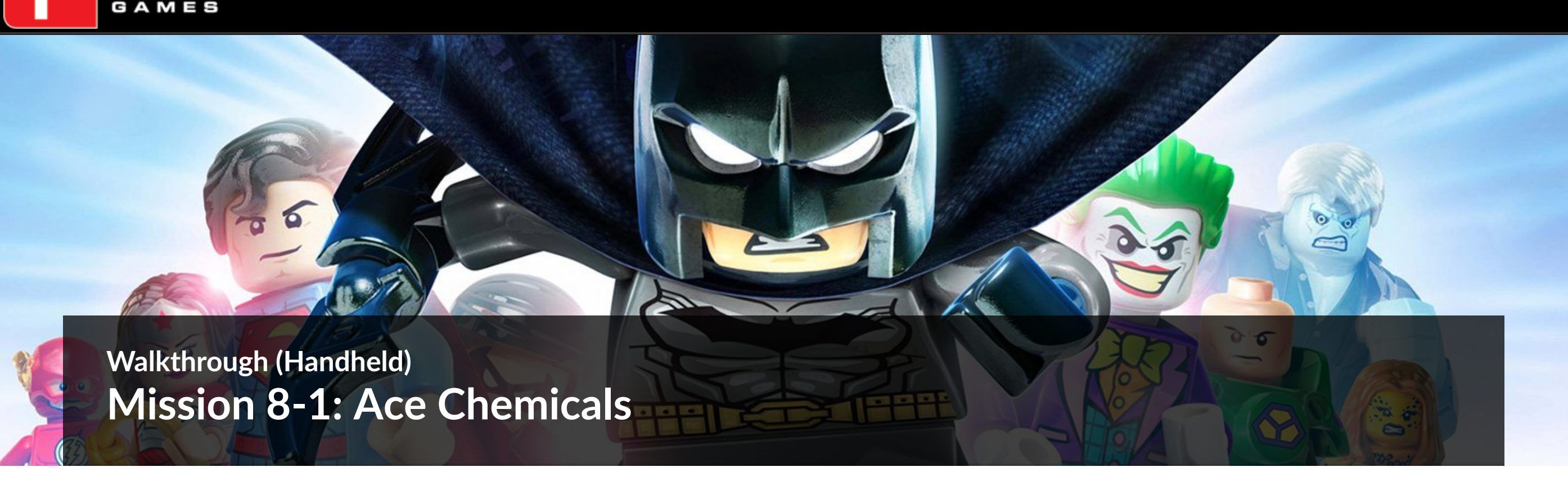


Walkthrough (Handheld)

Mission 8-1: Ace Chemicals

WALKTHROUGH 8-1 MISSION

Ace Chemicals

Characters

Cyborg Lex Luthor Robin

Unlocks

Music Master (The Joker Card) x 6 Multiplier (Red Brick)

Gold Brick Challenges

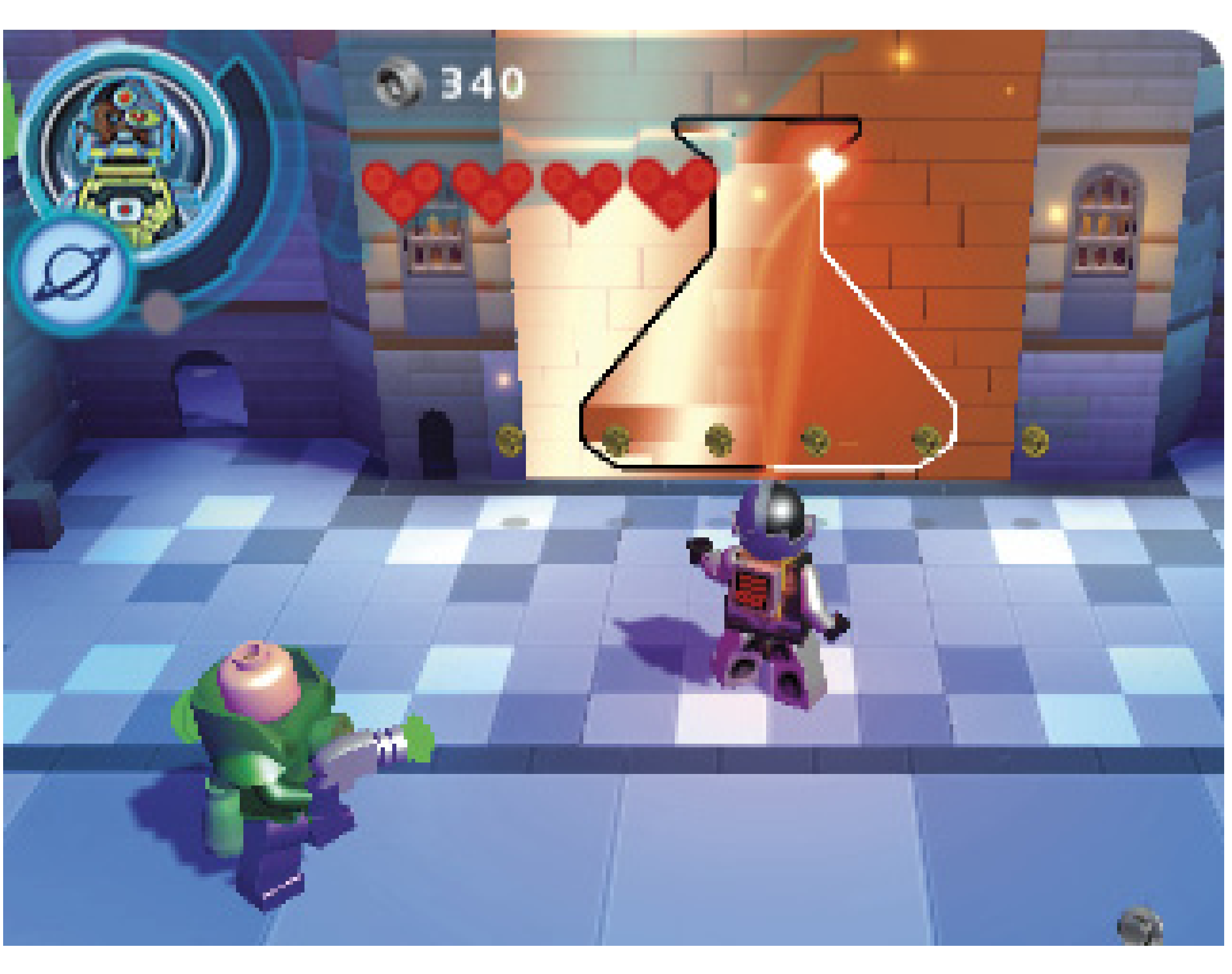
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 35,000 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first prop is at the start of the level, the second prop is to the right of the top of the blue magnet wall, and the third is to the right of the vat that all the chemicals mix into.
Red Brick	Any	The Red Brick is located in the vat on the second floor. After the vat has drained, simply jump into it and claim the card.
The Joker Card	Any	The Joker Card is located in the vat near the computer terminal. After the chemicals have drained, jump inside the vat to collect it.

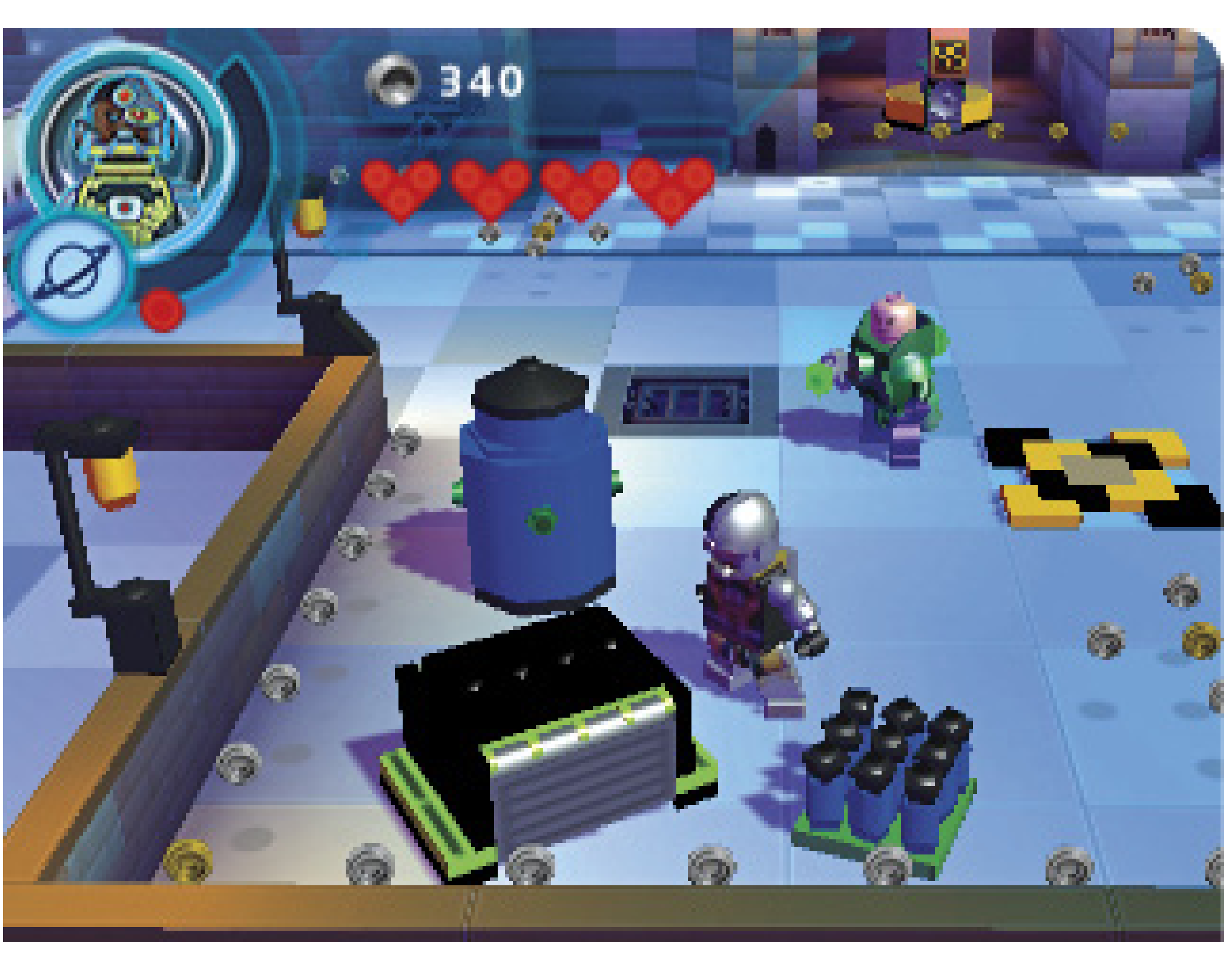
OBJECTIVE 1: CUT THE GOLD LEGO WALL

At the start of the level, use Cyborg to cut through the gold LEGO wall in front of you. Take a moment to equip either Lex Luthor or Robin with a Hazard Suit. It's time to find some Attract pieces to fill the Attract Station that was hidden behind the gold LEGO wall. Check behind the Attract Station to find a Purple Stud.

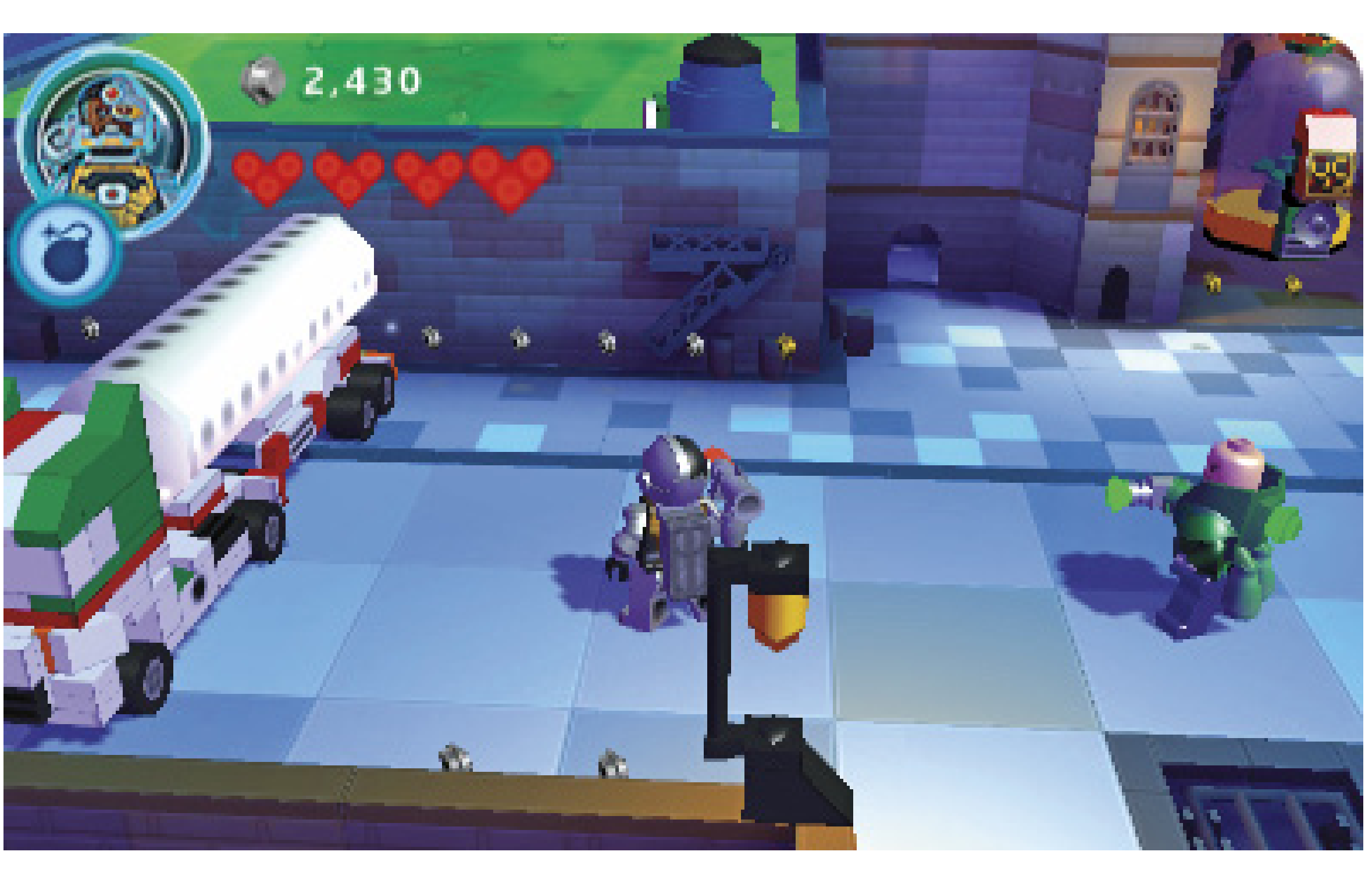
Before you wander too far, don't forget to smash the Lex Luthor prop in the southwest corner of the starting area.

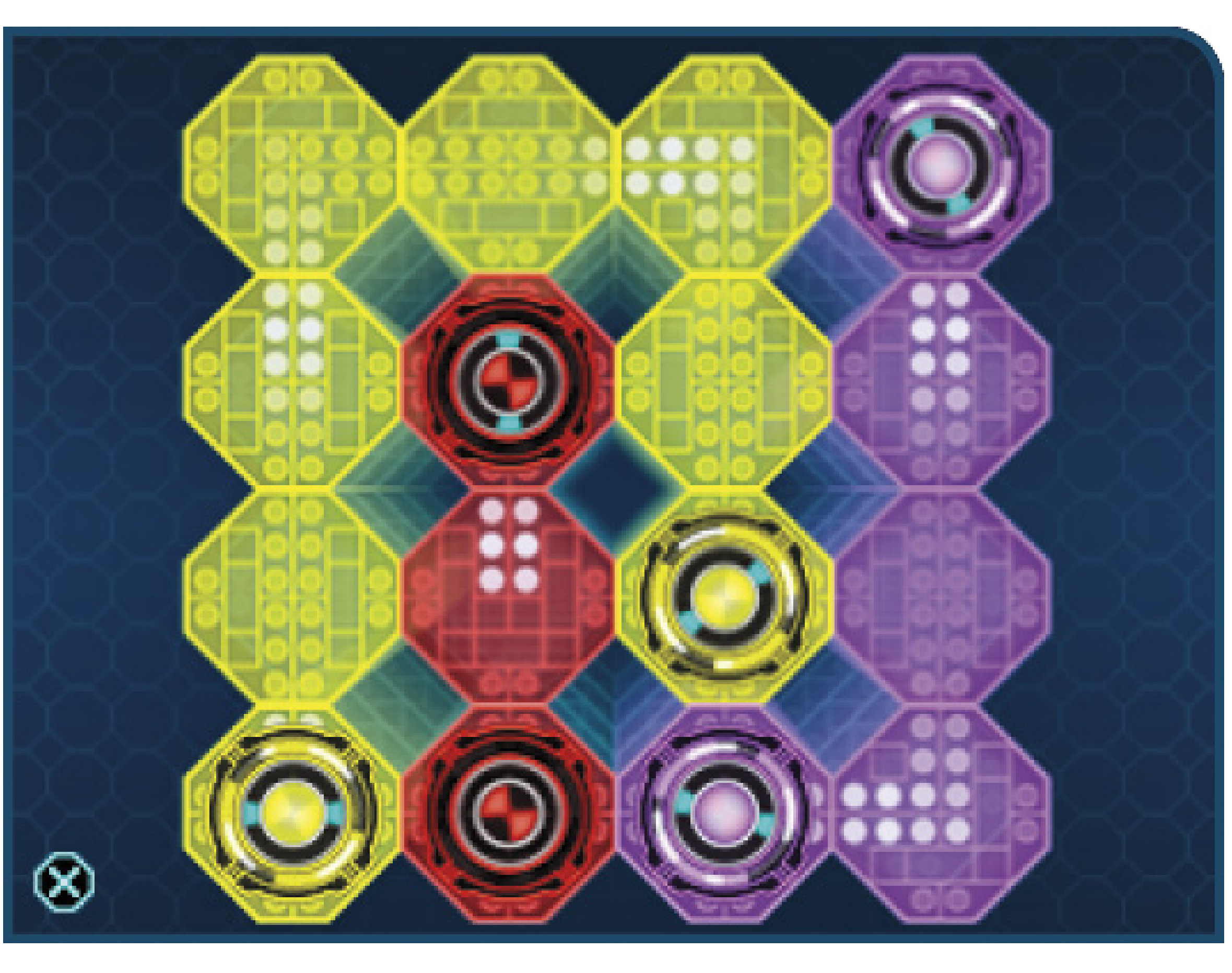
> Lex Luthor Smash Challenge: 1 / 3



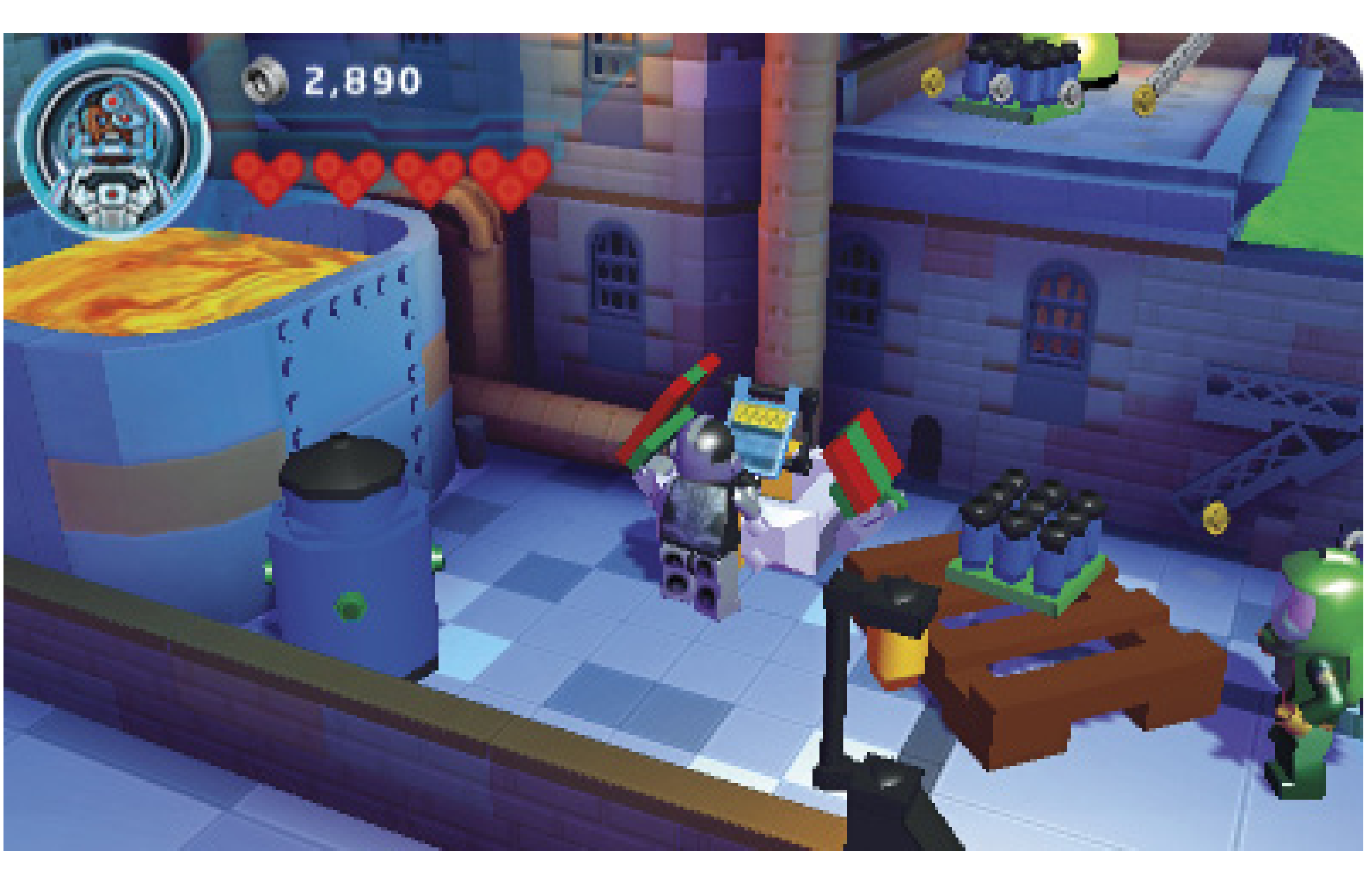


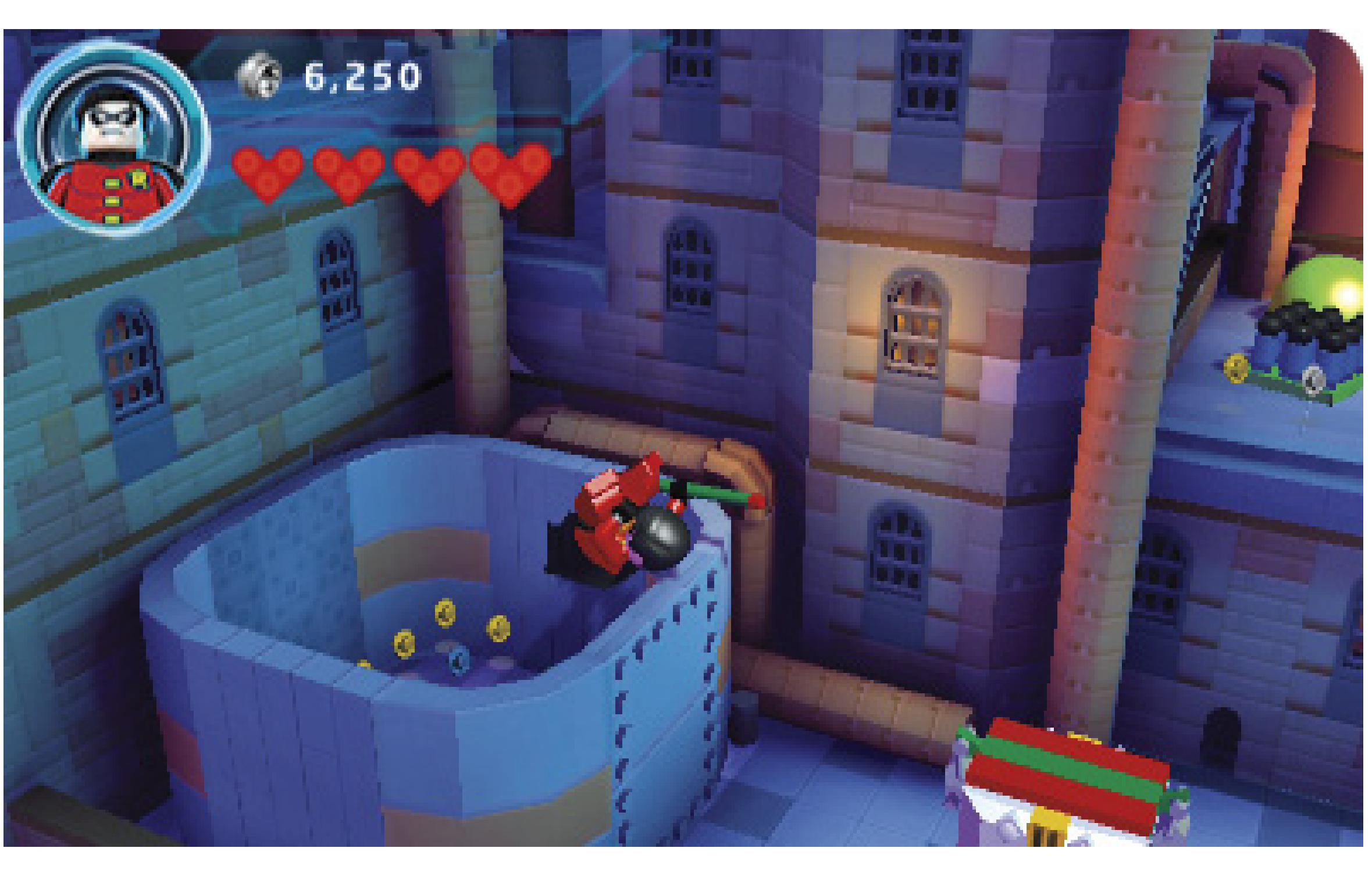
OBJECTIVE 2: HACK THE COMPUTER





Computer Hacking Solution





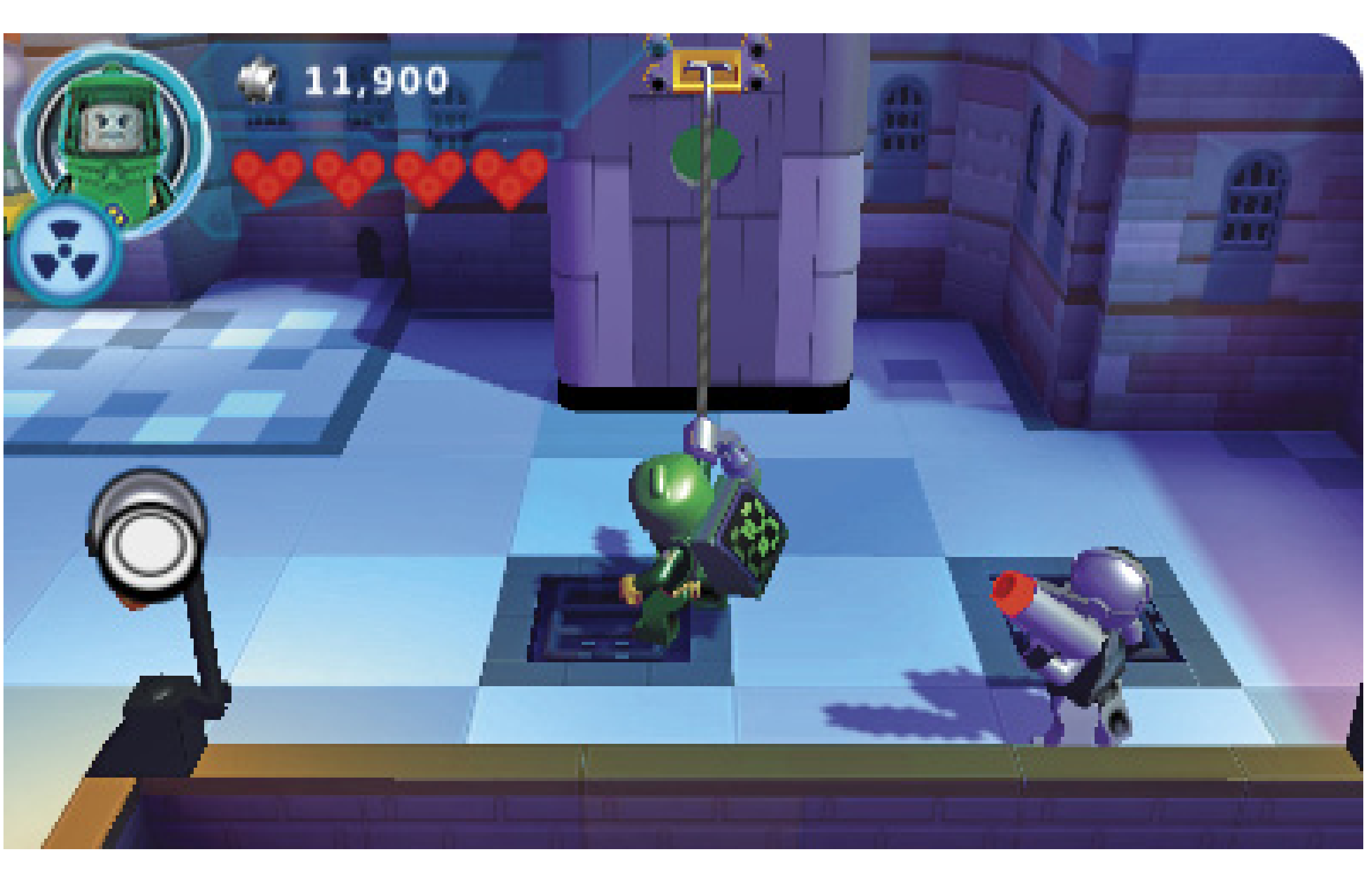
Head to the left and use explosives to destroy the silver LEGO tanker trailer. Collect the Attract pieces that spill out and continue to the left.

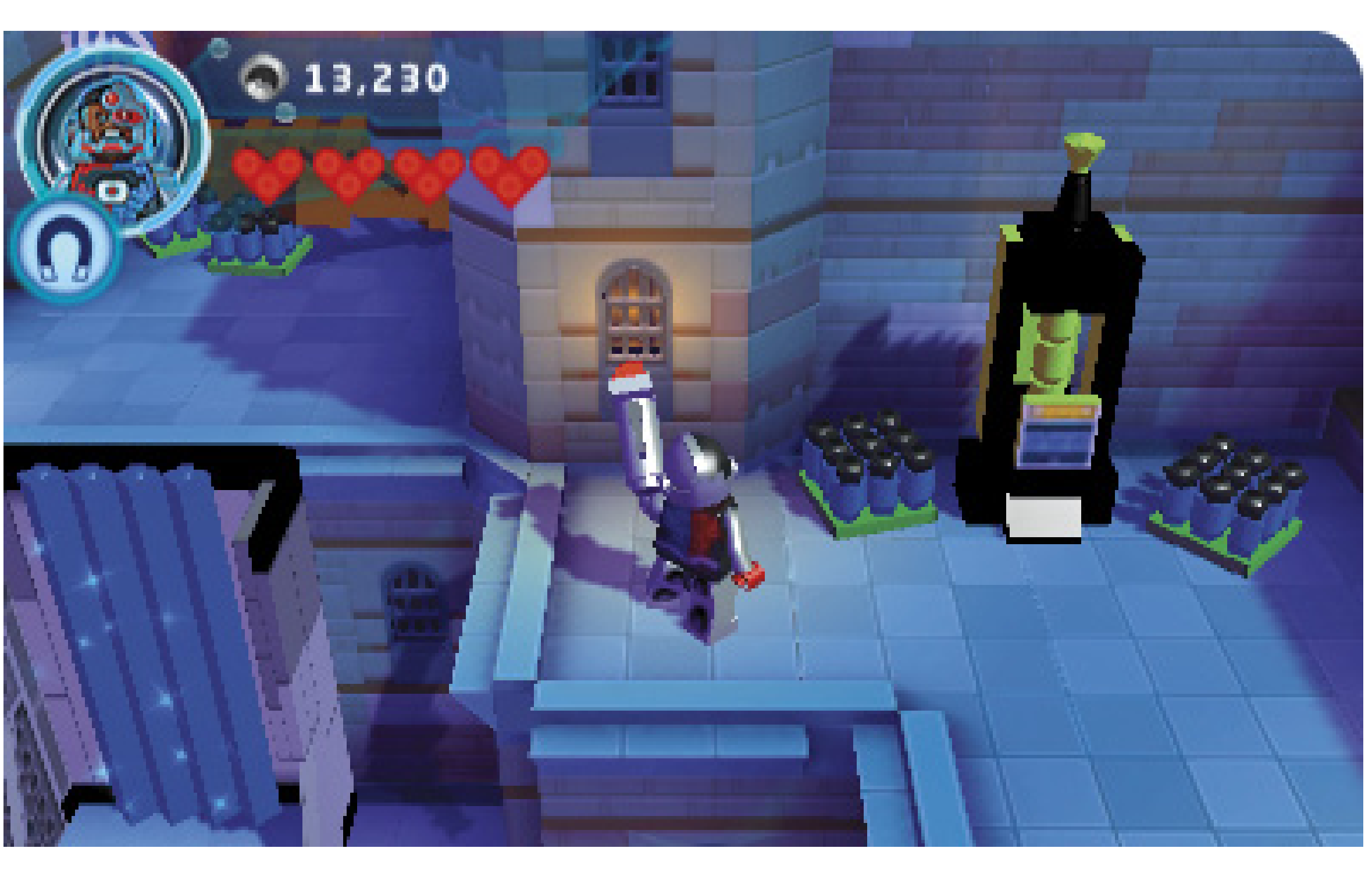
Hack the computer terminal that you find in the far left corner of the level. After you do, a volatile chemical reaction occurs. It's bad on its own, but it also attracts the attention of Brainiac, who quickly deploys goons to interfere in the cleanup.

Your computer skills have also drained the vat to the left of the computer. Robin's double jump is more than adequate to jump into the now empty tank. Do so and claim The Joker Card for yourself!

> The Joker Card

OBJECTIVE 3: TURN THE VALVE





On the right side of the level, look for the grapple handle on the wall. Grapple it to pull down the wall's facade, allowing you to access the magnetic LEGO within. Don't forget to pick up the Attract pieces!

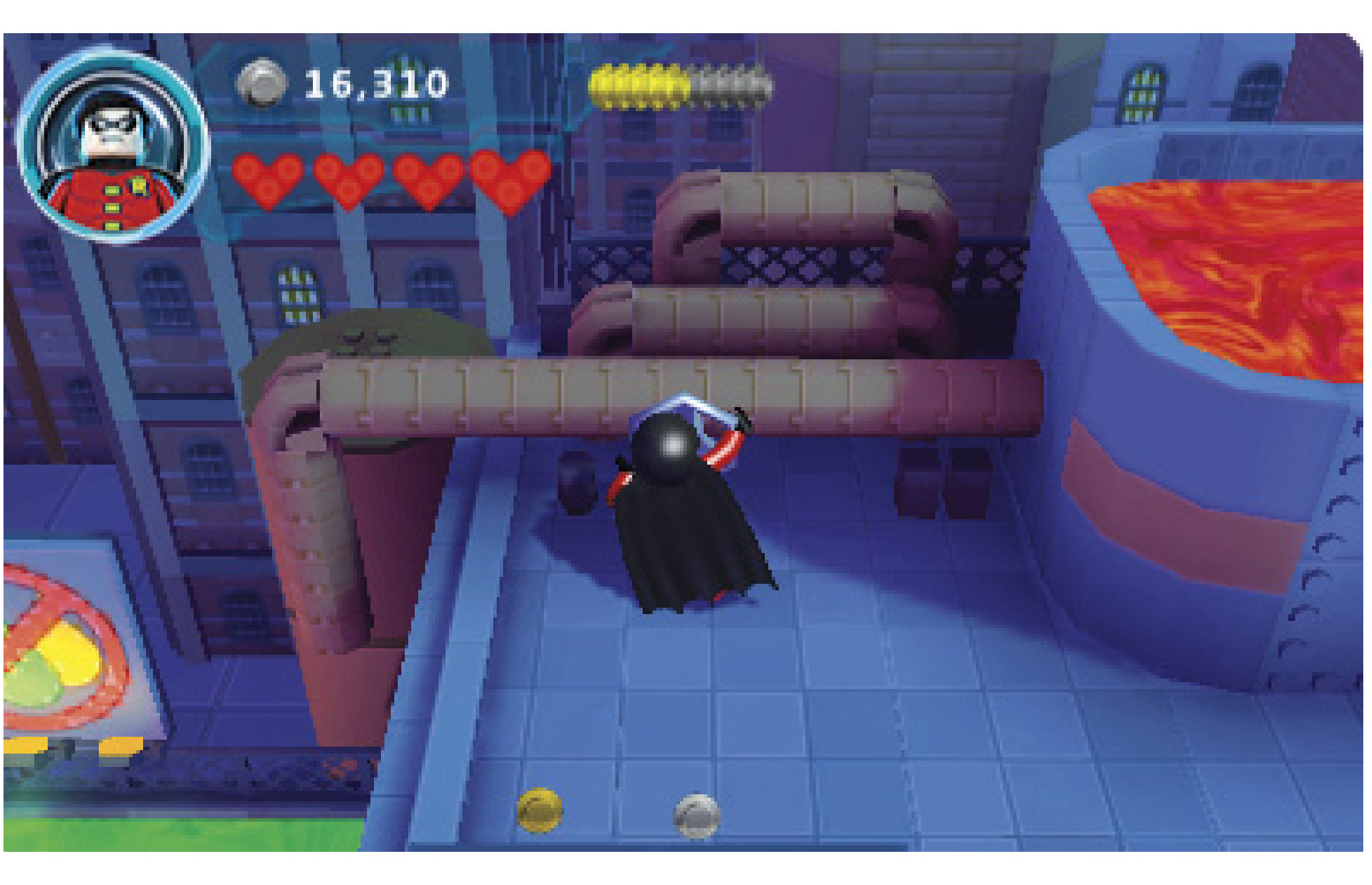
Climb the magnetic wall and jump the small gap to the right. Here, you find quite a few studs, as well as a Lex Luthor prop.

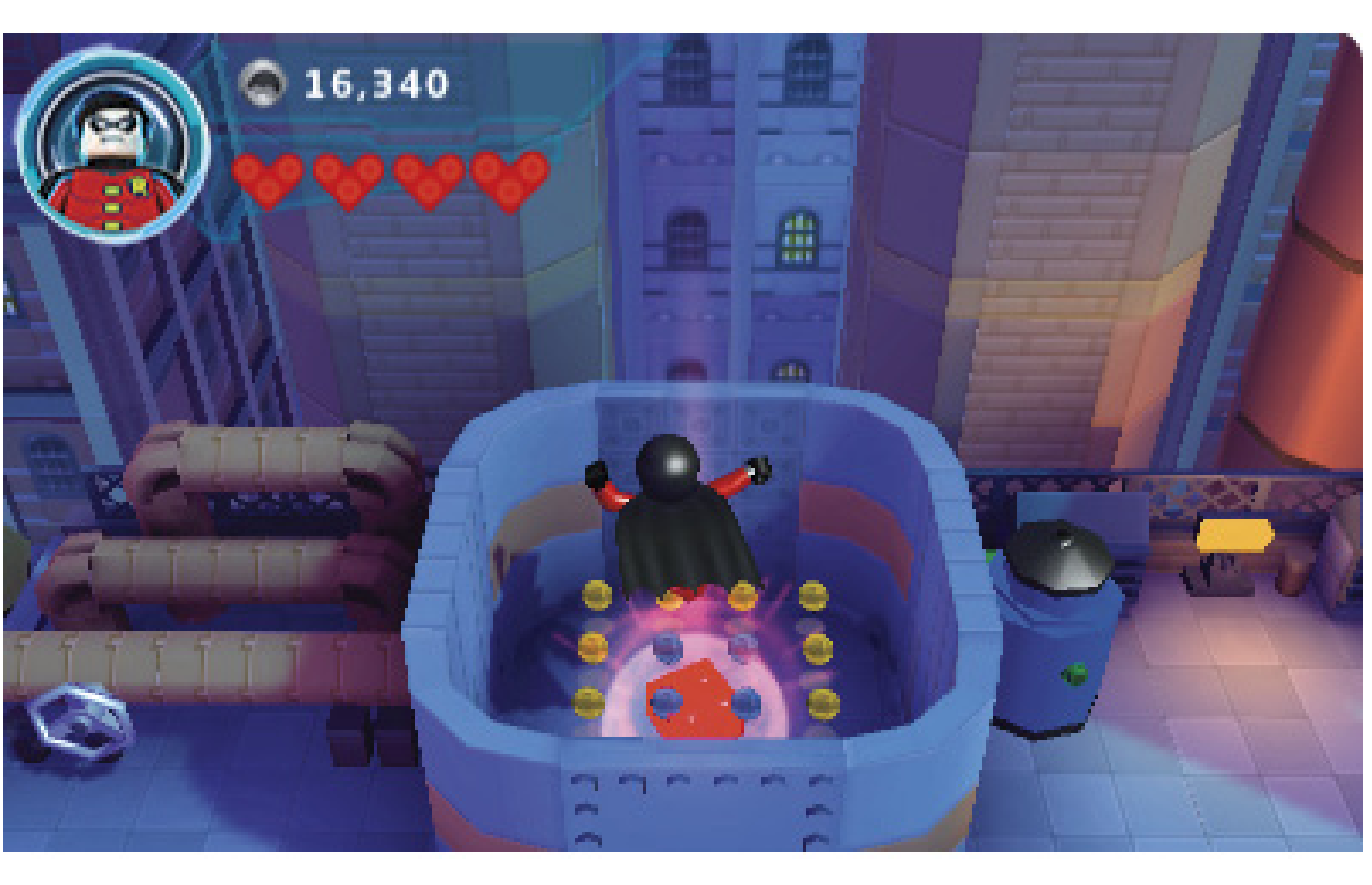
> Lex Luthor Smash Challenge: 2 / 3

After climbing the magnetic wall, smash up the LEGO pallets and switch to Robin. Use the wall jump strips to reach the level above. Once there, locate a valve on the left side of the chemical vat. Brainiac once again drops off some baddies to get in your way.

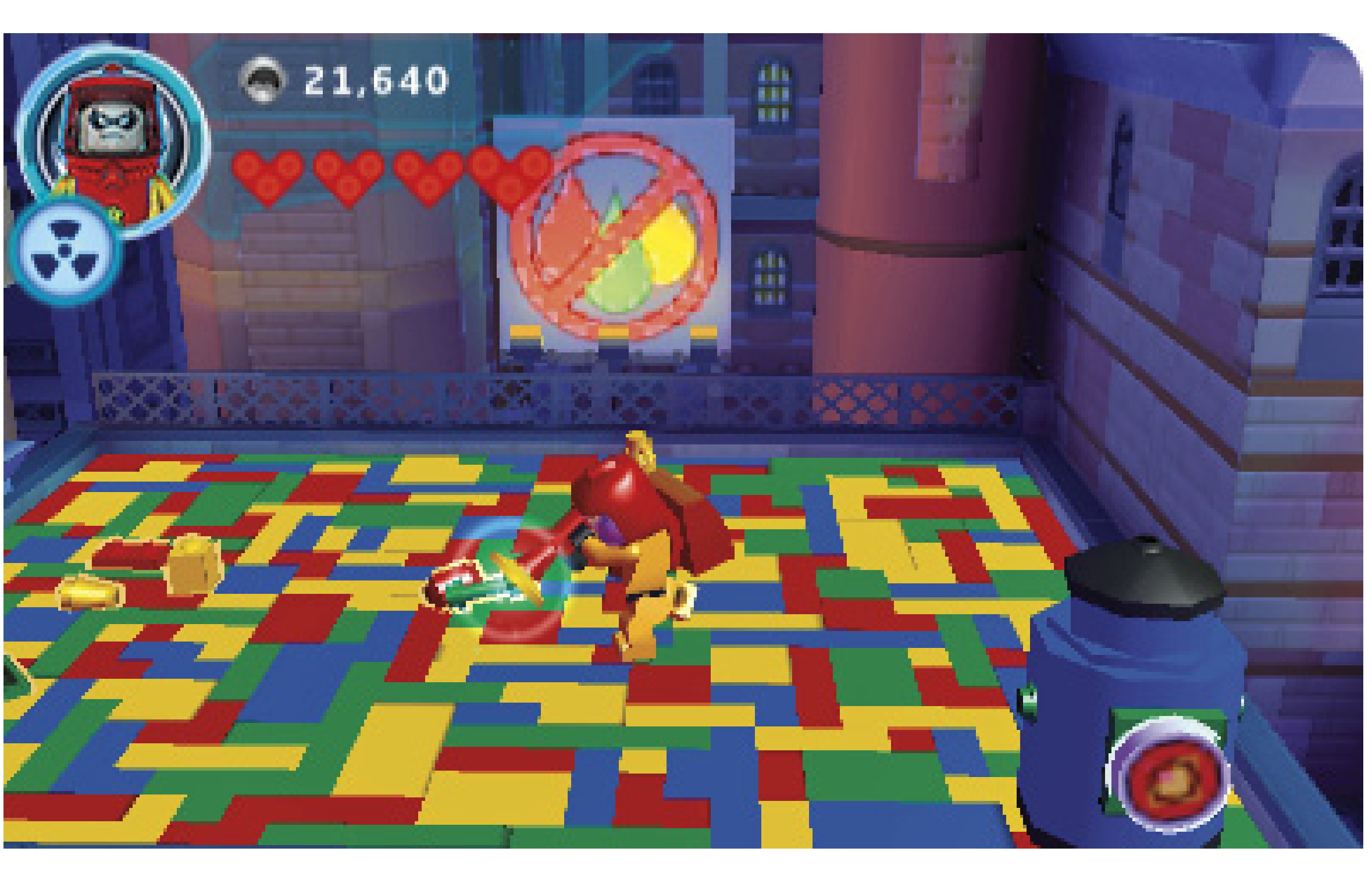
Ignore the bad guys for a moment. Instead, jump into the now empty vat to the right of the valve. Inside you find the Red Brick!

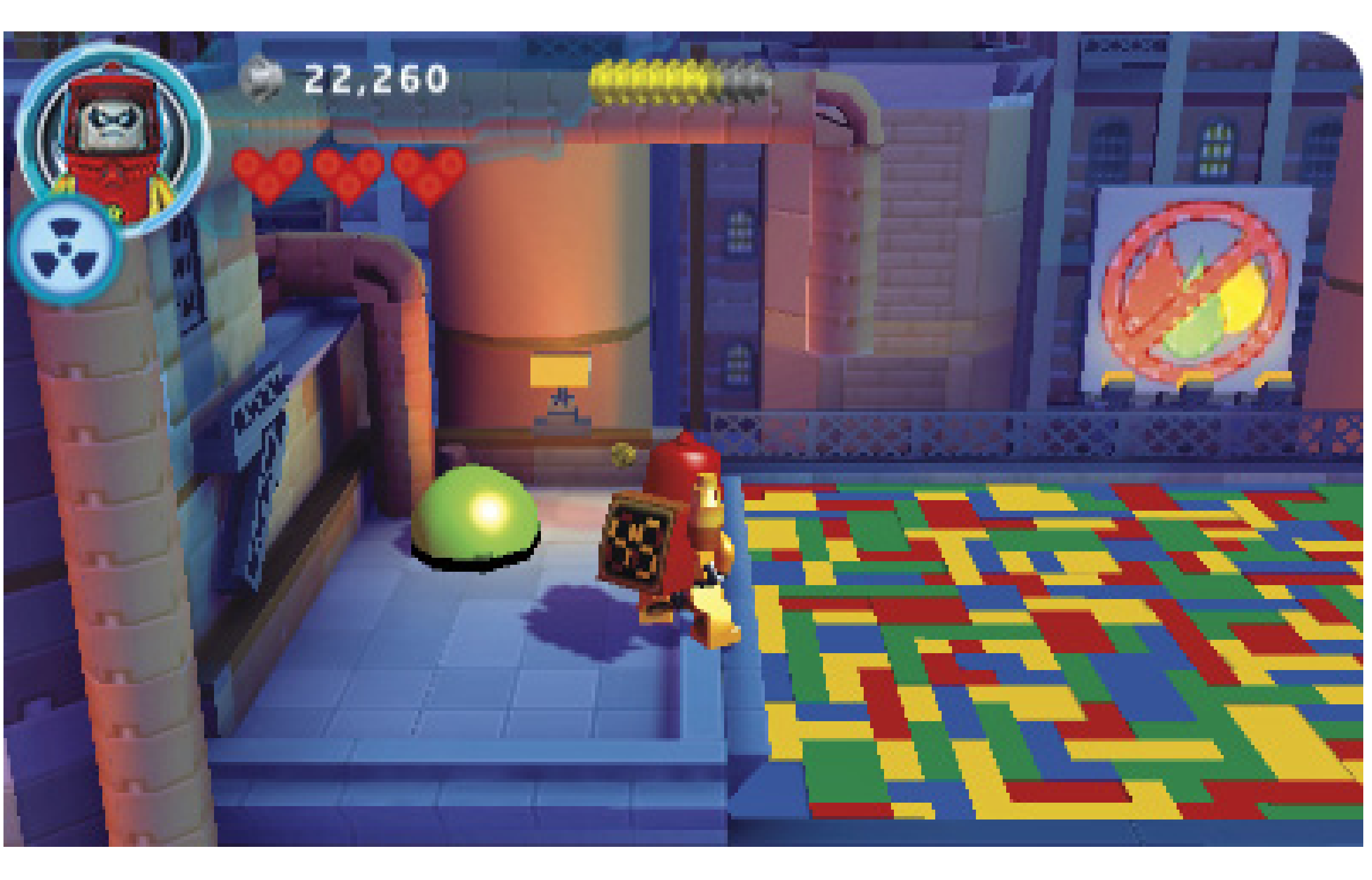
> Red Brick





OBJECTIVE 4: TAKE OUT BRAINIAC

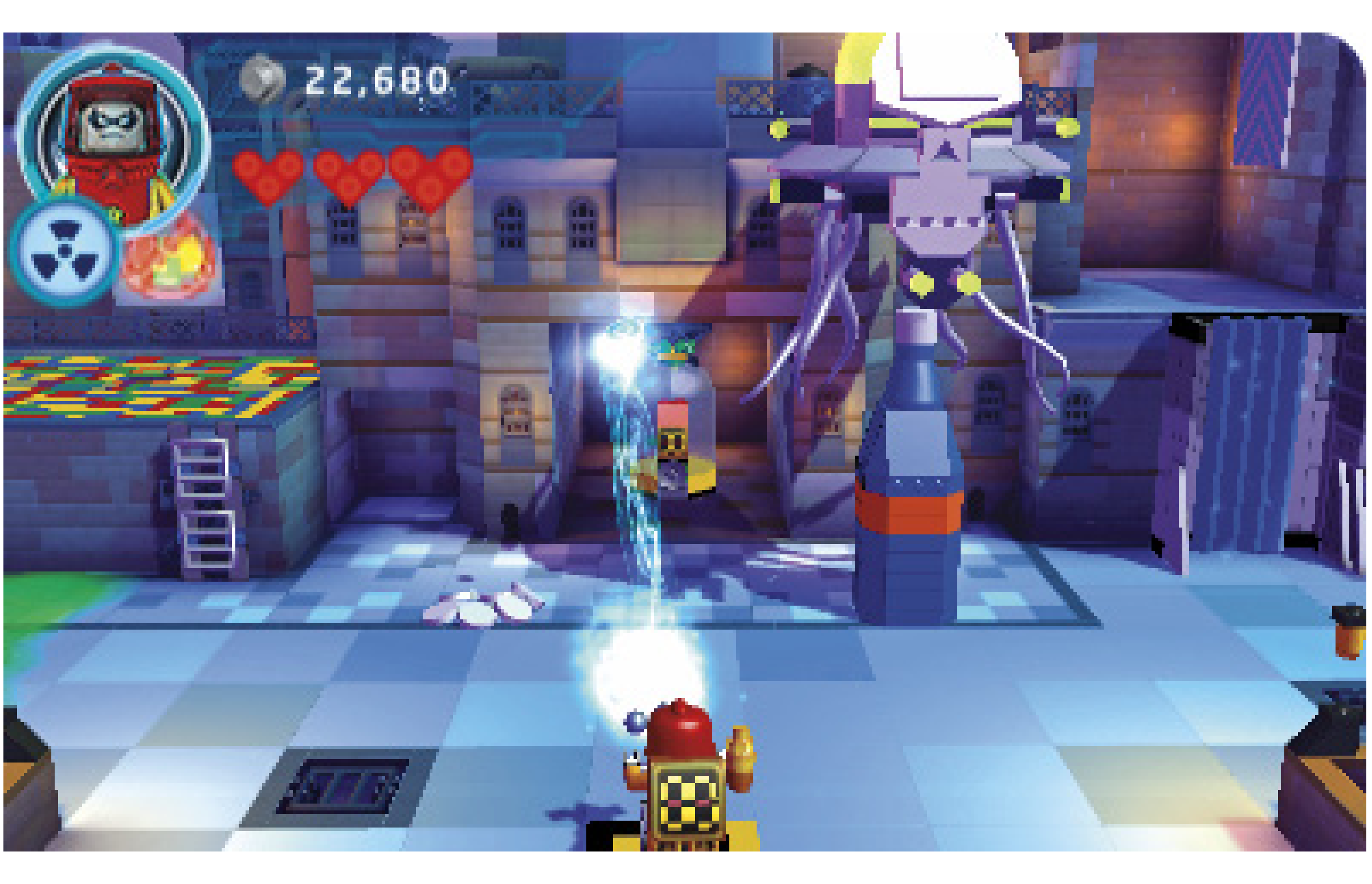




Jump down the left side onto the now-solidified chemicals. Pick up the Attract pieces there. Also, feel free to knock off the small blue LEGO device on the edge of the tank. Your partner can build this into a ladder to join you if you wish.

To the left of the tank, you find the last Lex Luthor prop. Smash it!

> Lex Luthor Smash Challenge: 3 / 3



Head back to the Attract Station and deposit all of the Attract pieces. This creates a mega-sized science experiment that can be used to take out Brainiac! Use the nearby gravity turret to move the LEGO mints into the giant LEGO bottle of liquid. The result? A volatile explosion of soft drink justice!

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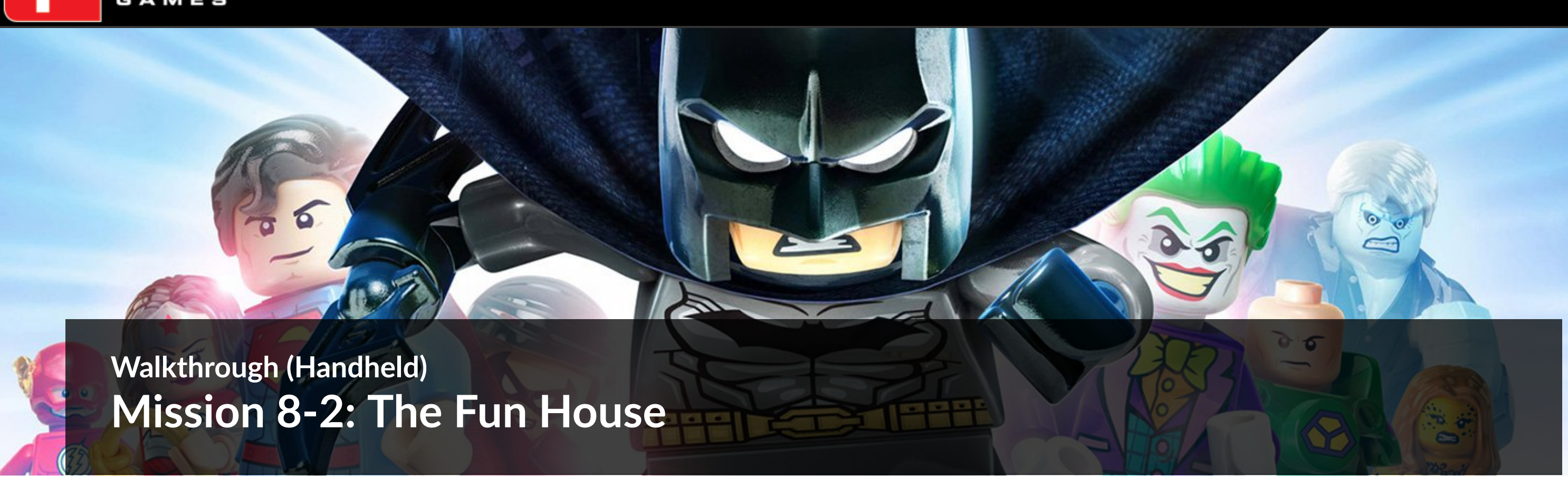


Walkthrough (Handheld)

Mission 8-2: The Fun House

The Fun House

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 14,000 studs.
The Joker Smash Challenge	Free Play	Destroy 3 Joker props. The first Joker prop is near the electric chair, the second is inside of the fun house, and the third is located on a platform behind the Ferris wheel near The Joker Card.
Combat Challenge: Counters	Any	Perform 3 counters. After wrecking the Ferris wheel, Brainiac deploys some goons. Take this opportunity to rack up your counters.
The Joker Card	Free Play	Use a flying character to reach a platform behind the Ferris wheel. Smash the vending machine there to reveal The Joker Card.

Characters

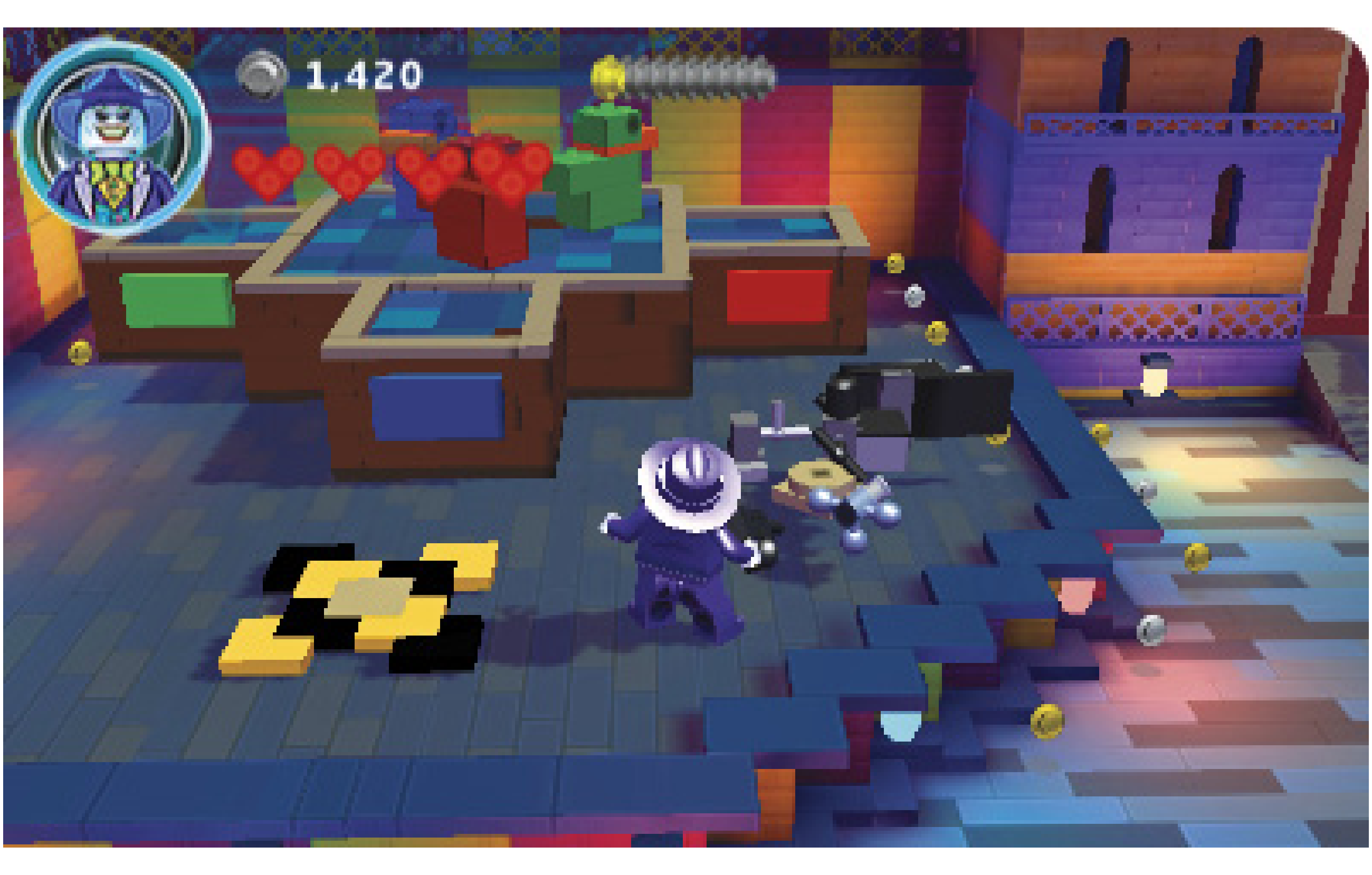
The Joker

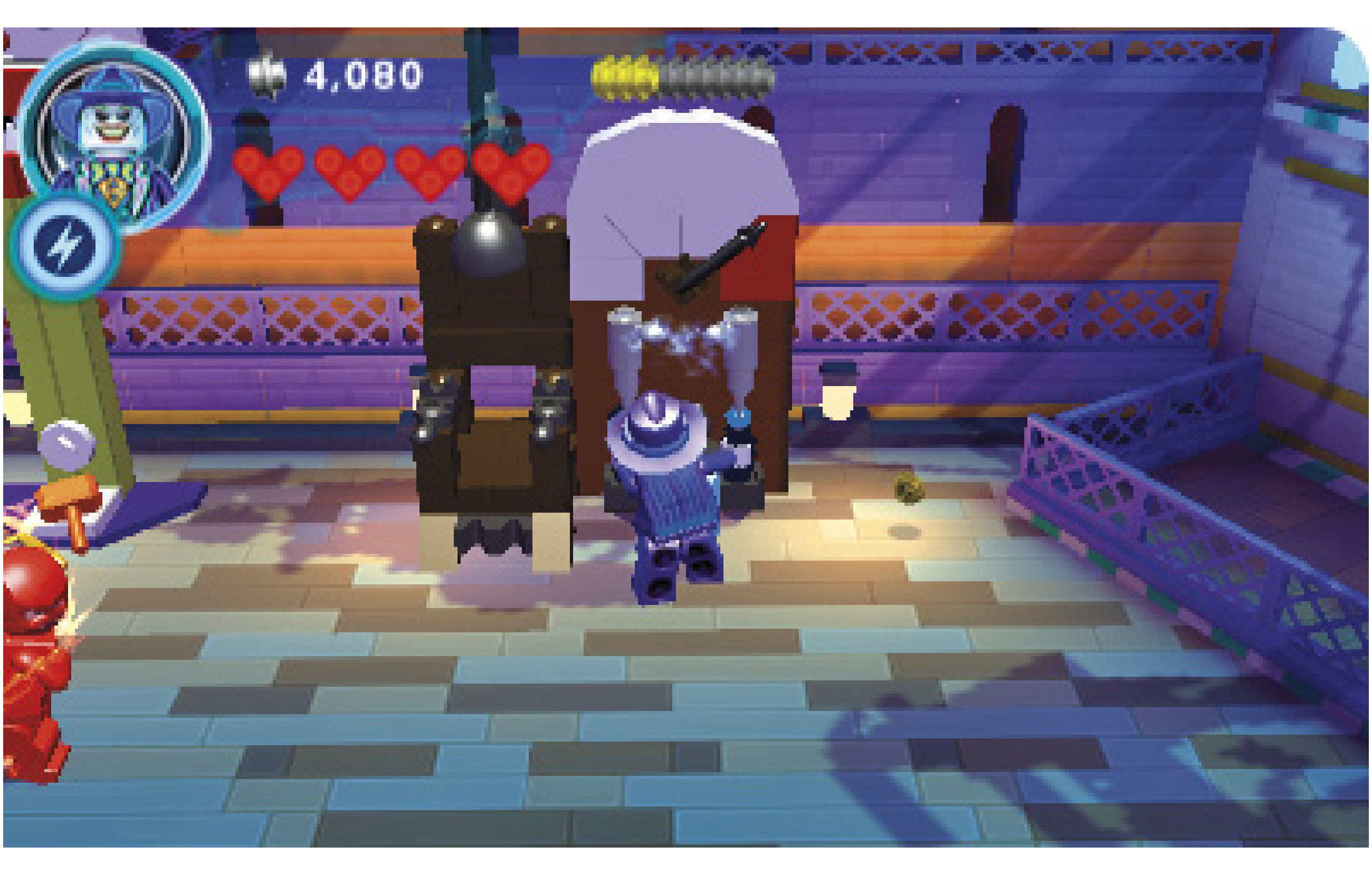
The Flash

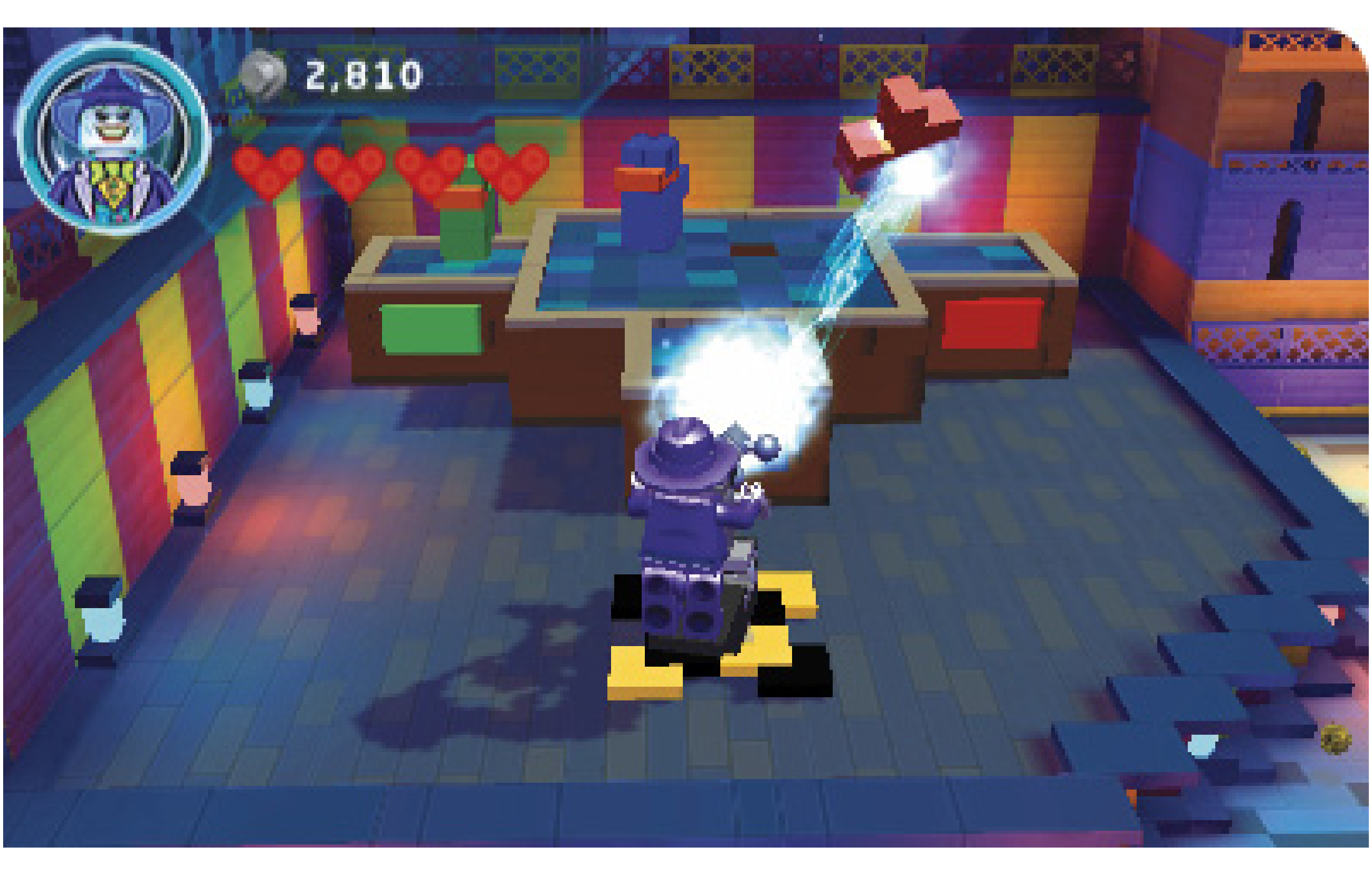
Unlocks

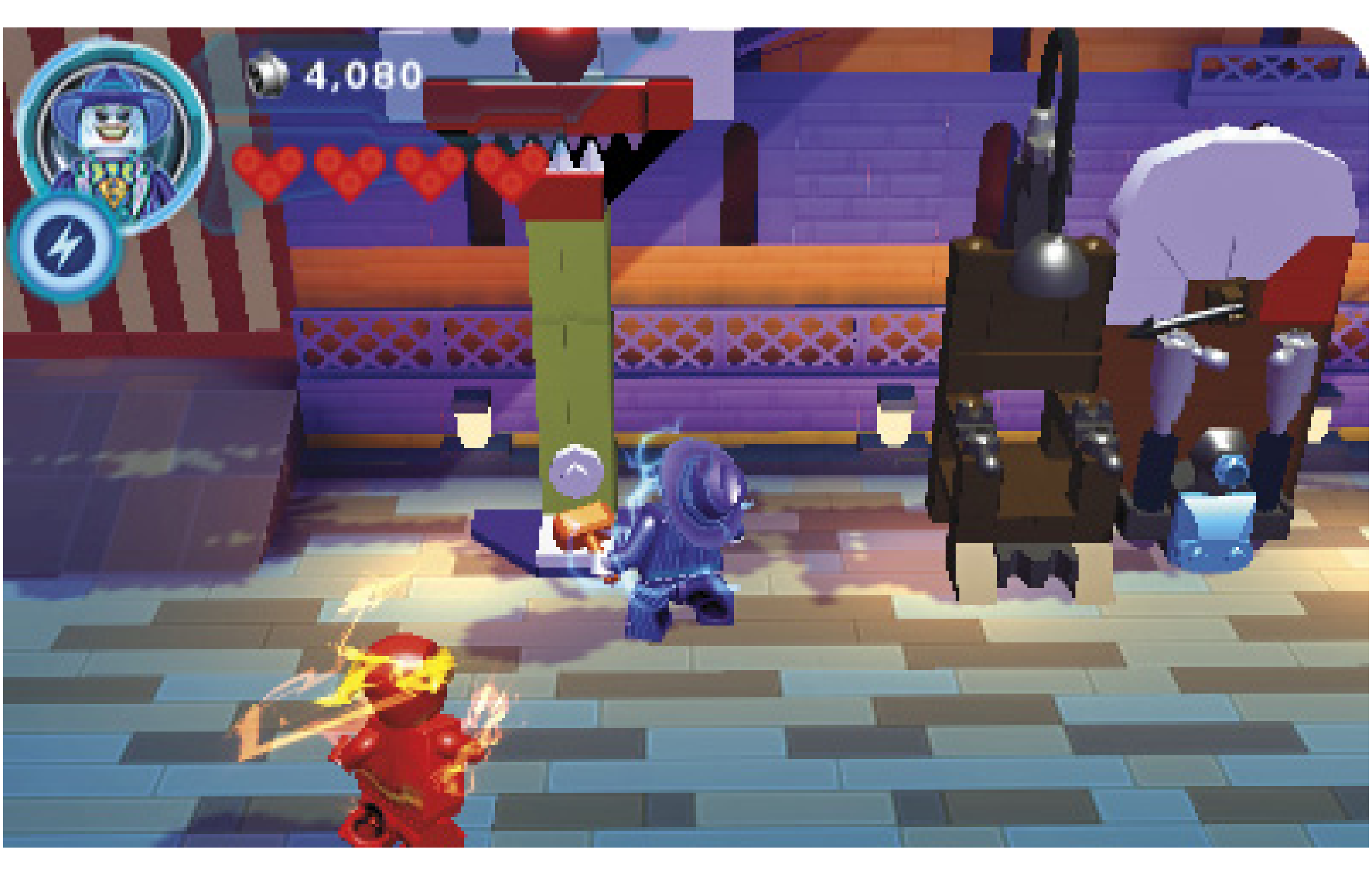
Mad Hatter
(The Joker Card)

OBJECTIVE 1: START UP THE FUN HOUSE









Near the start of the level, look for some LEGO bricks on a platform to the north. Build these into a gravity turret.

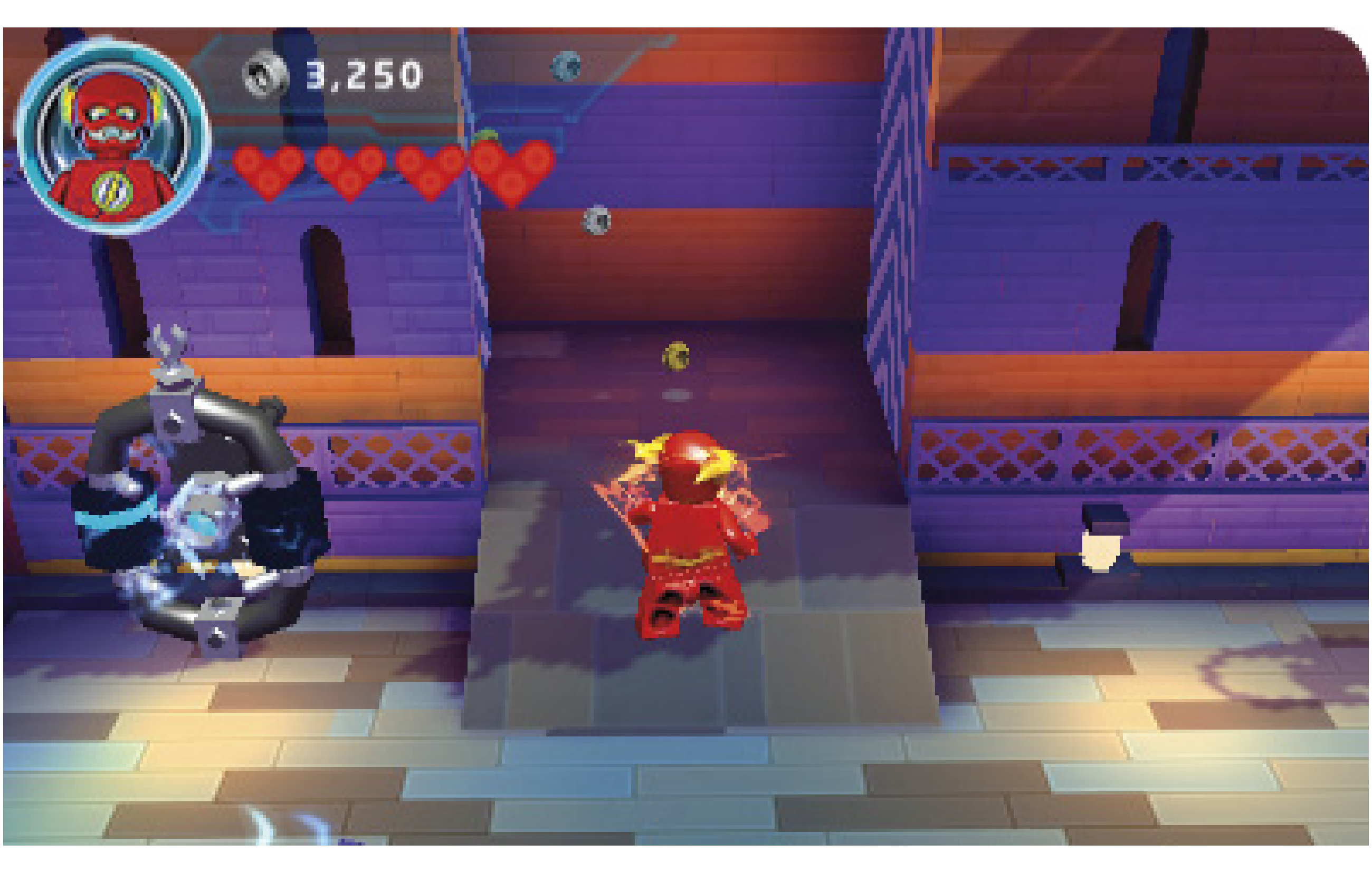
Wield the gravity turret and use it to match the ducks by their color to the correct colored platform. Build the bricks that spill out into an electrical terminal.

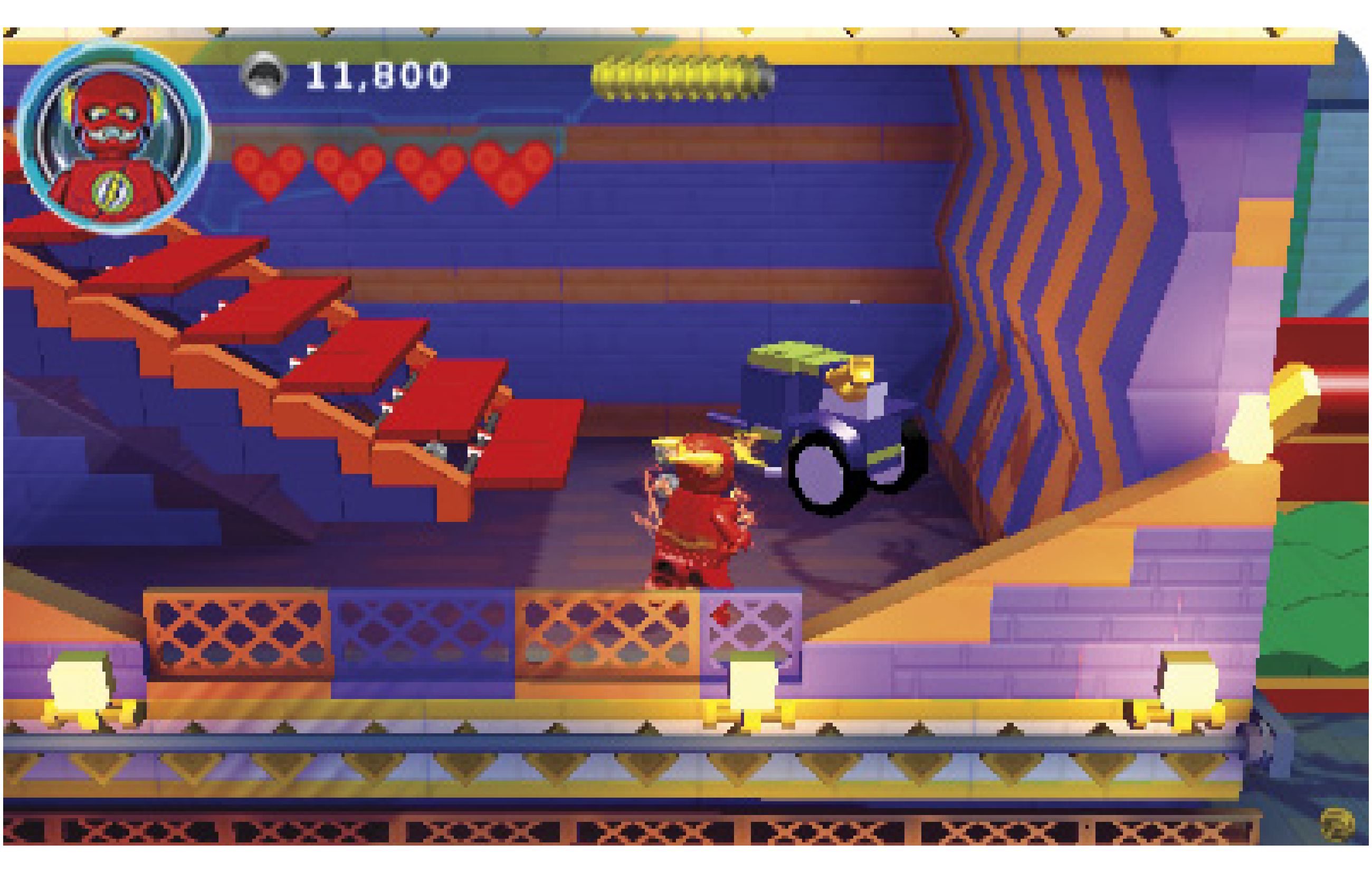
Equip The Joker with his Electric Suit and locate the active electrical terminal along the back wall. Take the charge from it and use it to activate the inactive terminal that you just built.

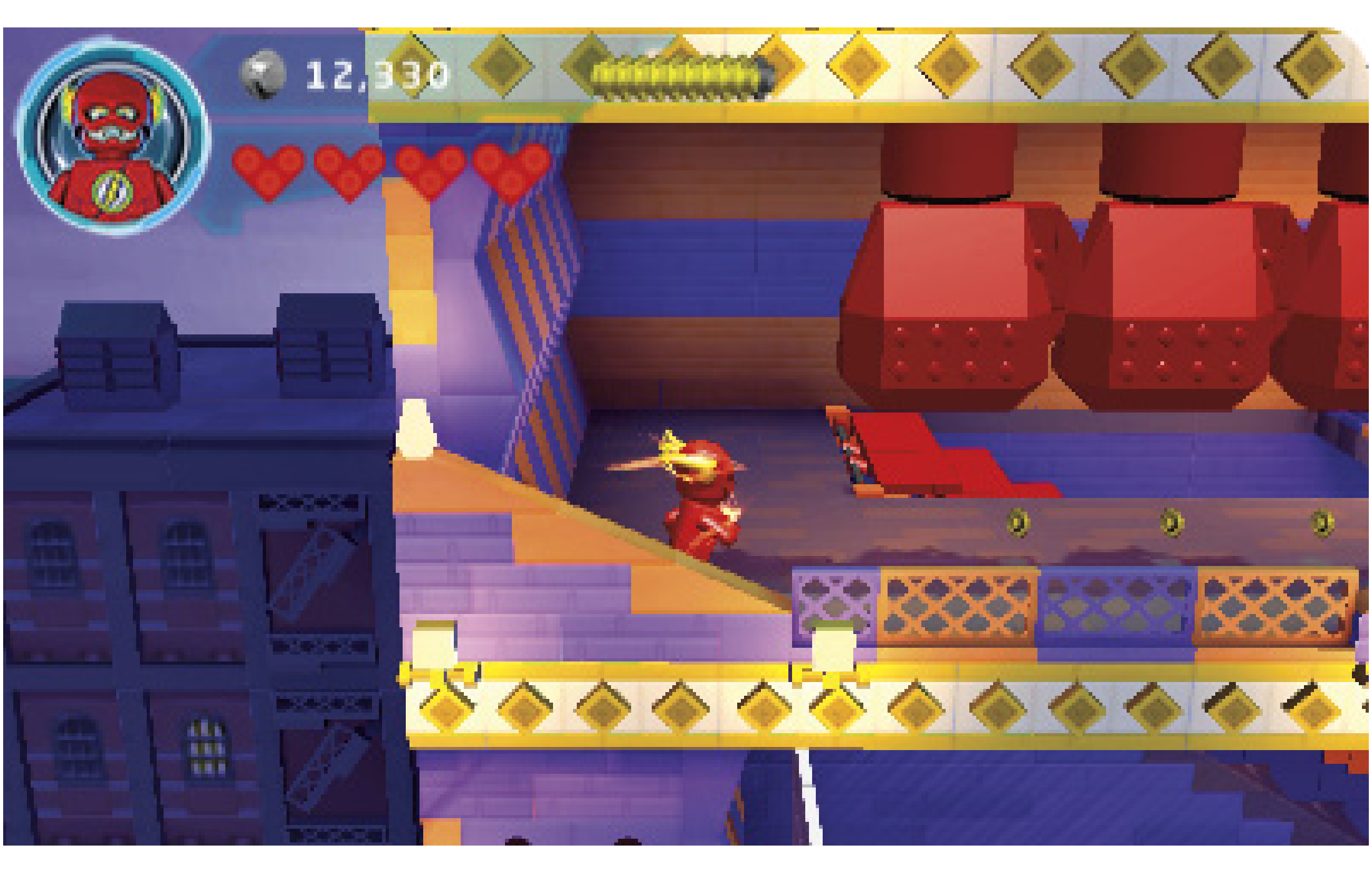
Don't forget to smash The Joker prop before moving on!

> The Joker Smash Challenge: 1 / 3

OBJECTIVE 2: NAVIGATE THE FUN HOUSE





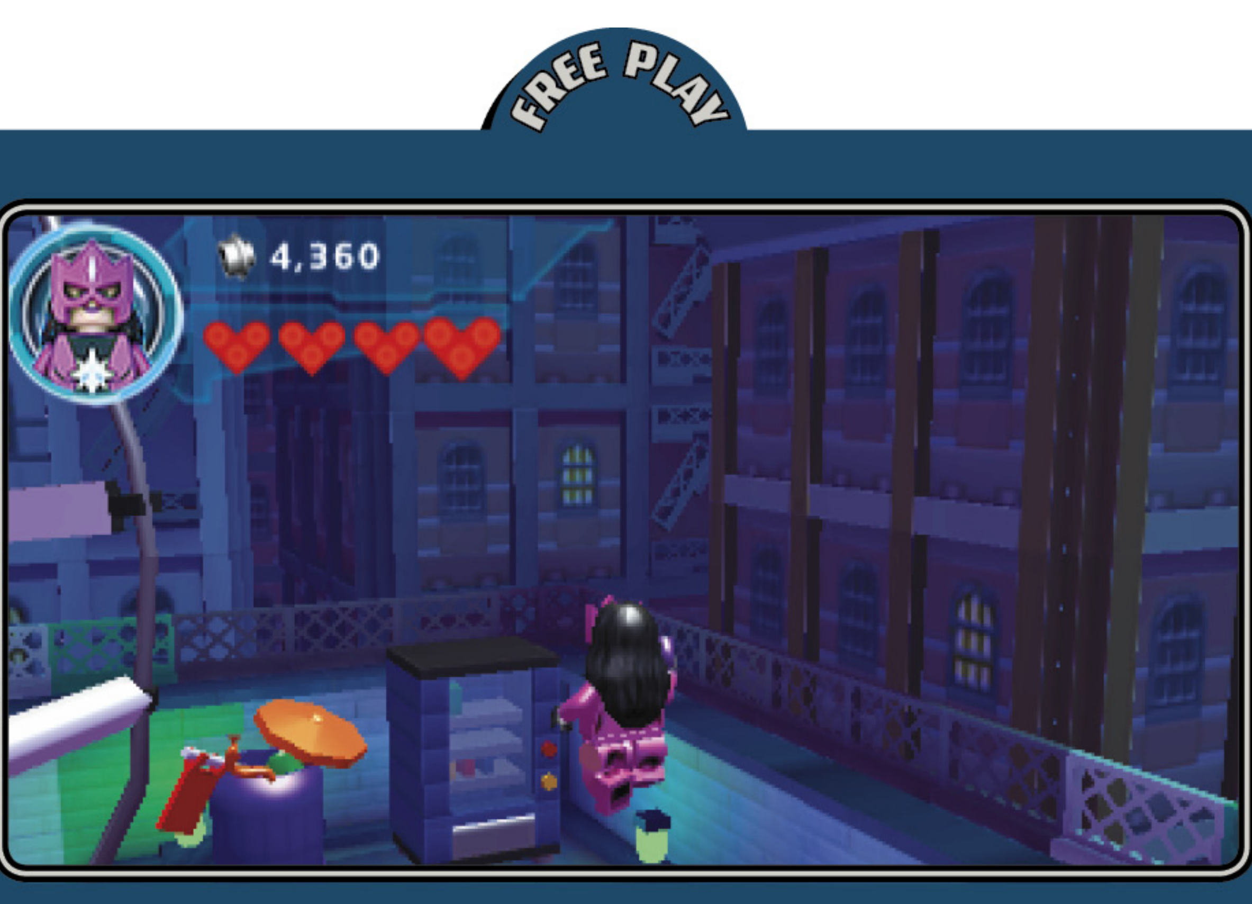


Charging the terminal causes the fun house to spring to life! As The Flash, wall jump between the nearby walls that are slamming together. Don't get squished!

After the wall jump, smash The Joker prop before ascending the set of trick stairs.

> The Joker Smash Challenge: 2 / 3

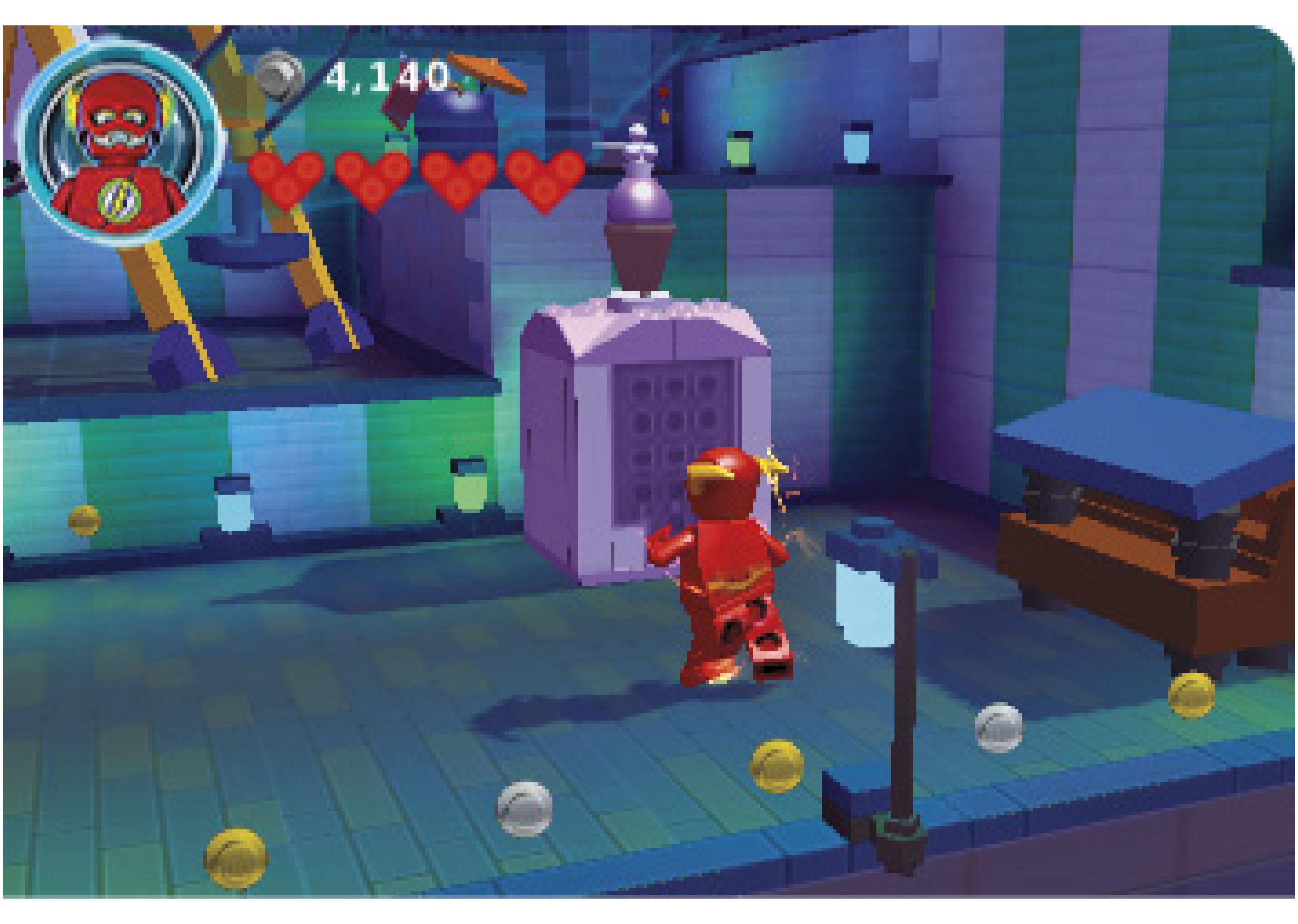
FREE PLAY



Use a flying character to reach the small platform in the far right corner behind the Ferris wheel. Smash the vending machine to reveal The Joker Card. Also, don't forget to wreck the final Joker prop.

The Joker Smash Challenge: 3 / 3

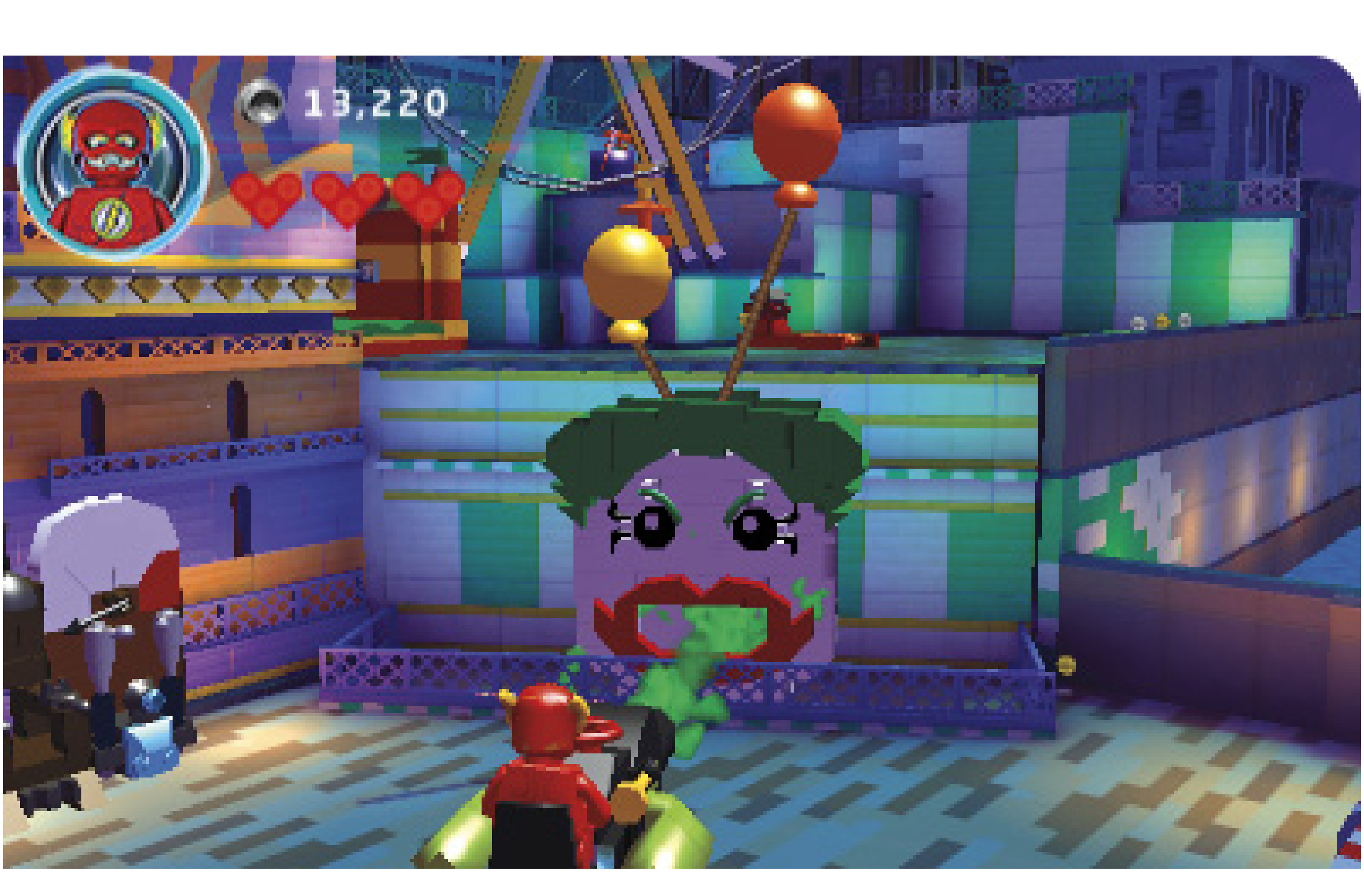
The Joker Card

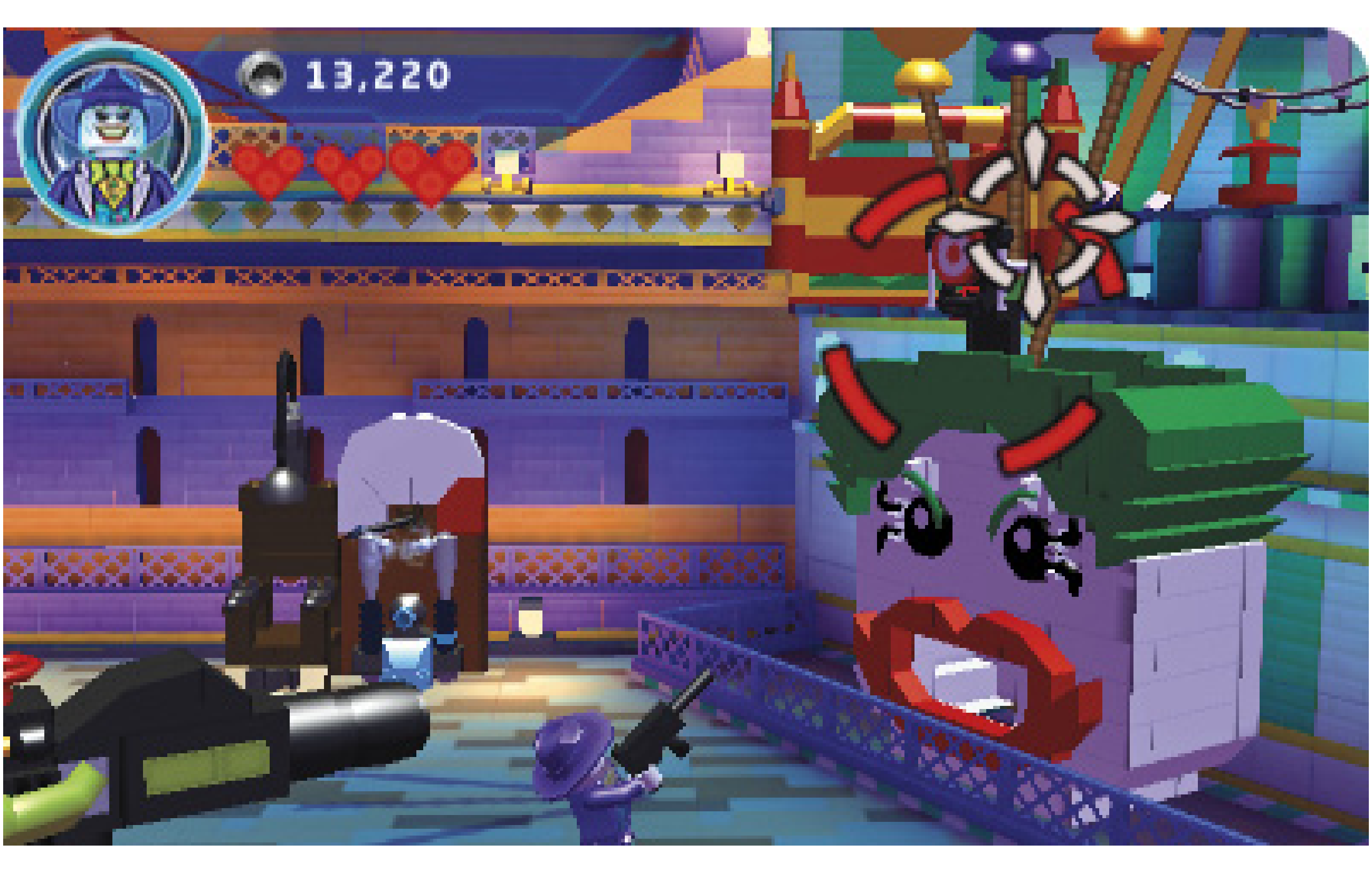


Use The Flash's super-speed to whiz by the giant boxing gloves. After you clear the gloves, jump onto the speed spot on the far right side. This causes you to be pushed through the wall to a bounce house below.

Just past the Ferris wheel, smash the LEGO booth and build the bricks into a speed spot. Run on it to send the Ferris wheel cars flying every which way!

OBJECTIVE 3: SEND UP THE BALLOONS





On the ground level, build a pile of LEGO bricks into a turret that sprays toxic goo. Aim the turret to shoot the giant LEGO Joker face in the mouth. This inflates three balloons with the noxious mixture.

Once the balloons have been filled, take aim at the target above the LEGO Joker's hair. Hit it to send the balloons flying straight into Brainiac, knocking him out of the fight.

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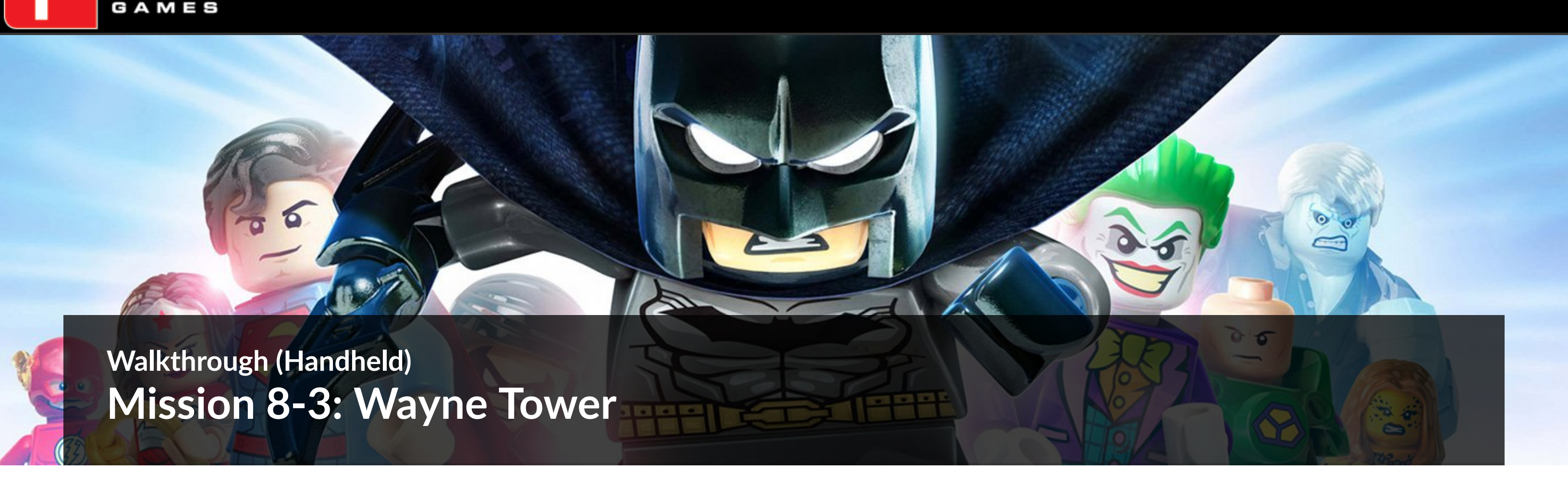


Walkthrough (Handheld)

Mission 8-3: Wayne Tower

WALKTHROUGH 8-3 MISSION

Wayne Tower

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 25,000 studs.
Batman Smash Challenge	Any	Destroy 3 Batman props. The first Batman prop is at the start of the level, the second is near the electrified pool, and the third is to the left of Wayne Tower.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. There are a few chances to complete this challenge, but the first encounter makes it easy to do so.
The Joker Card	Any	Found in the electrified pool west of the first Brainiac fight. Use the Electric Suit to discharge the nearby terminal, then equip the Dive Suit to pick it up.

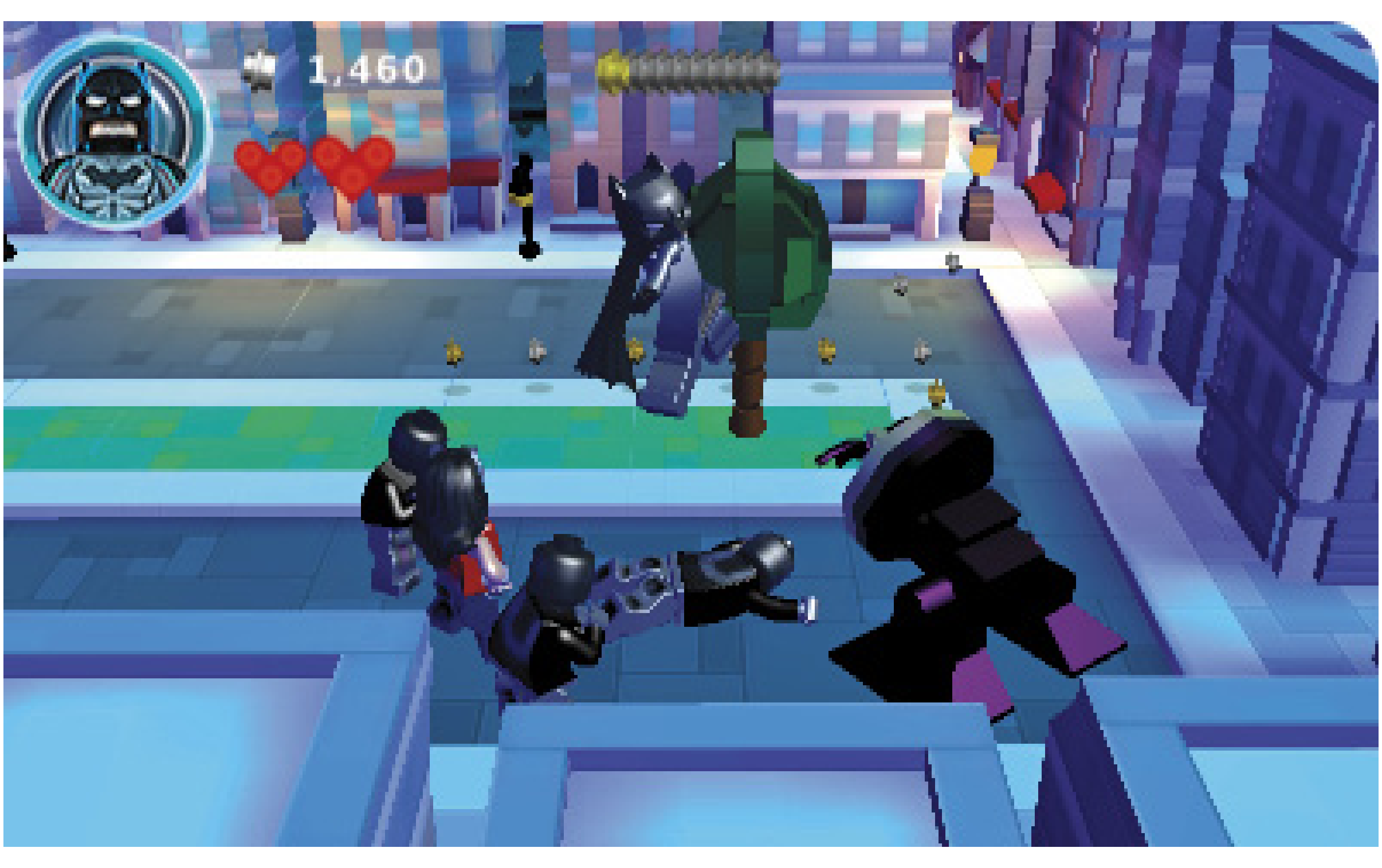
Characters

Batman
Wonder Woman

Unlocks

Mr Freeze
(The Joker Card)
Brainiac Goon
(Combat Challenge)
Robin
(As Lex Luthor)
Batman
(As The Joker)
Green Lantern
Lex Luthor
(As Wonder Woman)
Wonder Woman
(As Cheetah)

OBJECTIVE 1: ESCAPE BRAINIAC'S AMBUSH!



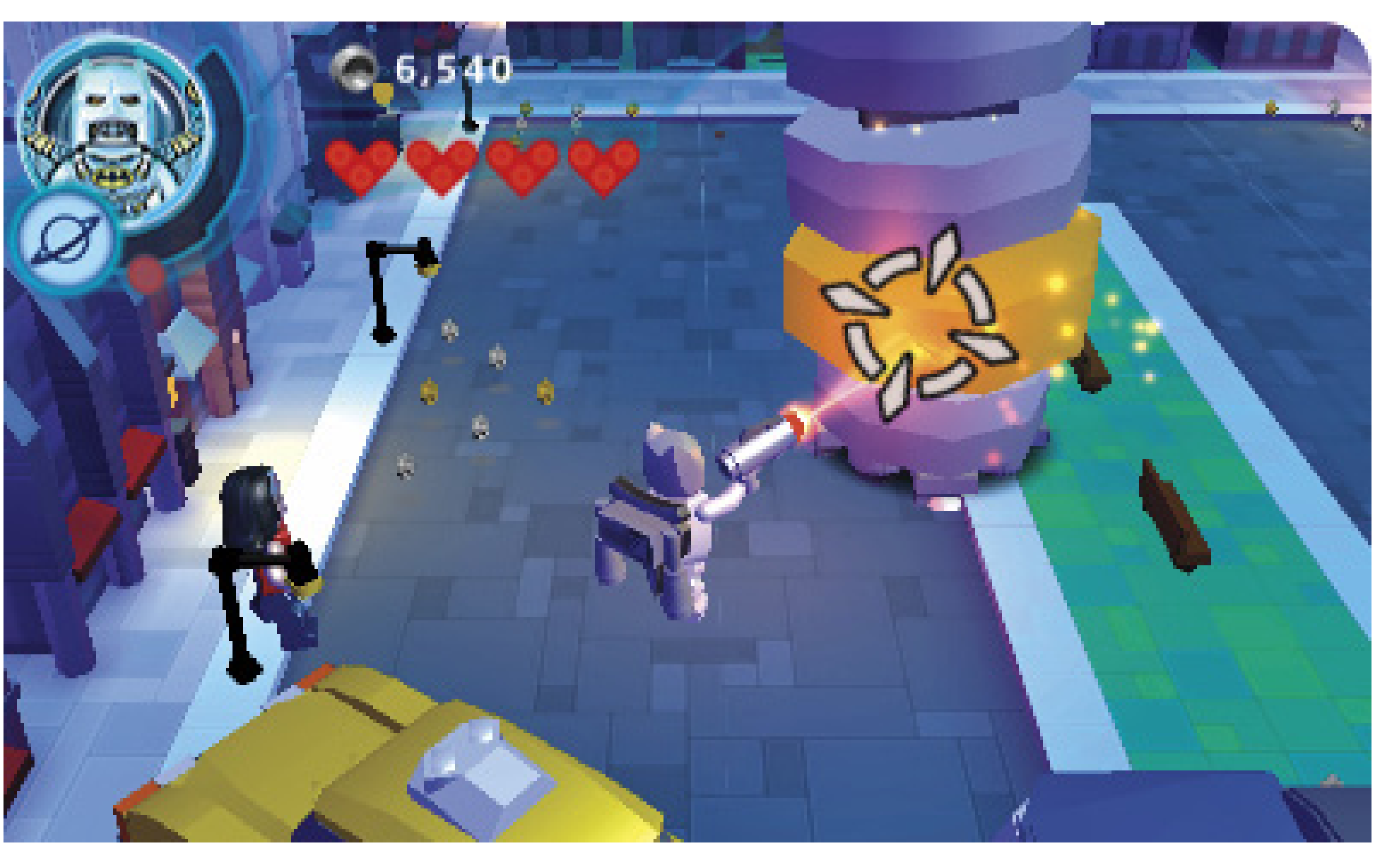
From the start of the level, you're assaulted by Brainiac's goons. Take the opportunity to rack up some ground finishers and complete the level's combat challenge. When you're done handing out some justice, be sure to smash the Batman prop on the narrow road's east side.

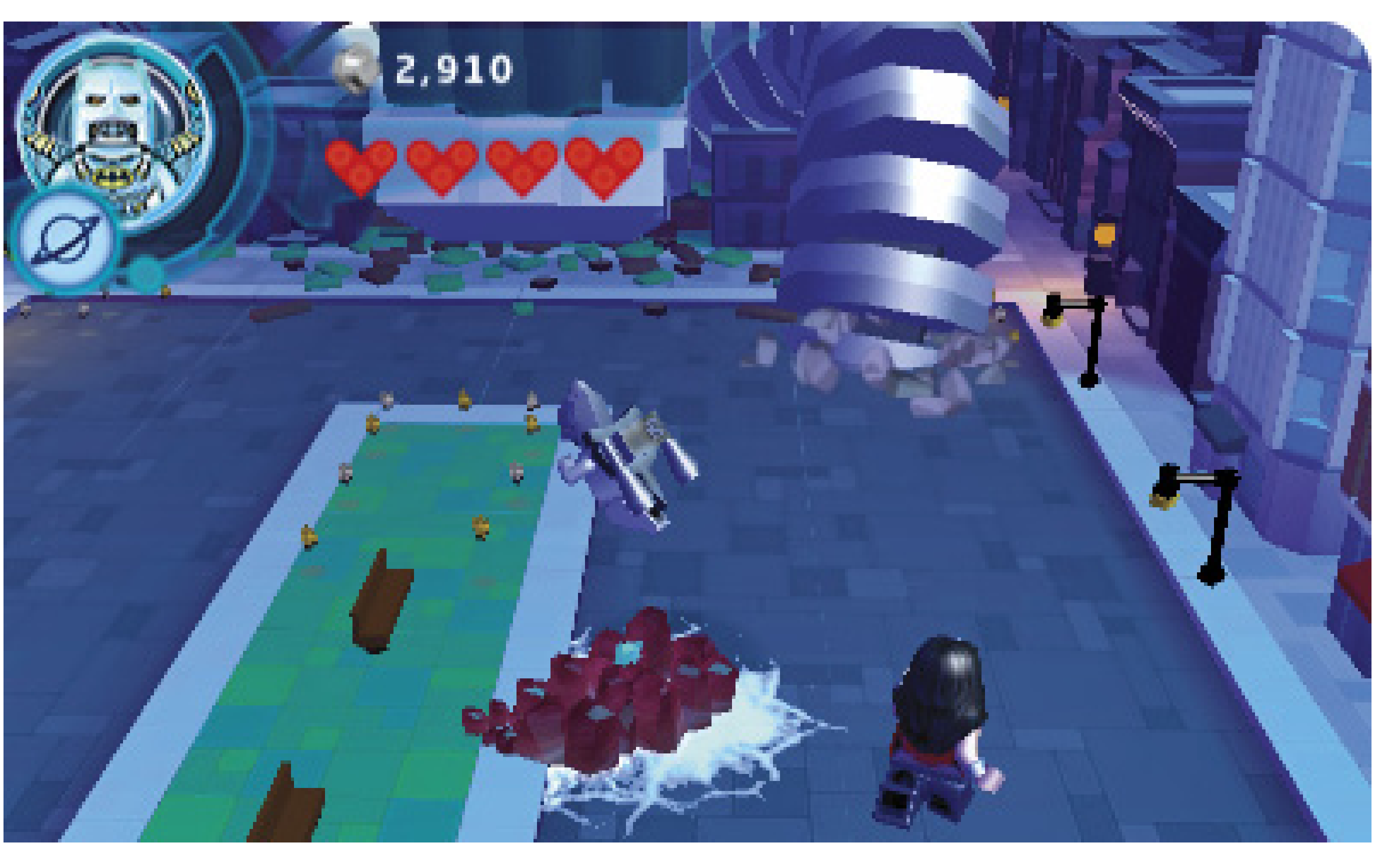
> Batman Smash Challenge: 1 / 3

> Combat Challenge: Finishers

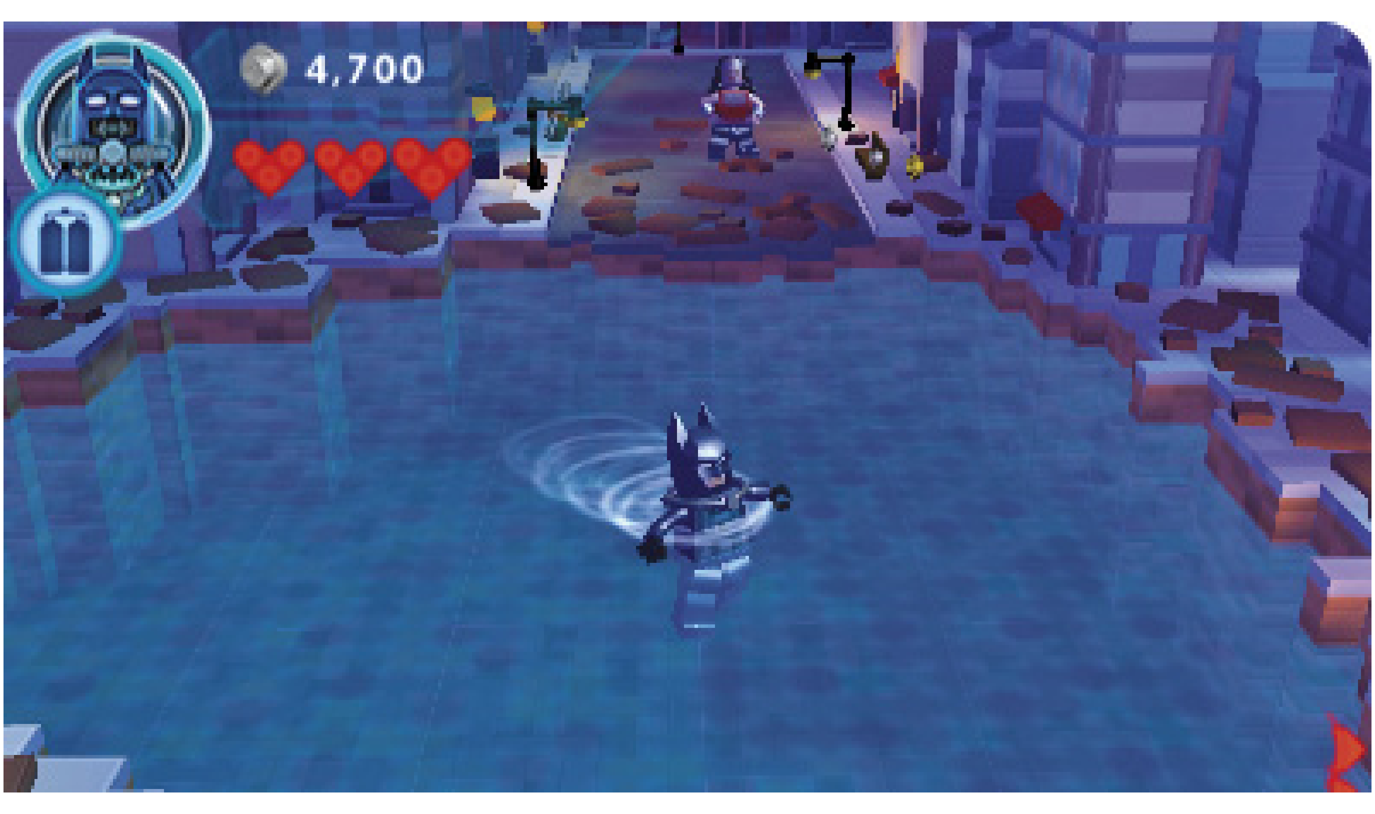
Head west and into the open area just past the wreckage of Brainiac's ship. Be ready for a fight, because Brainiac returns with his larger ship and cuts off your escape. Wait for the shadow of his tentacle to loom overhead and quickly get out of the way. When Brainiac stabs down, he misses and buries himself for a moment. Take the opportunity to use the laser on Batman's Space Suit to destroy the exposed gold section.

Next, Brainiac begins driving the tentacles underground, hoping to get a grip on you. Keep an eye out for the ripples in the ground and dodge them to avoid getting the squeeze put on you. When his tentacle finally does emerge, Brainiac leaves the gold section exposed again. Destroy it!





OBJECTIVE 2: SAVE WAYNE TOWER



Brainiac's goons arrive on the scene again. Make quick work of them and then head west down an alley to find an electrified pool. Equip Batman with his electric suit and jump in. On the right side of the pool, there is an electrical terminal. Discharge it to make the pool safe.

With the pool de-electrified, equip the Dive Suit and jump in to collect The Joker Card hidden within its depths.

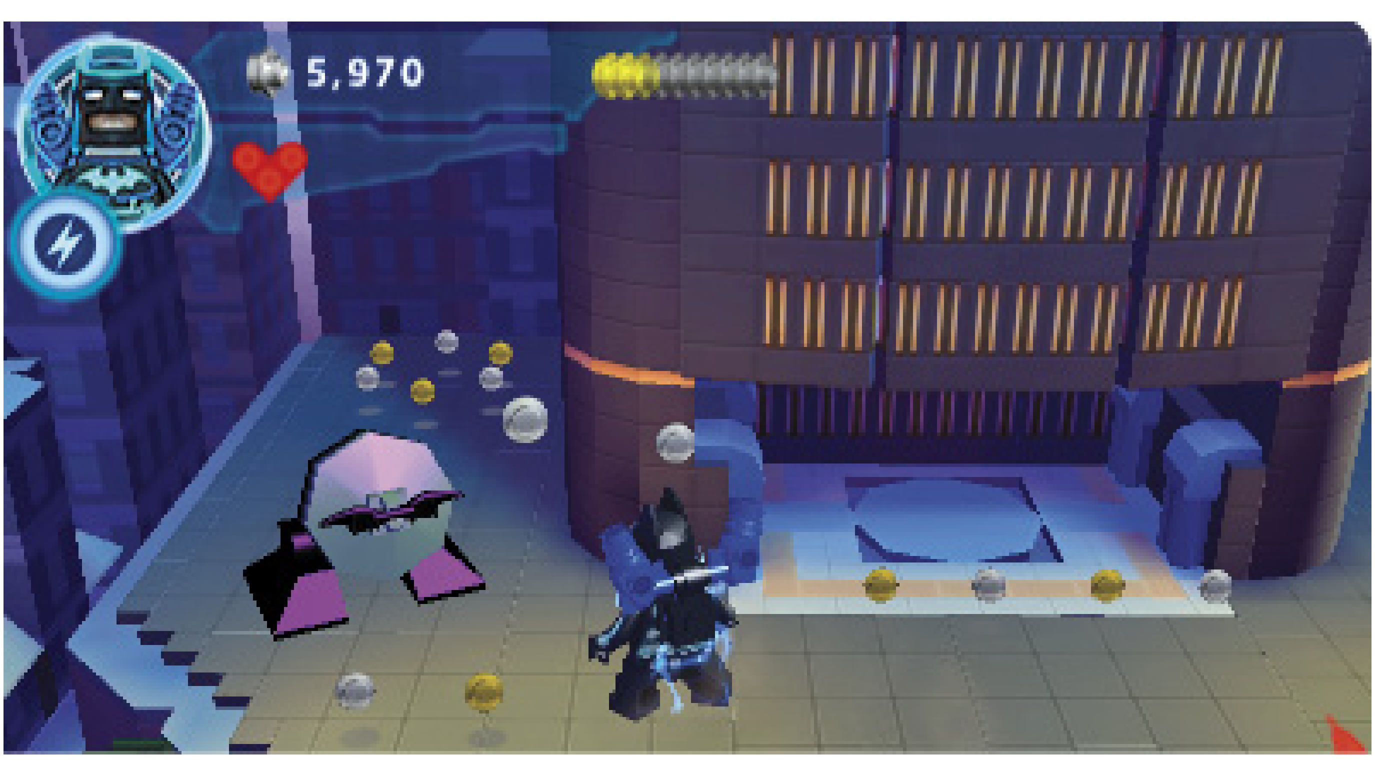
> The Joker Card

In the lower left corner of the pool, smash the Batman prop that is on the edge.

> Batman Smash Challenge: 2 / 3

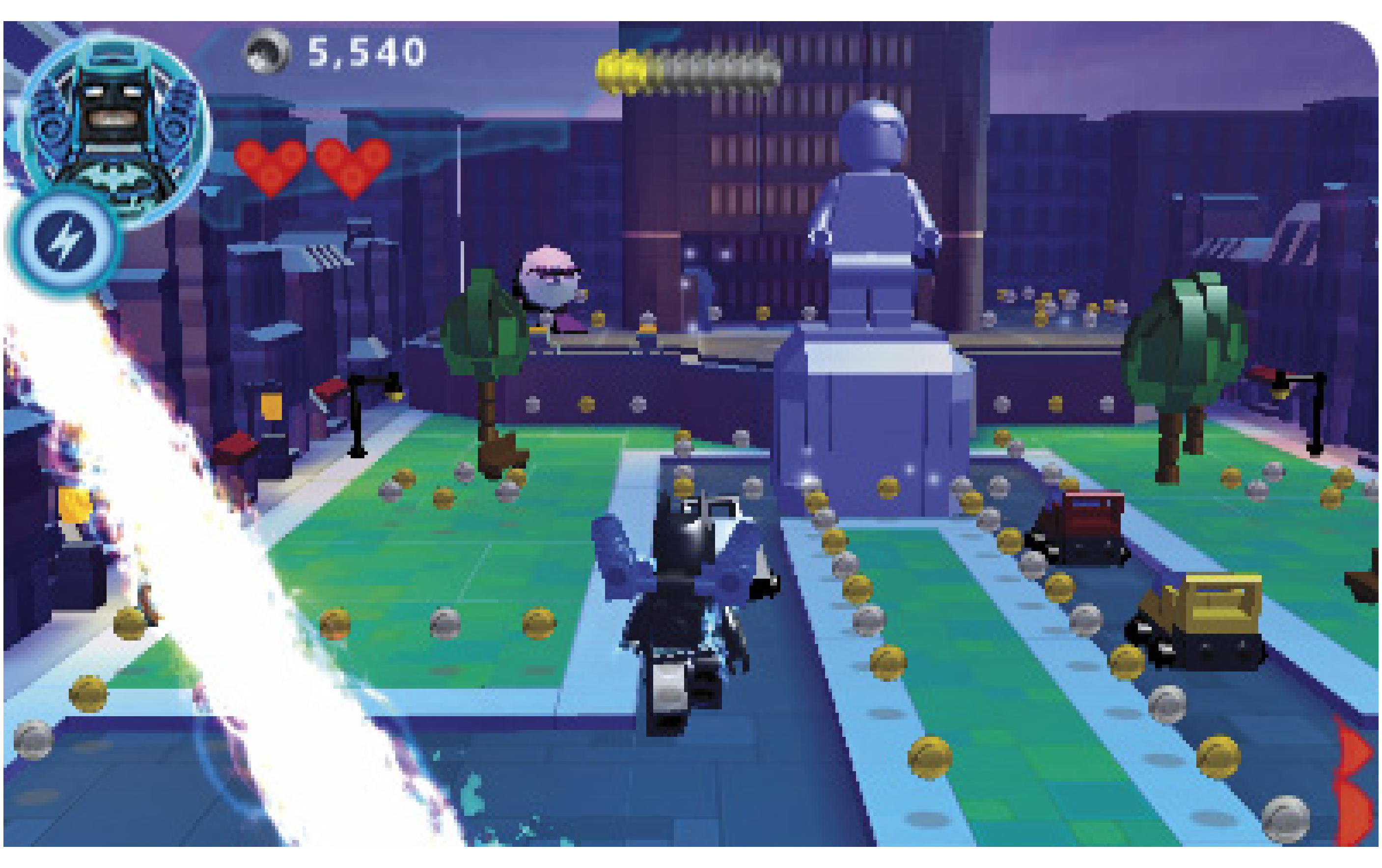
Now, head back to where you were ambushed by Brainiac and head east. You find yourself outside of Wayne Tower. Smash the Batman prop to the left of Wayne Tower.

> Batman Smash Challenge: 3 / 3



Equip Batman with his Demolition Suit and destroy the giant silver LEGO statue in the courtyard. Build the bricks that spill out into a shield deflect spot.

As Wonder Woman, reflect Brainiac's laser back at himself. The resulting explosion cripples his craft, ending the level.



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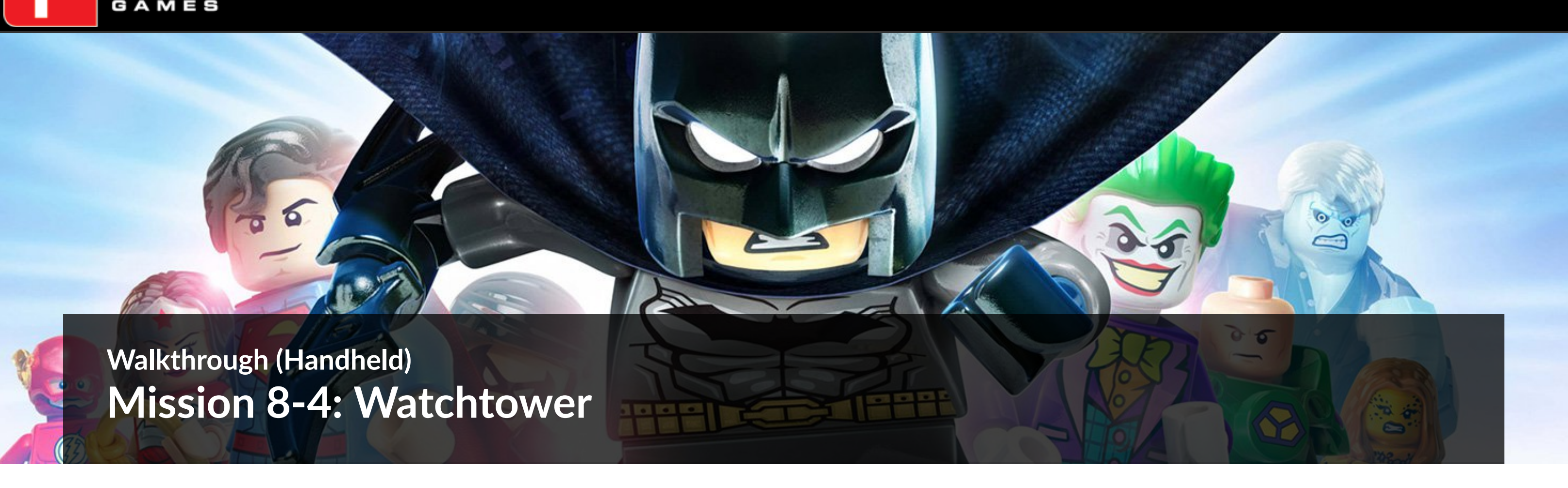
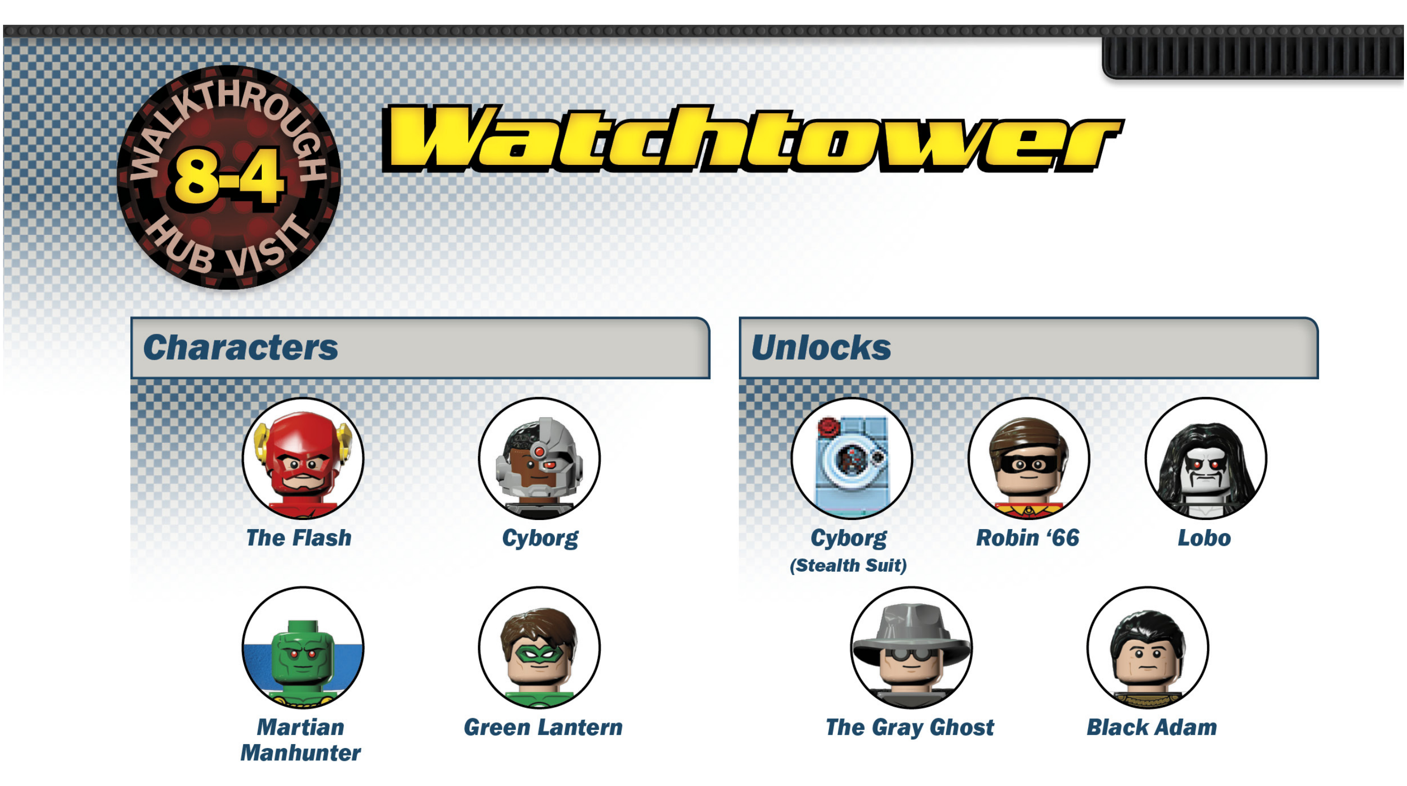


Walkthrough (Handheld)

Mission 8-4: Watchtower

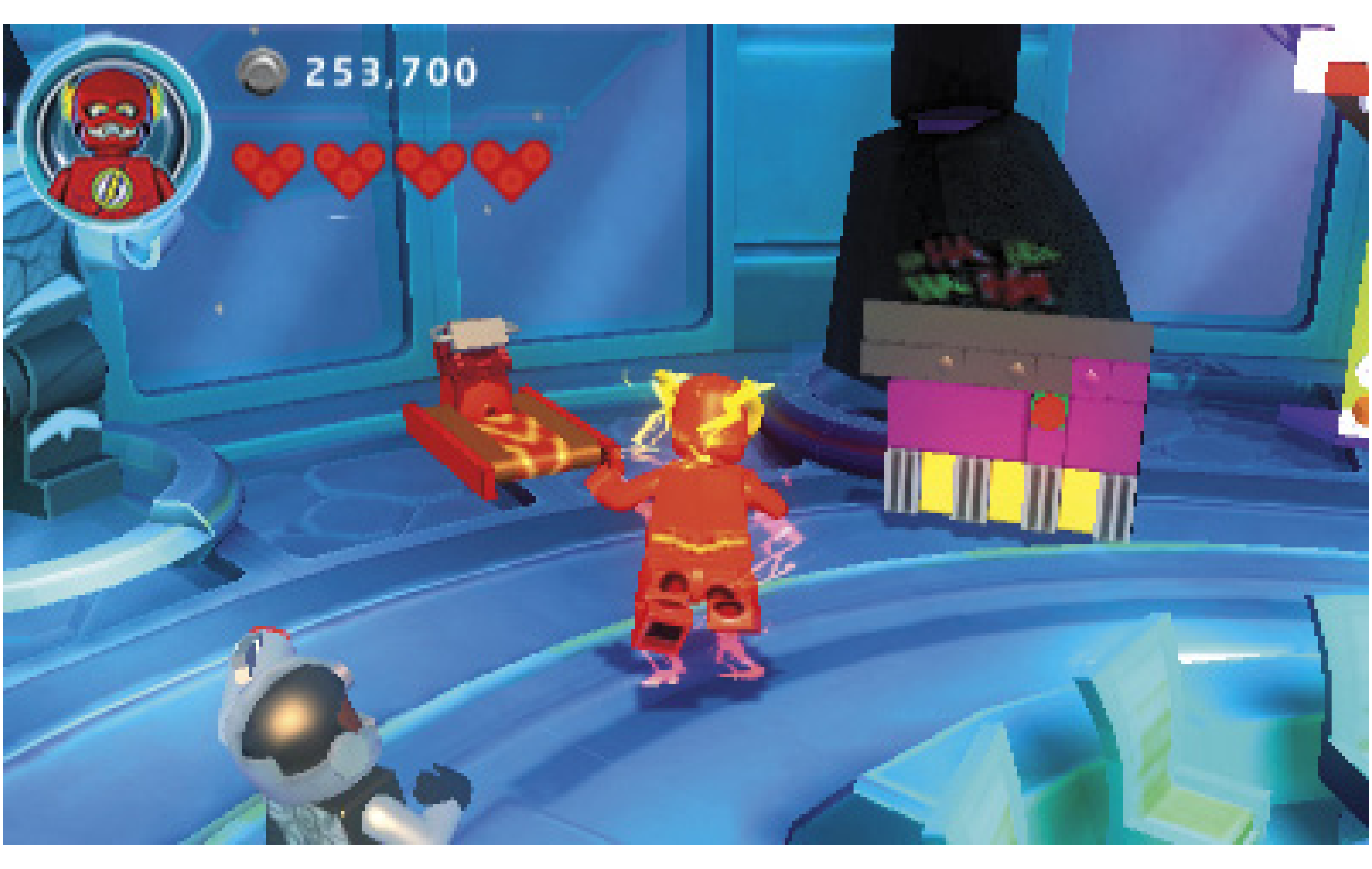


OBJECTIVE 1: LOCATE THE MICROCHIPS

It's time to head to the five lantern planets, but there's one problem—the microchips that direct the Galaxy Map's coordinates are spread throughout the Watchtower. While you can track them down in any order, as well as travel to the planets in any order, it's best to locate all of the microchips now and be ready to do a bit of traveling.

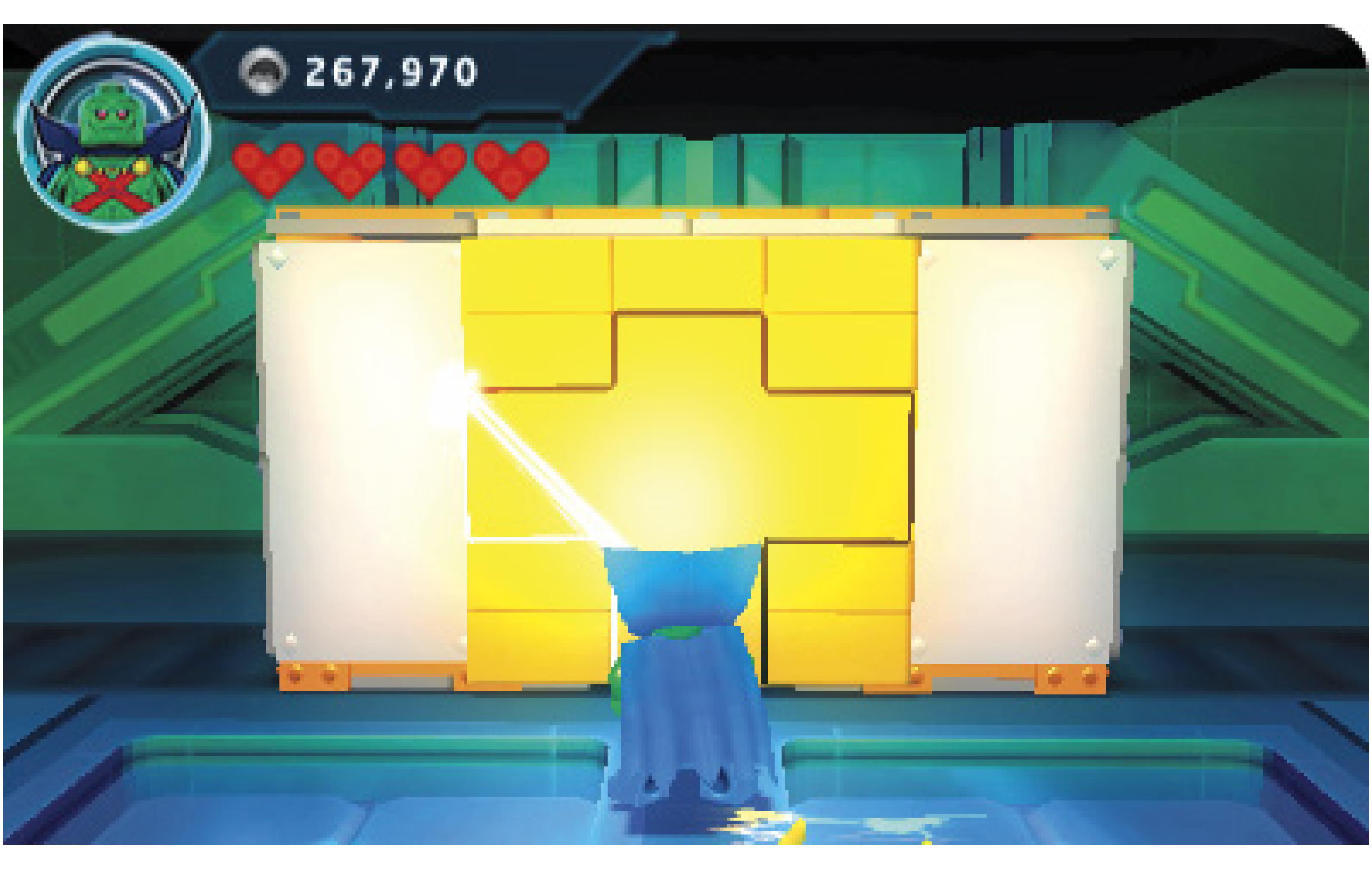
Zamaron

In the Hall of Justice, build the LEGO bricks you find there into a speed spot. Have The Flash run on it and the microchip for Zamaron appears nearby.



Odym

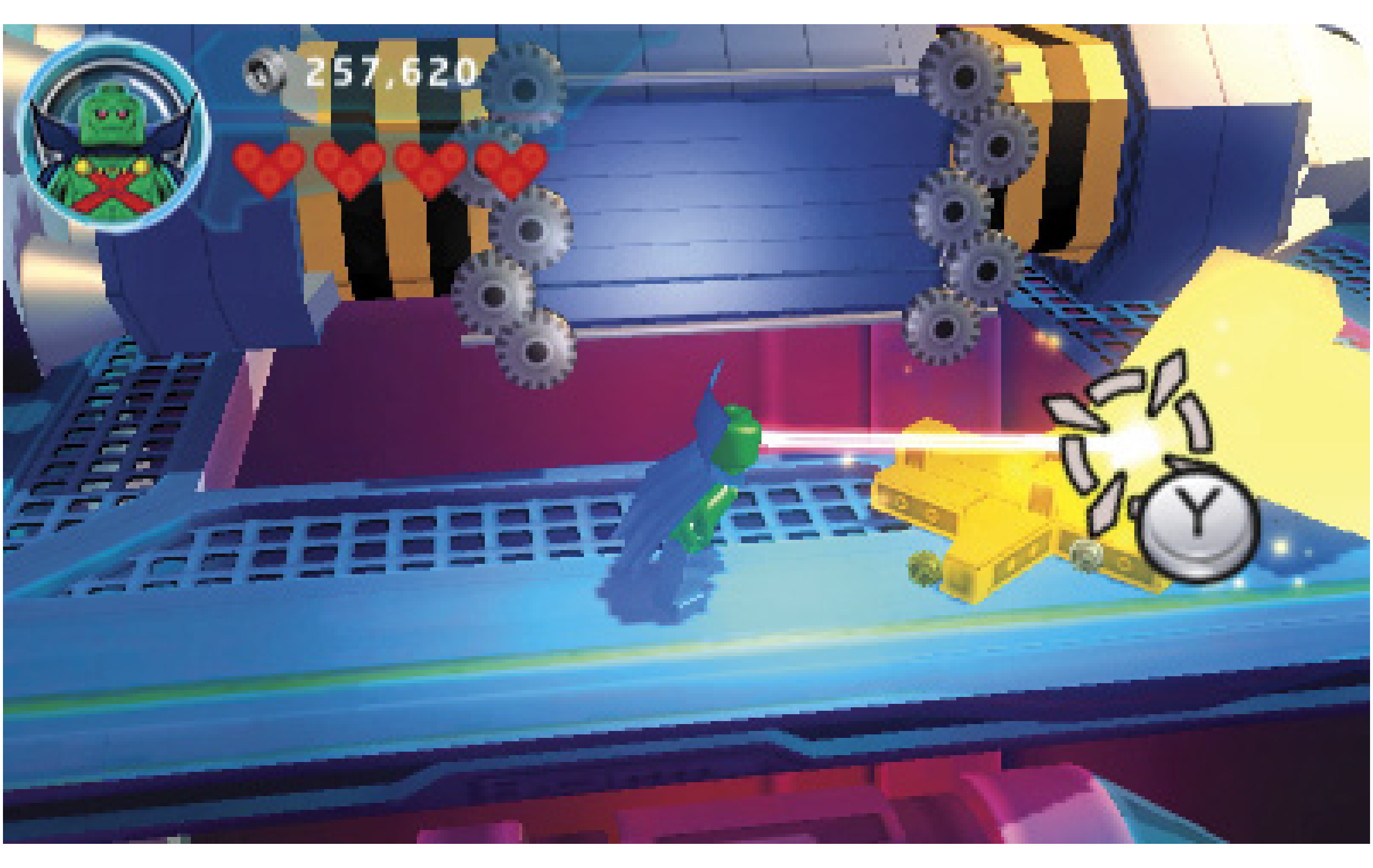
In the Armory, use a character with the laser ability to cut the gold LEGO panel on the box standing against the back wall. The blue microchip falls out from the box.



Ysmault

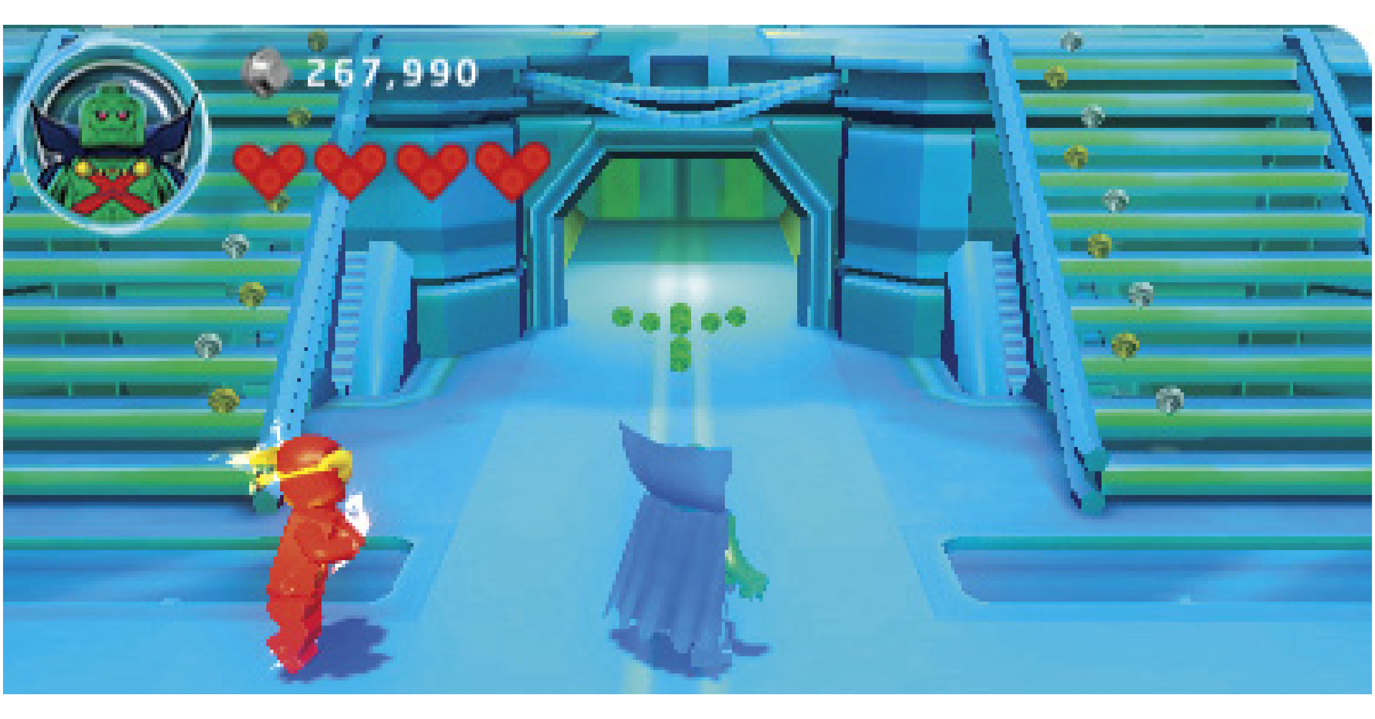
On the second floor of the Armory, there is a missile on the right side of the room. Use a laser to destroy the gold LEGO bricks that are lying on the catwalk. Build the bricks that are left behind into a Gold Brick device. Use the device to build a robot that removes the warhead from the missile.

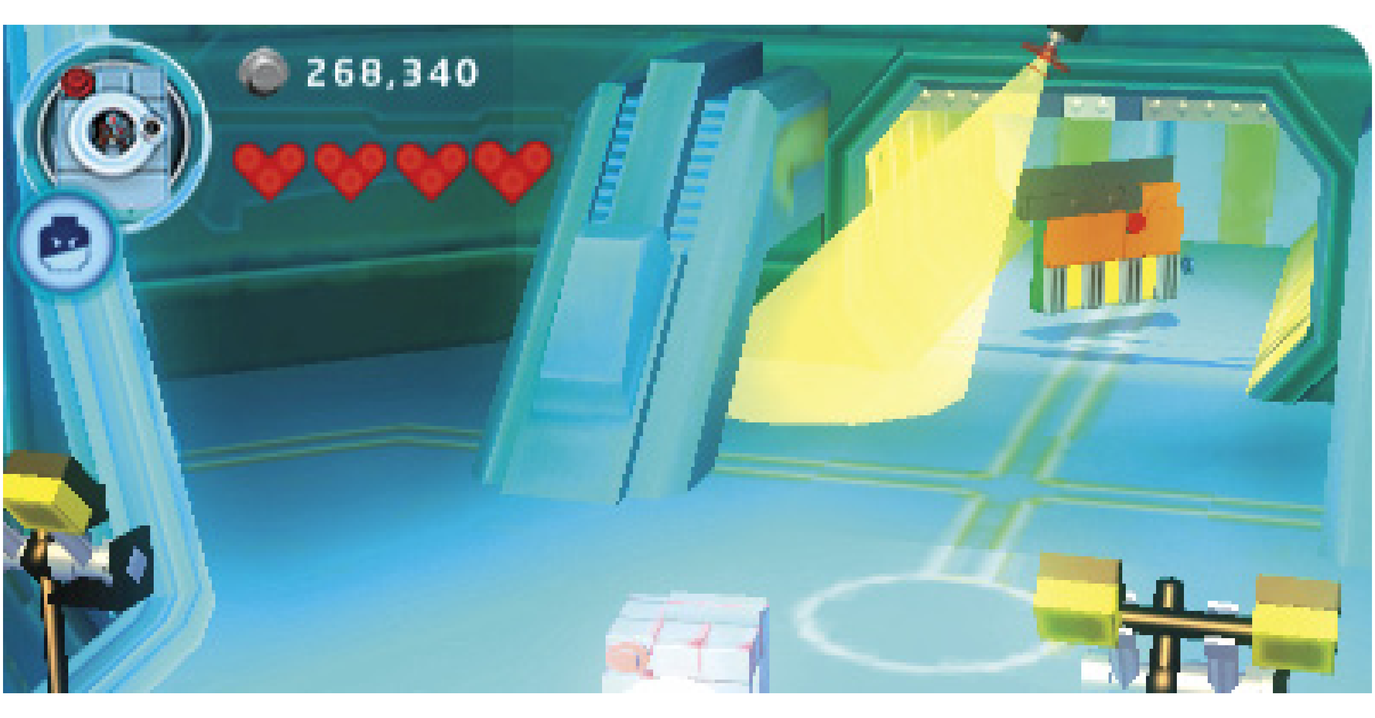
With the warhead removed, a side panel opens on the missile. Use a laser to destroy the gold LEGO panel that lies within. The red microchip appears.

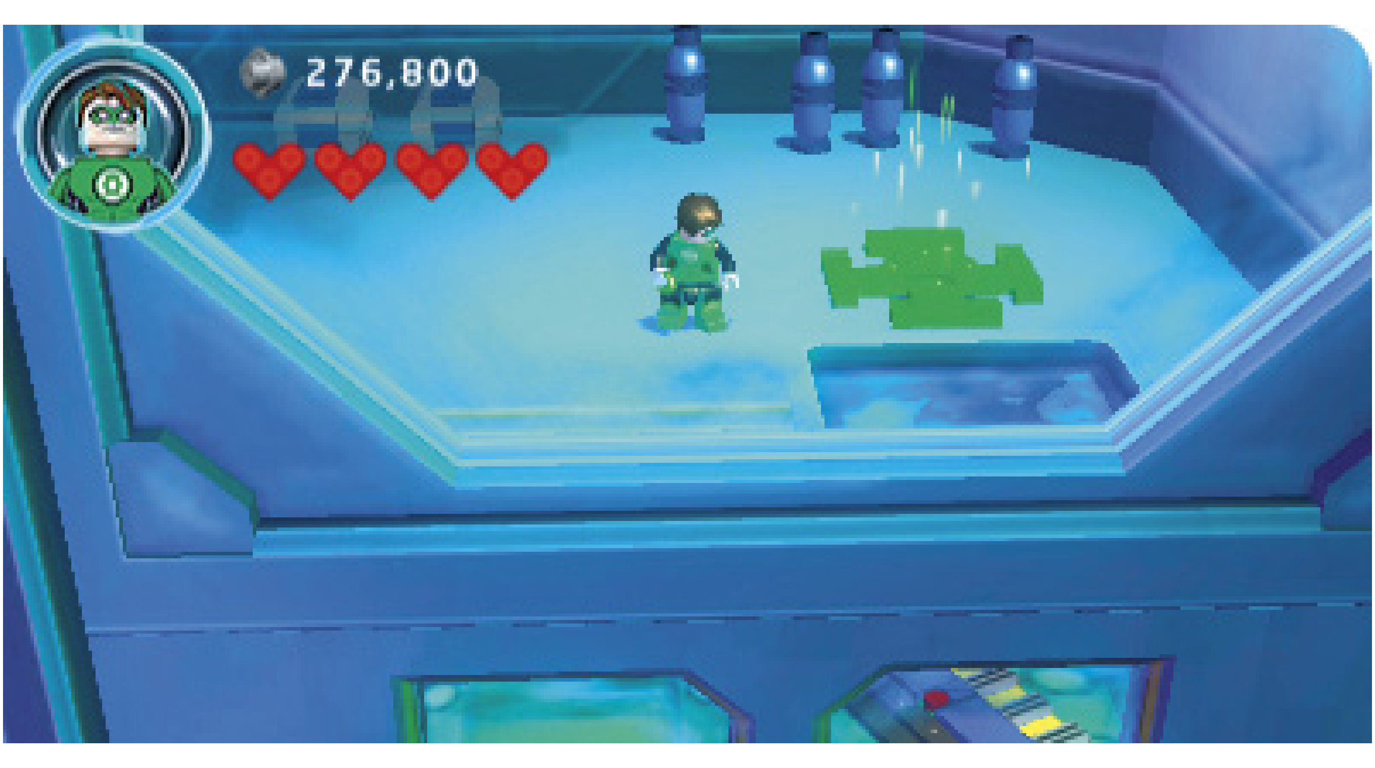


Okaara

A door has unlocked beneath the door leading to the control room. Pass through the door to enter the Containment Facility. Once inside, use Martian Manhunter to pass through the phase point in the center of the room.







Once you are through the phase point, follow the path to the right. Soon, you come to an open door with a security camera above it. You need to sneak past it. That's going to take a new suit.

Equip Cyborg with his Demolition Suit and destroy the nearby silver LEGO barrels. The Stealth Suit Token appears from the explosion. Pick it up to enable Cyborg to turn into… a washing machine? Appearances aside, have Cyborg enter the camera protected doorway. Take the microchip.

> Unlocked: Stealth Suit

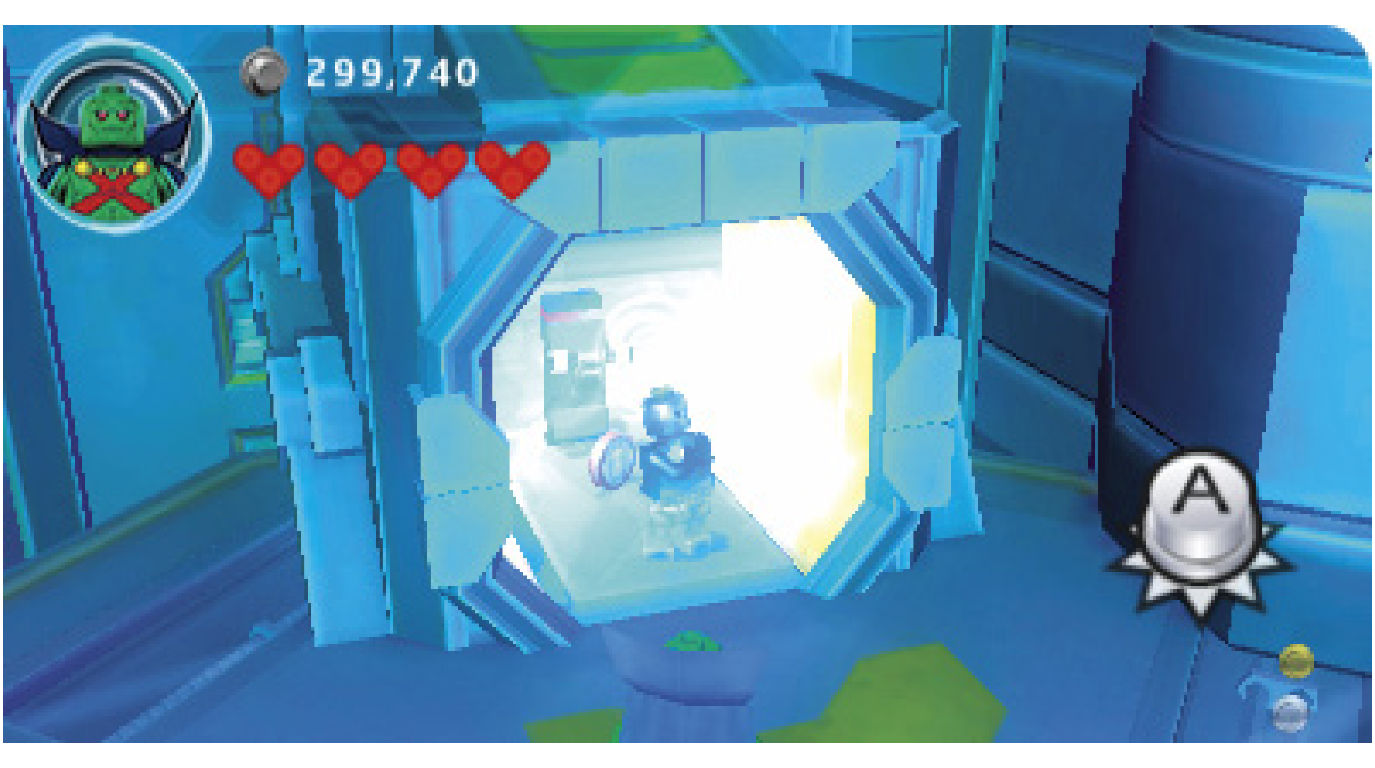
Nok

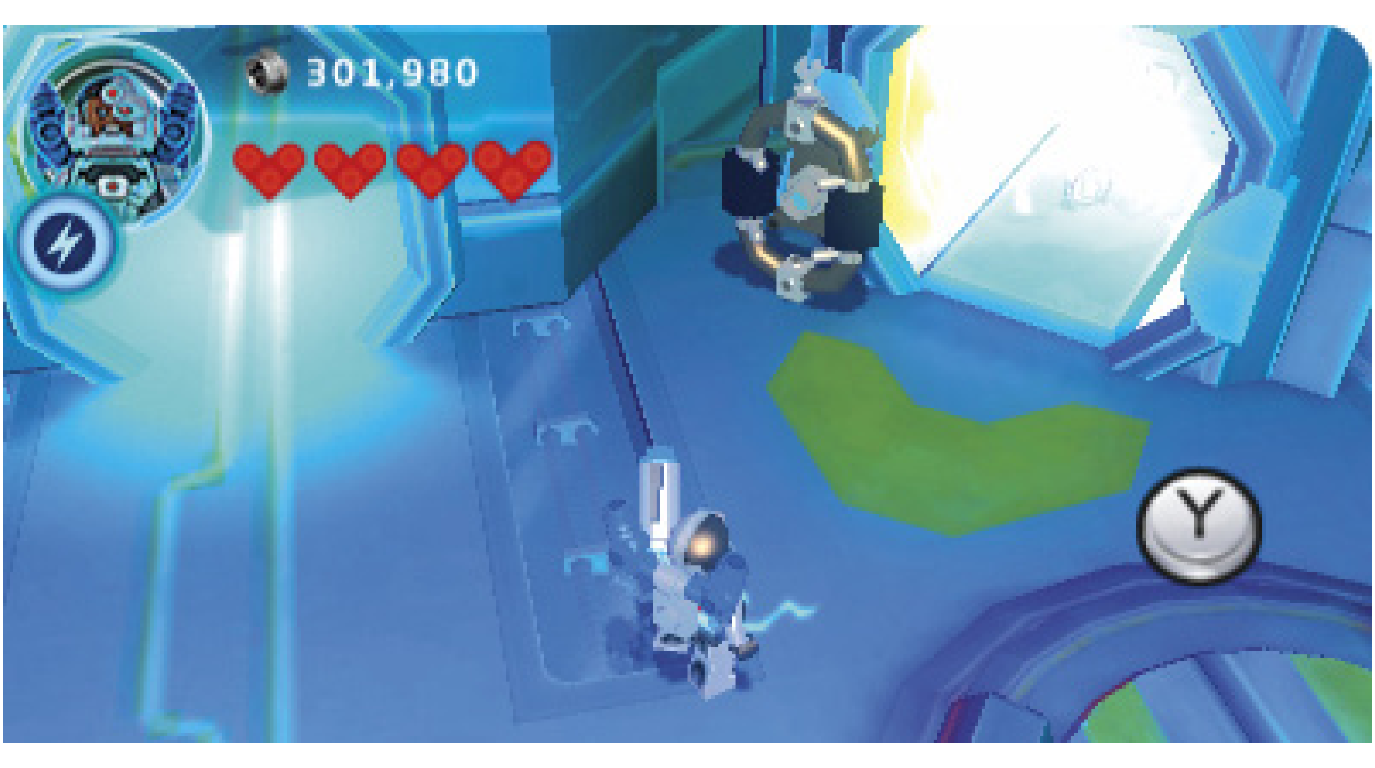
From where you found the Stealth Suit, keep heading to the right. Follow the path until you come to a dead end. There, you find a Green Lantern pad. As Green Lantern, interact with the pad to create a device that lifts the microchip from the cell below you.

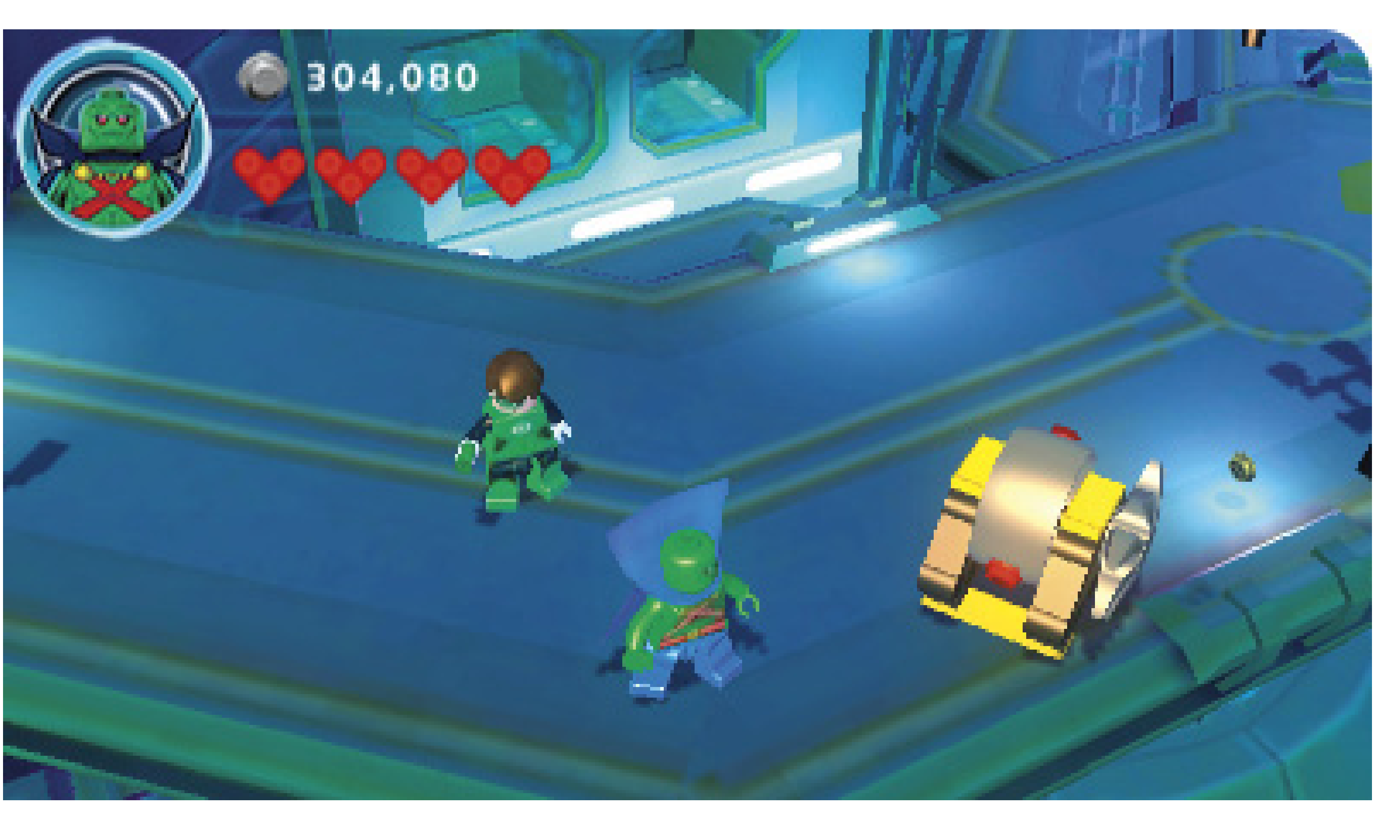
OBJECTIVE 2: BEFORE YOU GO…

The Prison Cells also hold some unlockables. First, have Martian Manhunter take control of the prisoner to the left of the phase point. With the goon under your control, have him throw the switch in his cell. Now you can claim the Token held within.

> Unlocked: Robin '66







Pass through the phase point and head to the left. You'll come across a magnetic wall. Equip Cyborg with his Magno Suit and manipulate the wall to have a Token spill out of the alcove.

> Unlocked: Lobo

After passing through the phase point, equip Cyborg with his Electricity Suit. Head to the right of the second floor pathway and locate the electric terminal. Discharge the energy and switch back to Martian Manhunter to pass through the phase point again.

In the main area of the prison, switch back to Cyborg in his Electricity Suit and fire the energy into the electrical terminal near the cell on the right. This disengages the force field so you can grab the Token.

> Unlocked: The Gray Ghost

On the second floor of the prison, smash the LEGO objects near the magnetic wall. Build the bricks into a device.

On the right side of the main floor in the prison, smash the LEGO objects to find bricks to build a device.

On the left side of the main floor in the prison, smash the LEGO objects to find bricks to build a device. When all three are complete, the Token for Black Adam appears in the center of the room.

> Unlocked: Black Adam

OBJECTIVE 3: NEXT STOP?

Now that you have all the microchips, interact with the console and head to your next mission!

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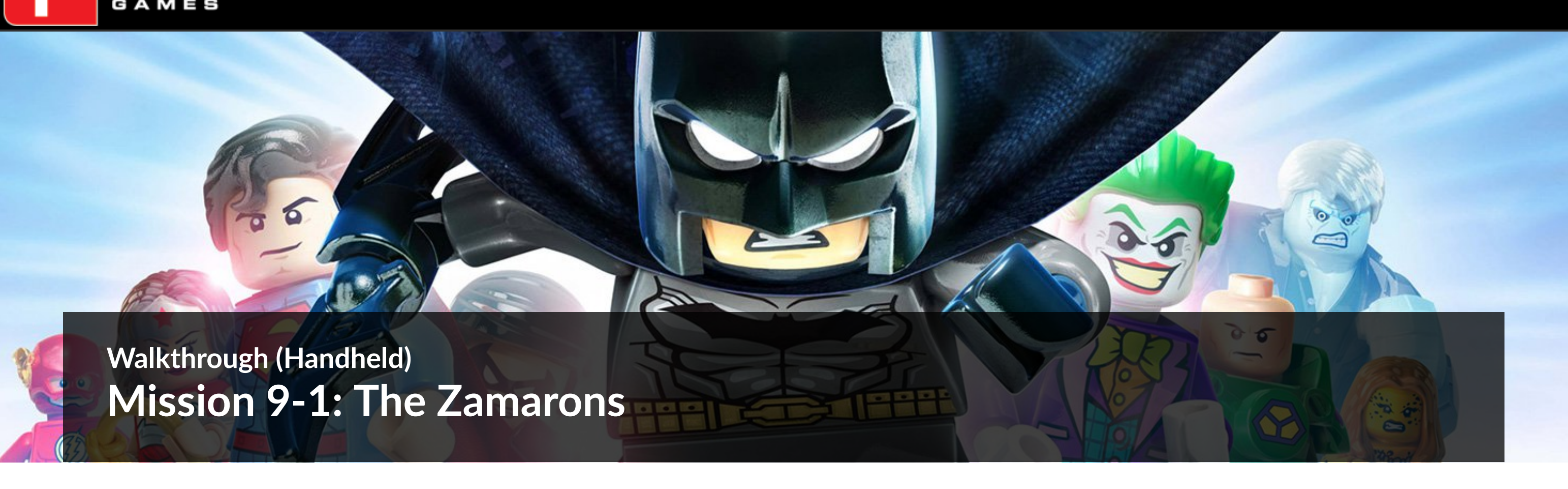


Mission 9-1: The Zamarons

WALKTHROUGH 9-1 MISSION

The Zamarons

Characters

The Flash
Cyborg
Martian Manhunter

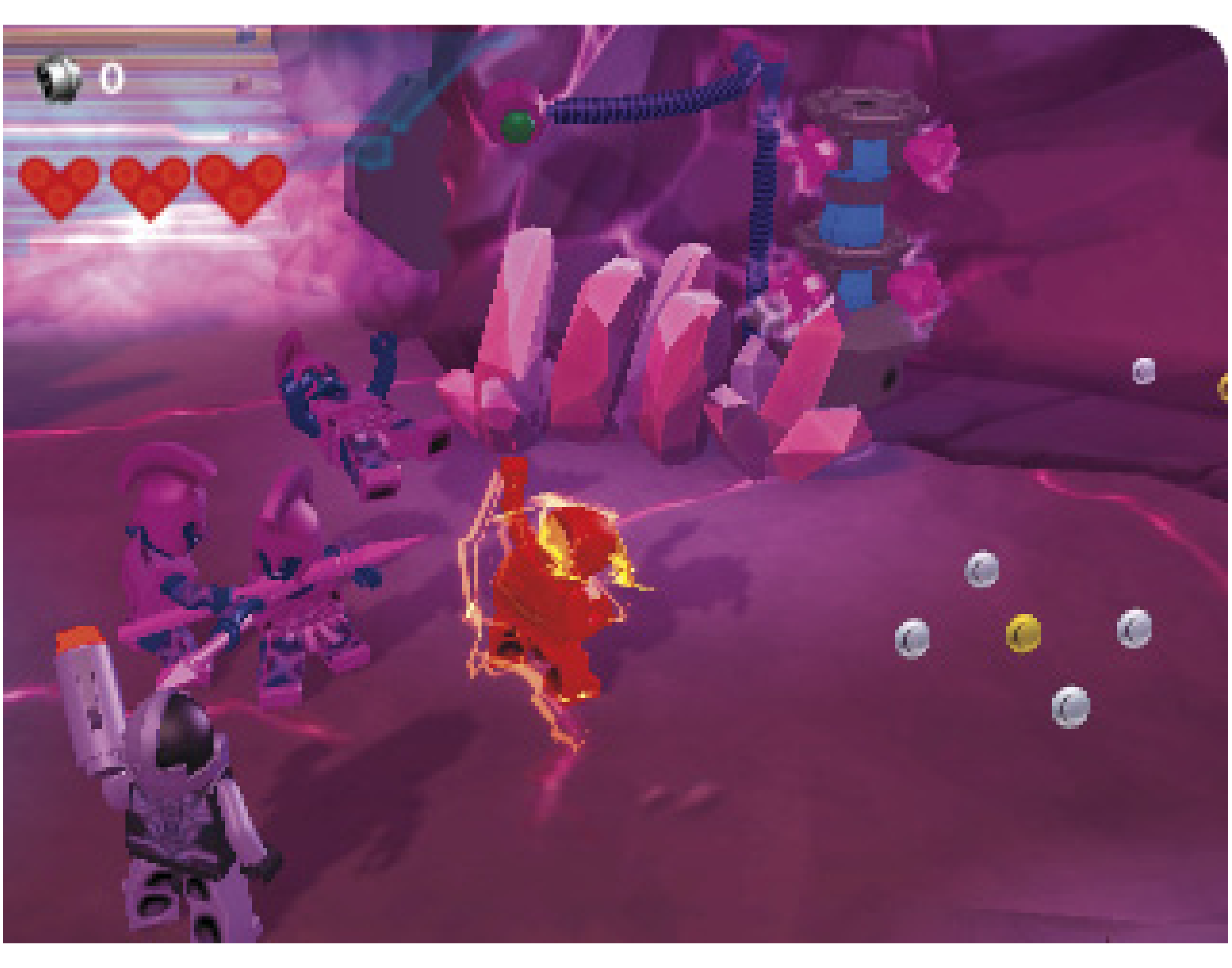
Unlocks

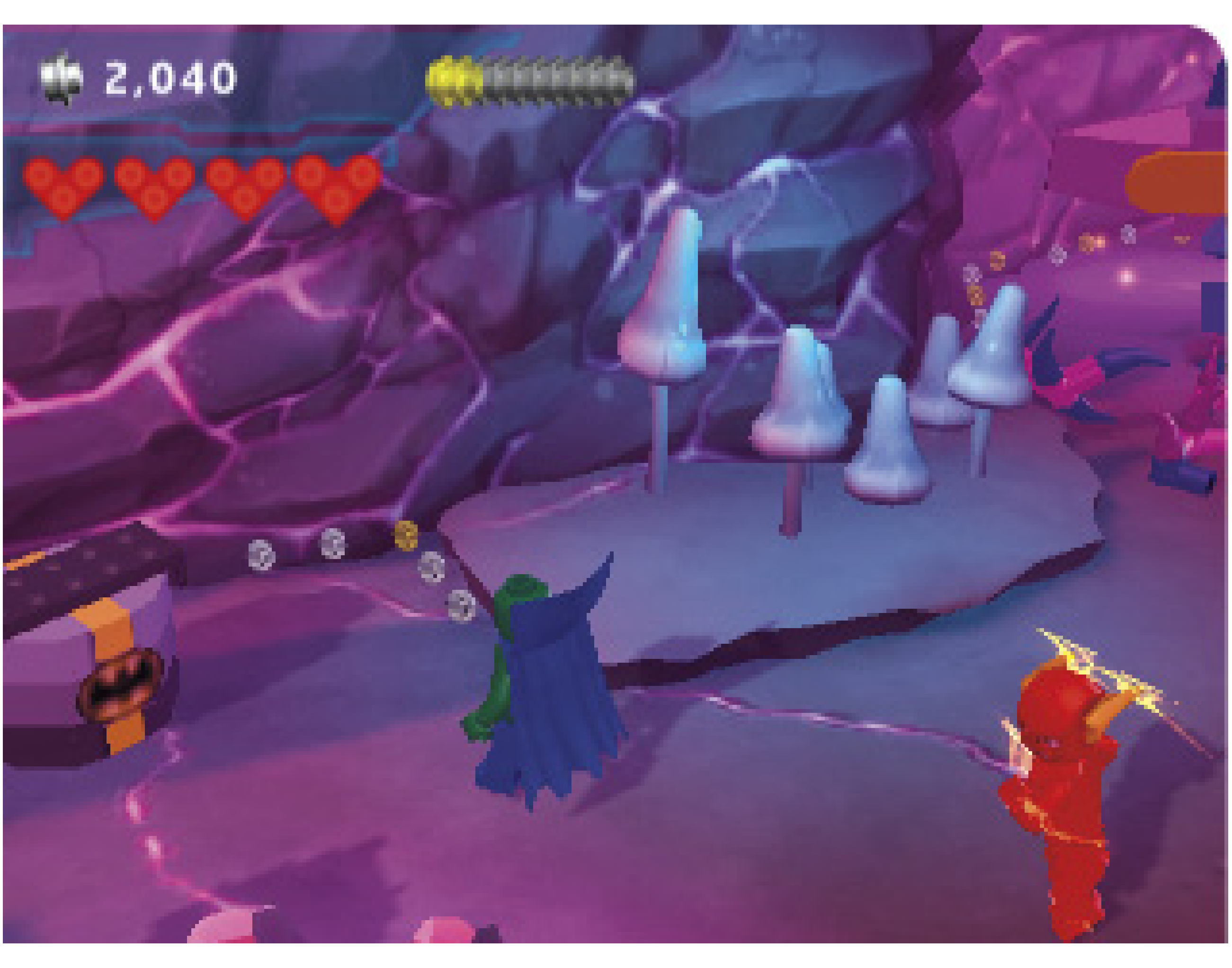
Stargirl
(The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 13,000 studs.
Batman Smash Challenge	Any	Destroy 3 Batman props. The first prop is left of the giant flower, the second is to the left of the glass LEGO, and the third is to the right of the glass LEGO.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. This challenge can be completed during the first rumble. If you miss one or two, don't worry, there are two more chances to rack up a score.
The Joker Card	Any	After climbing the stairs, head to the right and find the mushrooms. Starting at the top, bounce on the mushrooms in a clockwise direction, making sure not to touch the ground in the process. The Joker Card emerges from a nearby flower.

OBJECTIVE 1: CLEAR THE PURPLE GAS





At the start, beat down the foes that are waiting for you. Take care to use ground finishers while in the fight and you can also complete the combat challenge early on. After taking care of the baddies, head to the left.

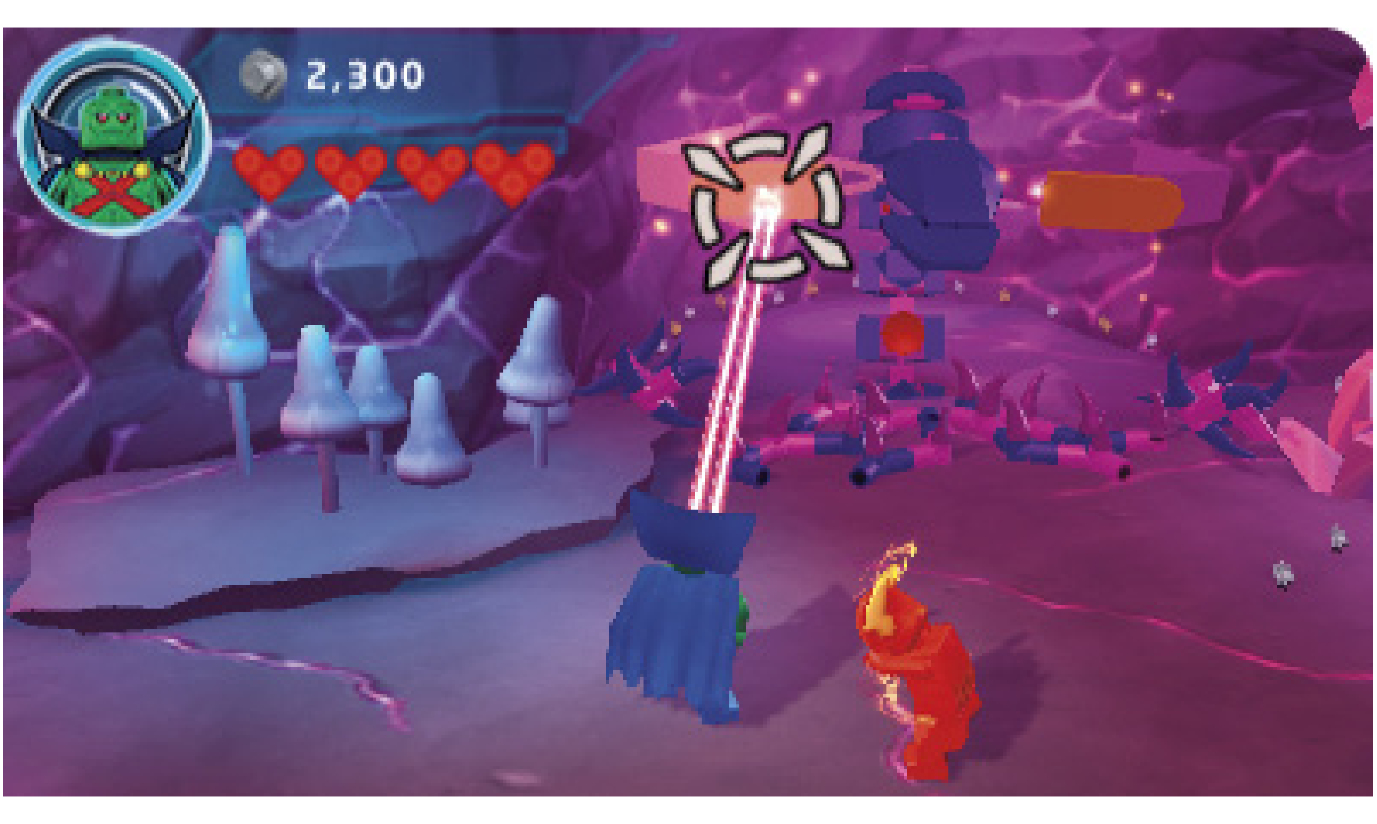
> Combat Challenge: Finishers

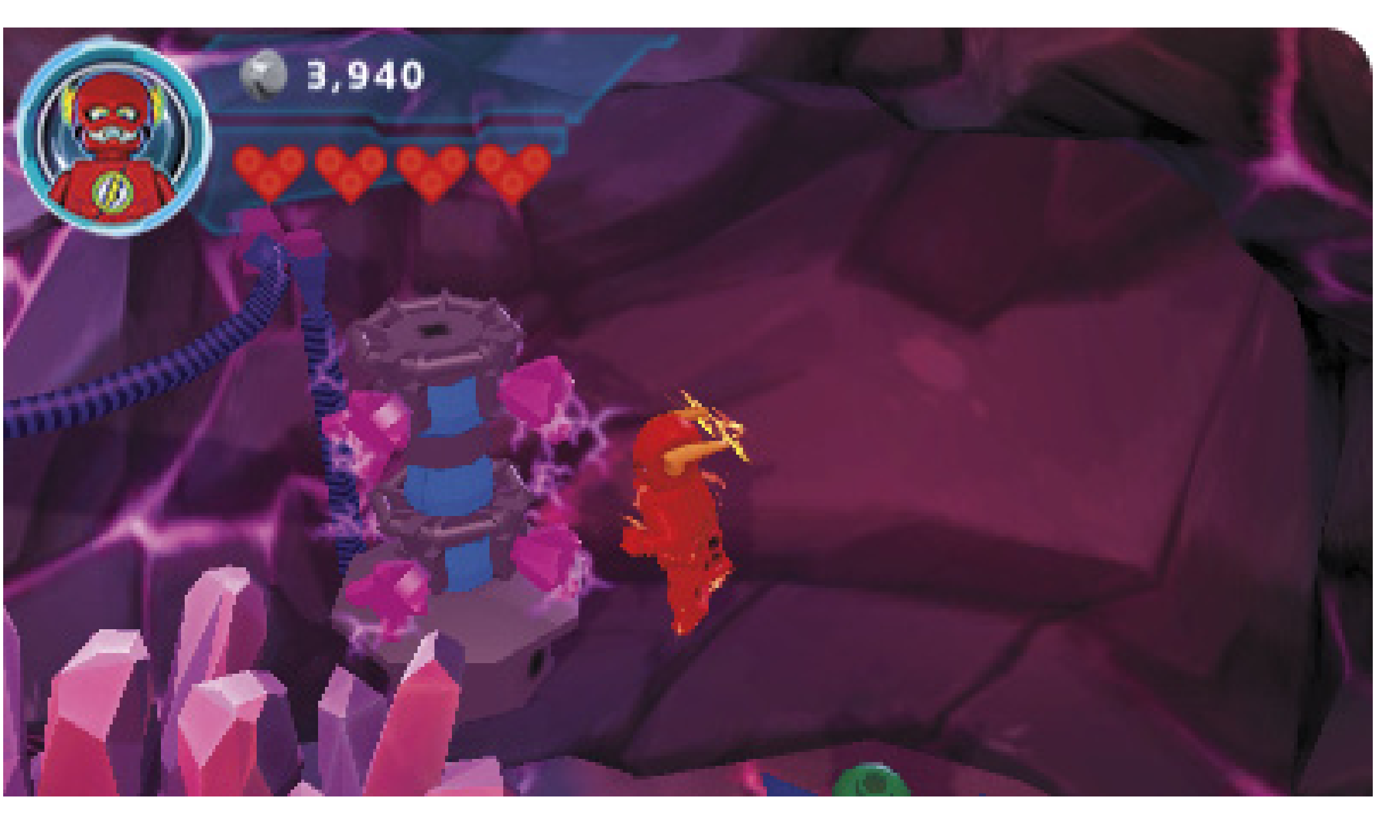
Take care not to get too close to the flower and pass by it. On the far left side of the stage, you find the first Batman prop. Smash it!

> Batman Smash Challenge: 1 / 3

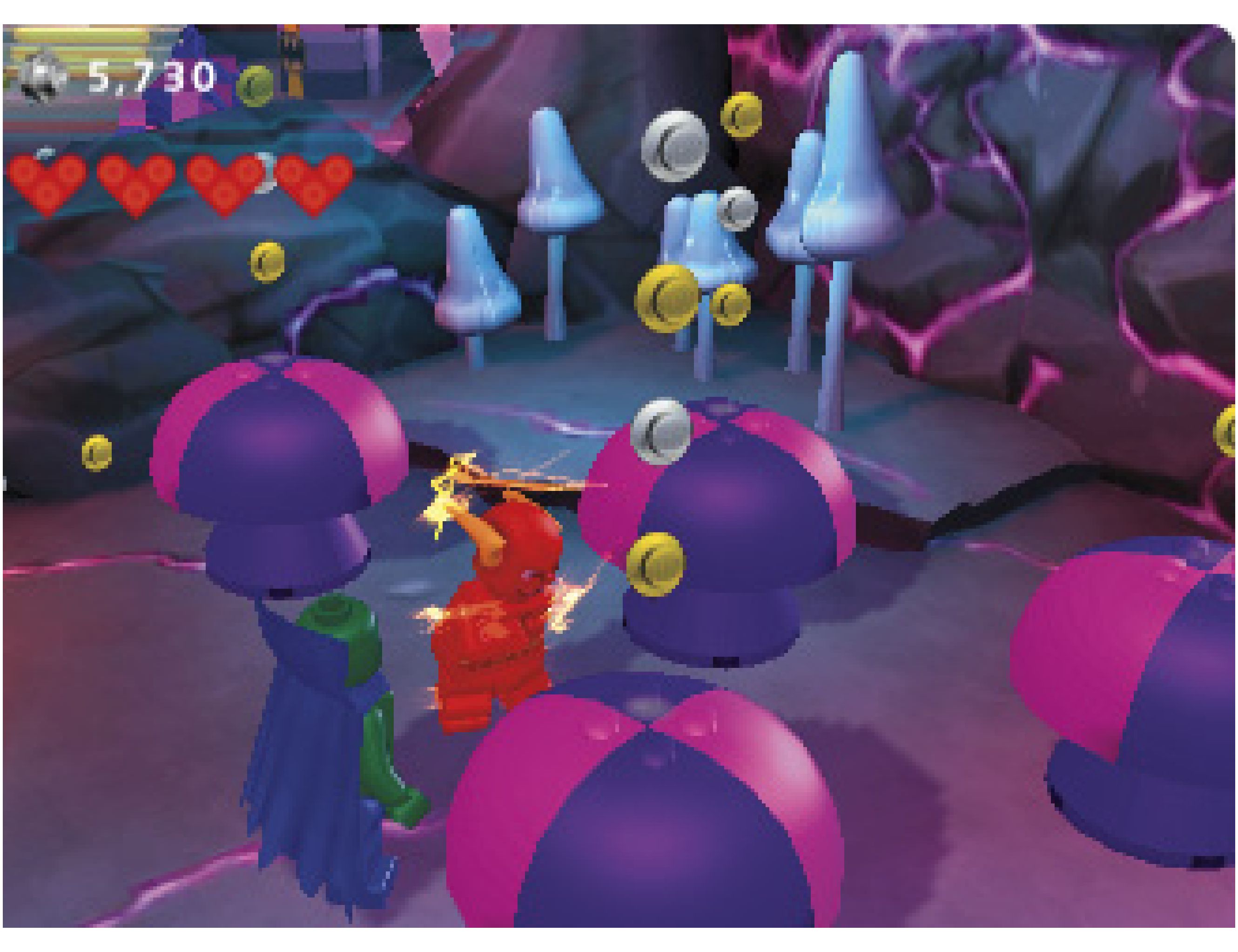
Go back to the flower and use a character with lasers to destroy the gold LEGO panels on each side of the plant. After you destroy it, you have the chance to destroy the nearby pump. Look for the electricity discharging from it.

Head to the far right side of the stage, past the path blocked by purple gas. In a small nook, you find another pump. As with the other one, the pump is putting off a good amount of electricity, so it's hard to miss. Destroy the pump to cut off the flow of purple gas, allowing you to pass.





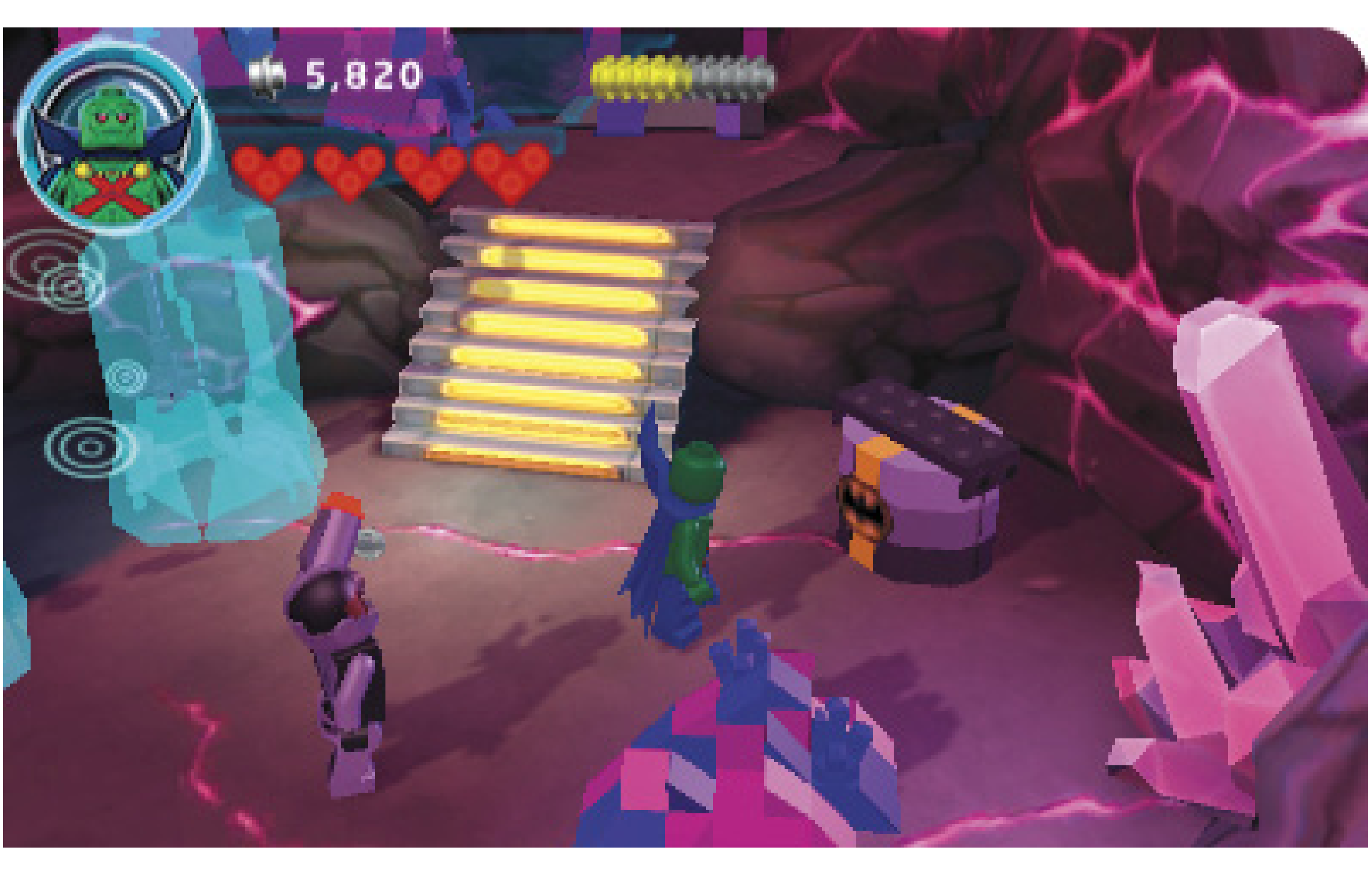
OBJECTIVE 2: SHATTER THE GLASS

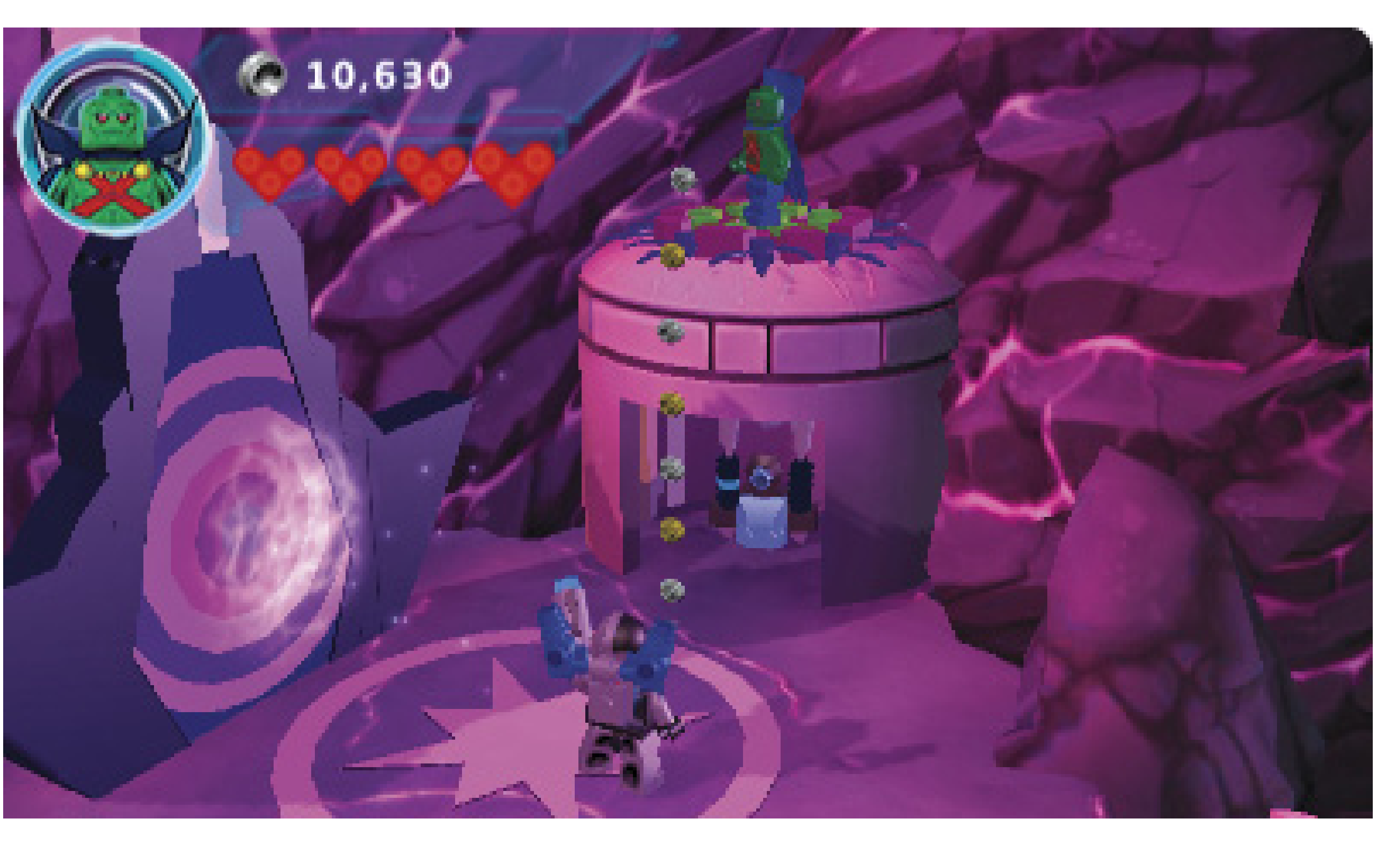


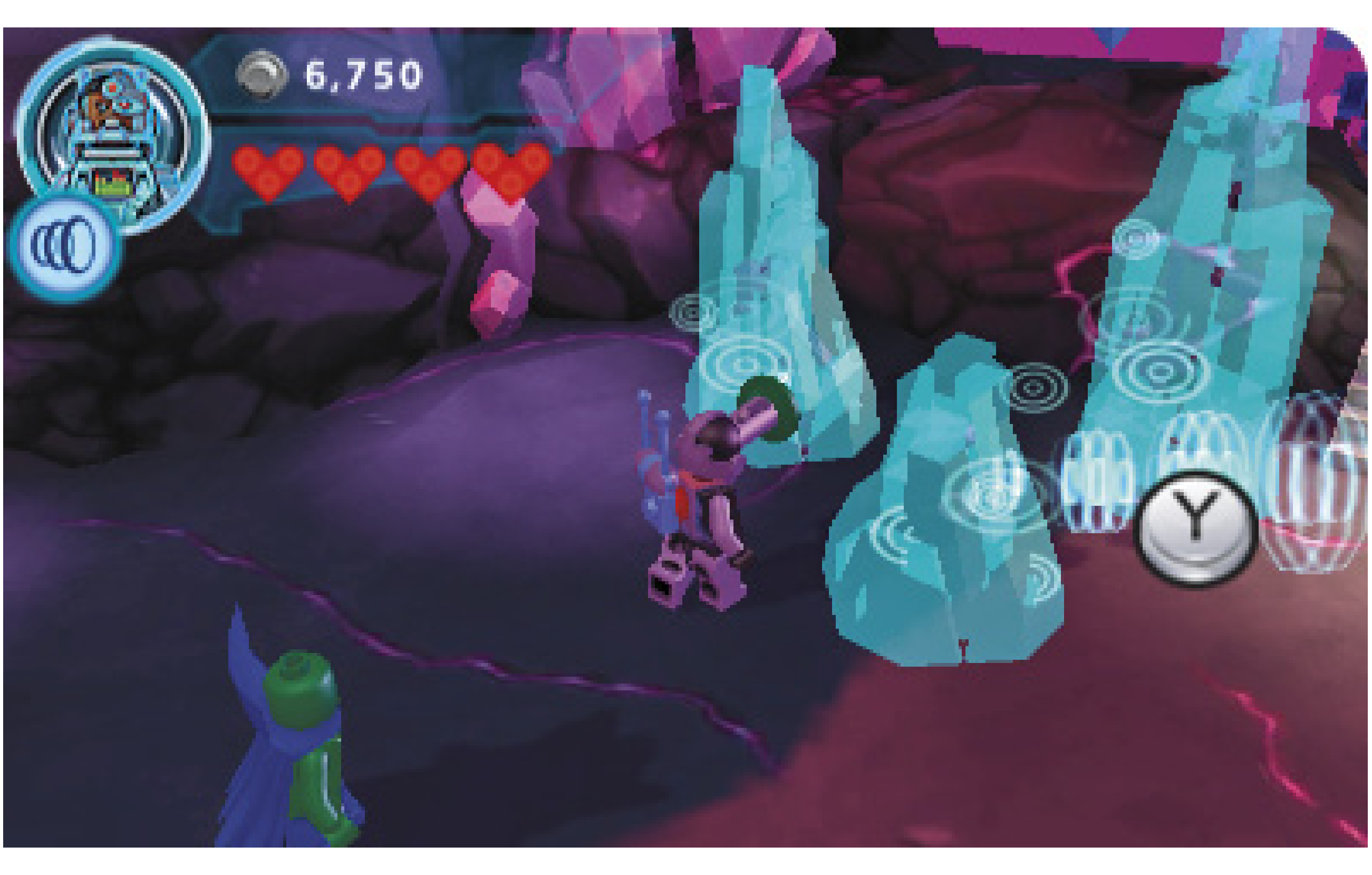
Head north up the stairs. Fight off the bad guys and continue past the stairs and to the right. Tucked away you find four mushrooms. Jumping on these fungi causes musical notes to play. To unlock their secret, jump on them in sequence. Starting from the top, jump from mushroom to mushroom in a clockwise pattern to play the melody. This melody causes a nearby flower to open and reveal The Joker Card.

> The Joker Card

> When jumping from one mushroom to another, you cannot touch the ground or you have to start again. You also know if the sequence is correct because the notes from the mushroom are white instead of red.







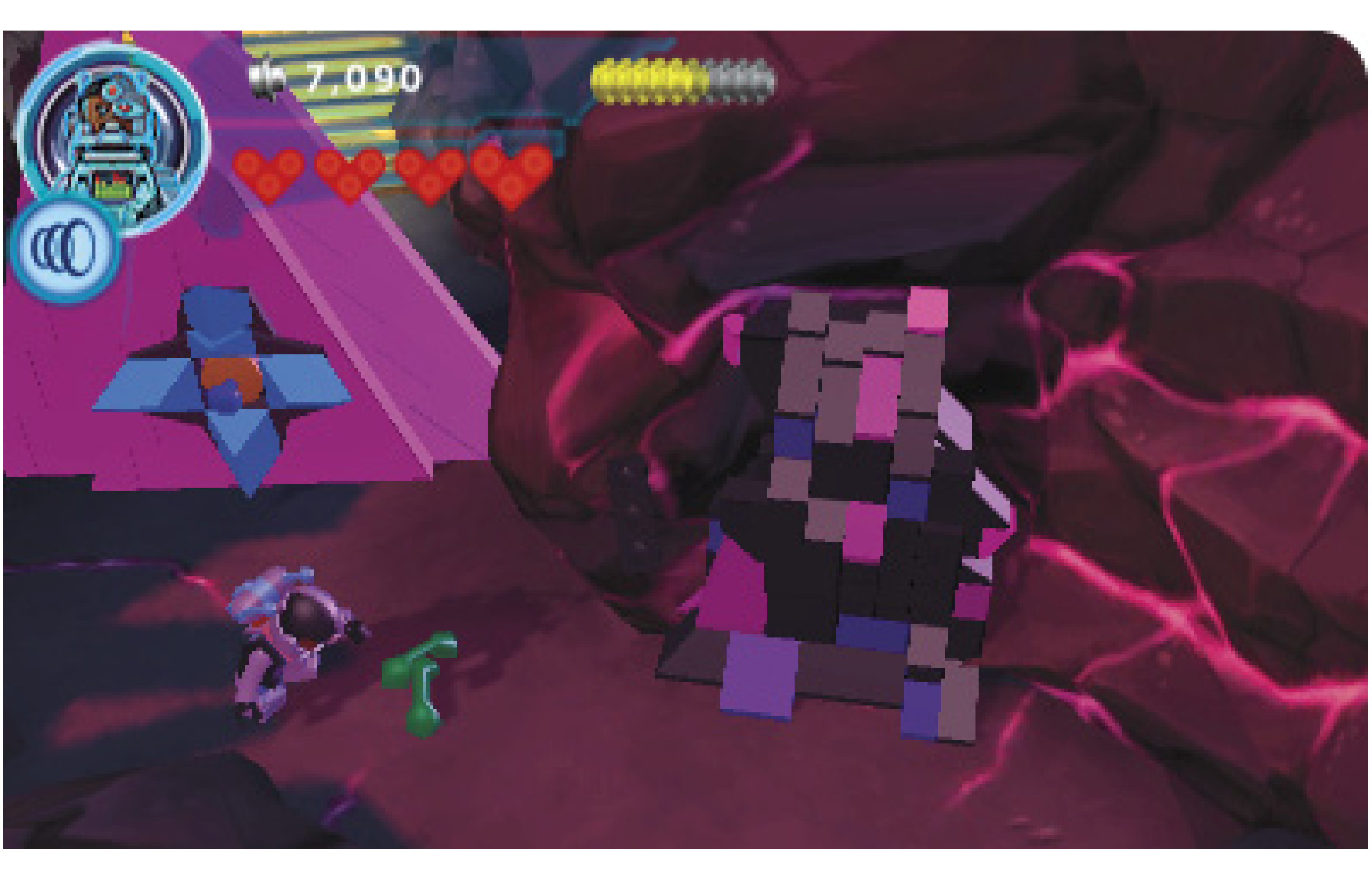
Head up the stairs and smash the Batman prop to your left of the stairs. The final Batman prop is on the right side of the area, across from the LEGO glass.

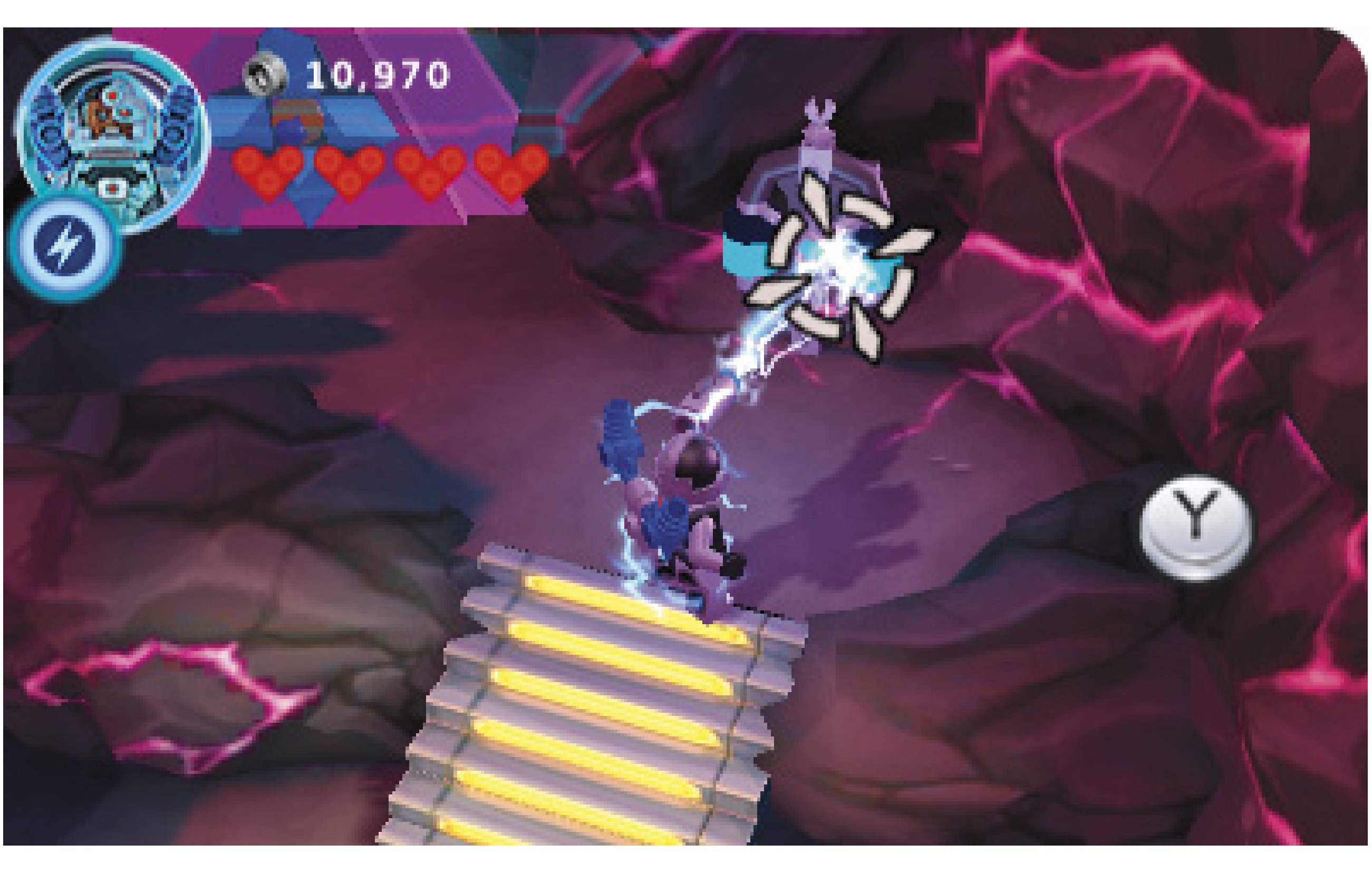
> Batman Smash Challenge: 3 / 3

Equip Cyborg with his Sonar Suit and shatter the LEGO glass stalagmites to reveal some LEGO bricks. Build these bricks into a sprinkler.

After the sprinkler has run its course, three mushrooms appear. Use them to bounce your way to the platform above. Once on the platform, fly to the top of the vault in the upper right corner. Stand on the switch to open the doors below, revealing an electrical terminal in the process. Equip Cyborg with his Electric Suit and discharge the energy from the terminal.

OBJECTIVE 3: CHARGE THE TERMINAL





Now carrying a charge, drop down to the ground level. To the right is another set of stairs. Climb them and smash the LEGO rock that blocks your path. These bricks can be built into hyper strength handles. Once you have built them, have Cyborg rip the stone from the nearby wall. An inactive electrical terminal was hidden behind there!

Equip Cyborg once again with his Electric Suit and charge the inactive terminal. Once you have done so, the path ahead clears so that you can exit the level. Of course, there are some guards that come to interfere with your escape, but they shouldn't be a problem for you.

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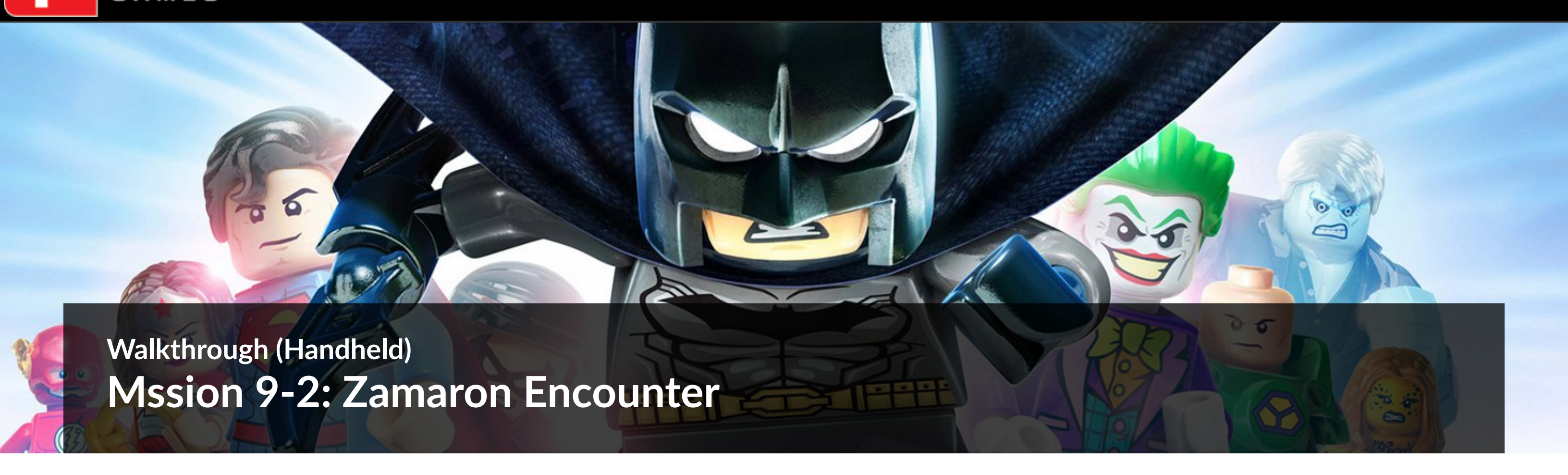
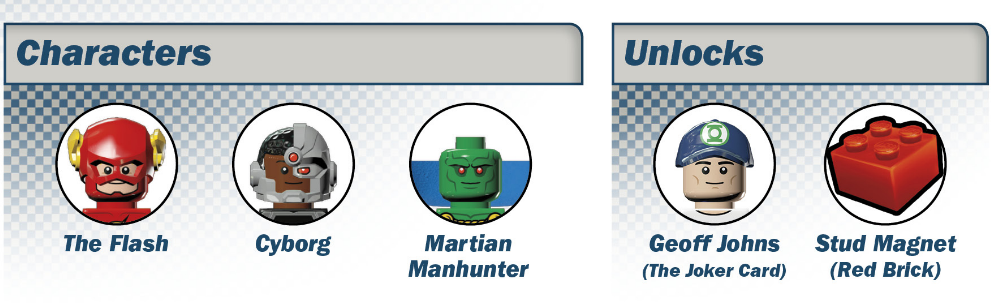


Walkthrough (Handheld)

Mssion 9-2: Zamaron Encounter

WALKTHROUGH 9-2 MISSION

Zamaron Encounter



Characters

The Flash

Cyborg

Martian Manhunter

Unlocks

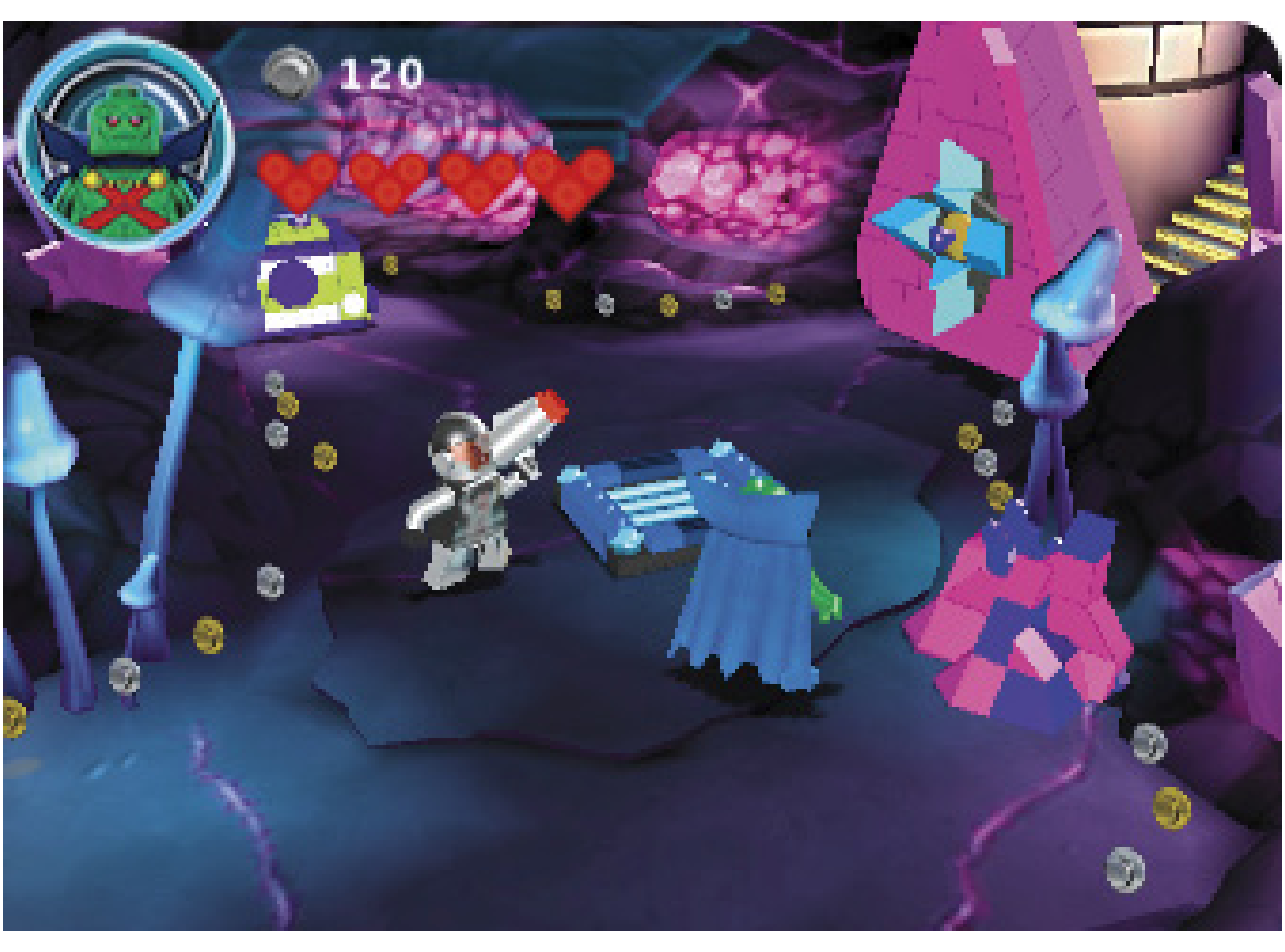
Geoff Johns (The Joker Card)

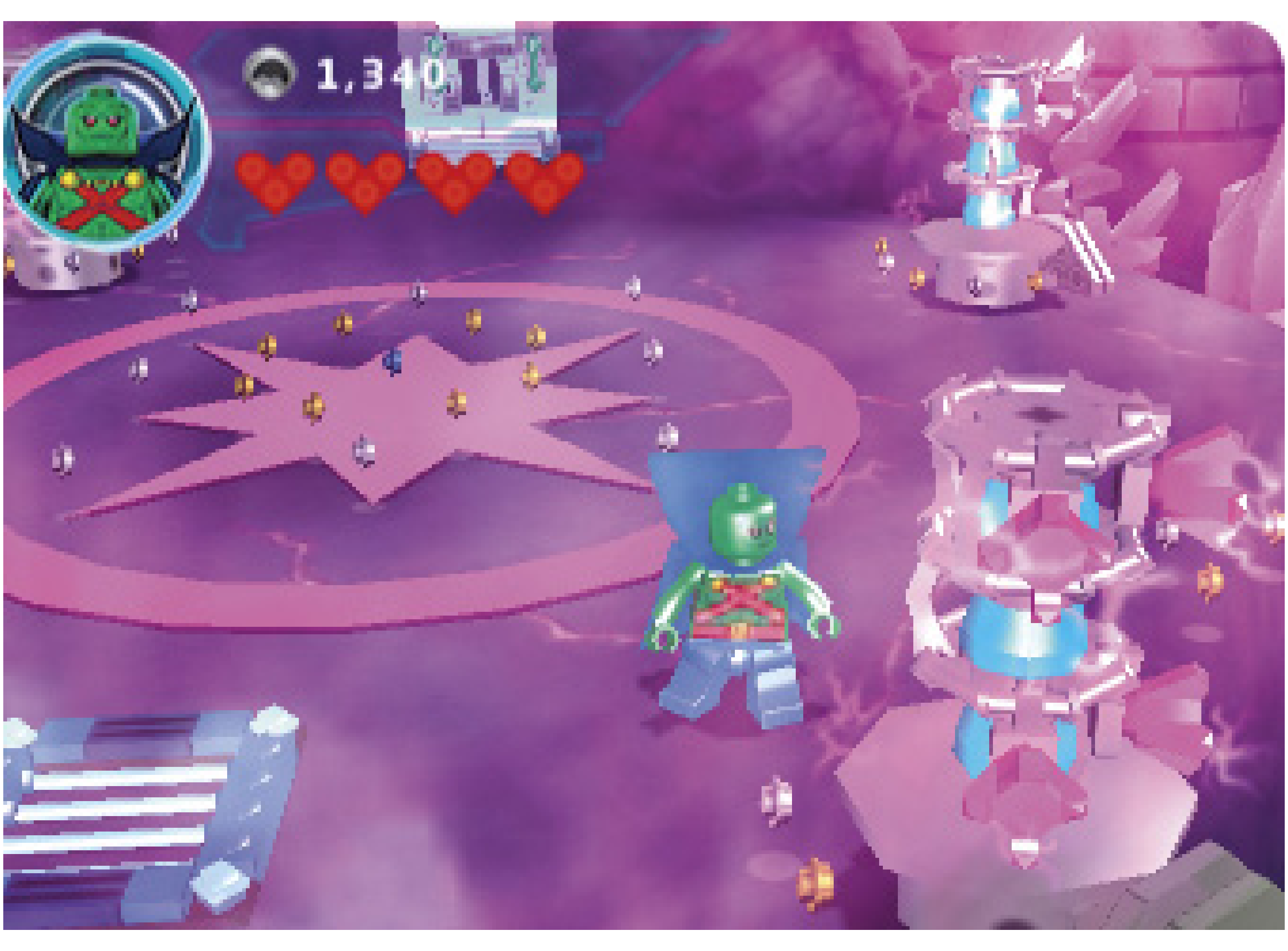
Stud Magnet (Red Brick)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 24,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first is to the north of the start of the level, the second is under the force field on the west platform, and the third is beneath the space craft wreckage.
Red Brick	Free Play	As Star Sapphire, interact with the lantern pad near the portal. Collect the Red Brick from within the flower that she creates.
The Joker Card	Free Play	Have Robin don his Illumination Suit and investigate the dark alcove at the top of the first set of stairs. Break the LEGO object inside to reveal the card.

OBJECTIVE 1: BRING DOWN THE GATE



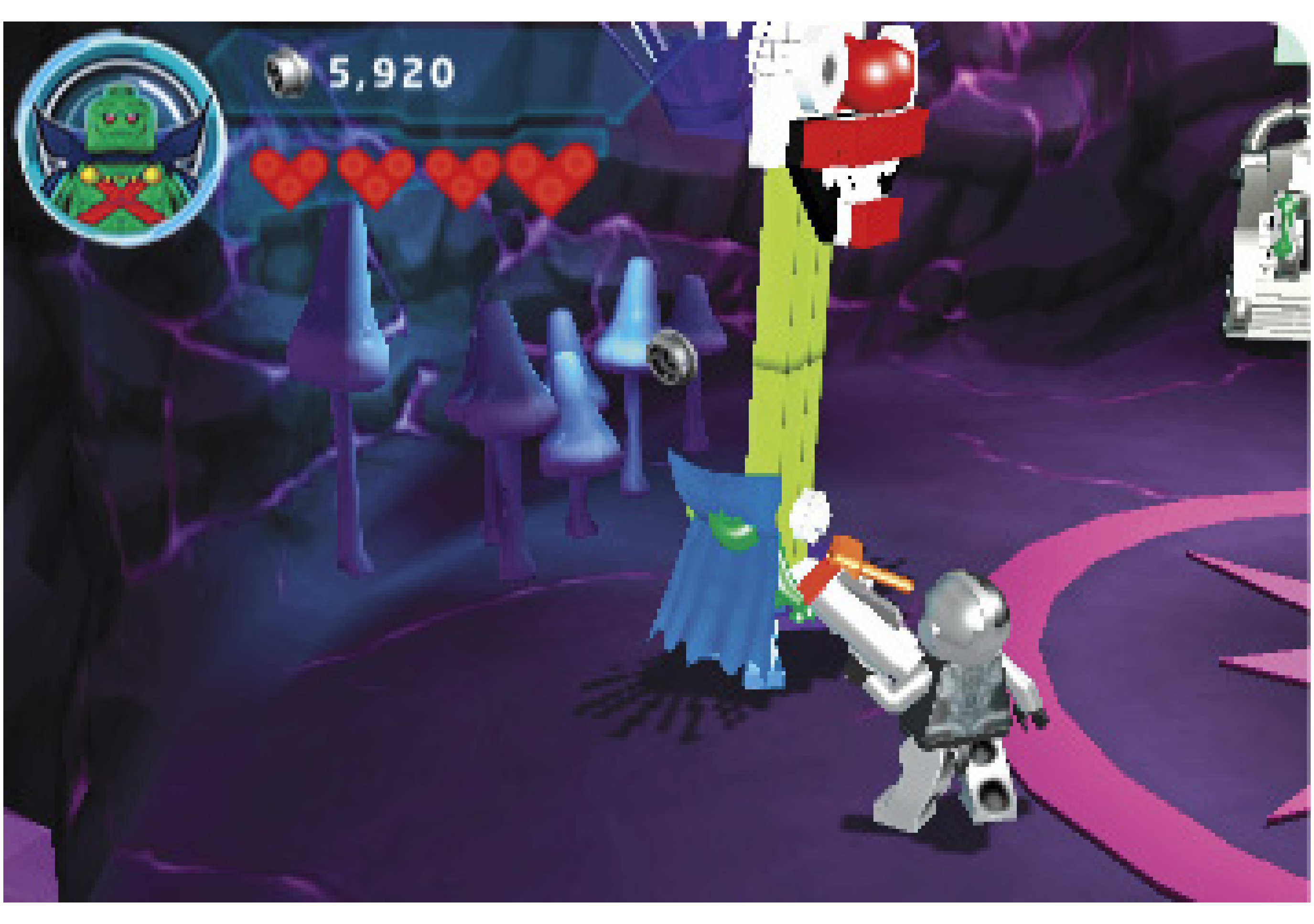


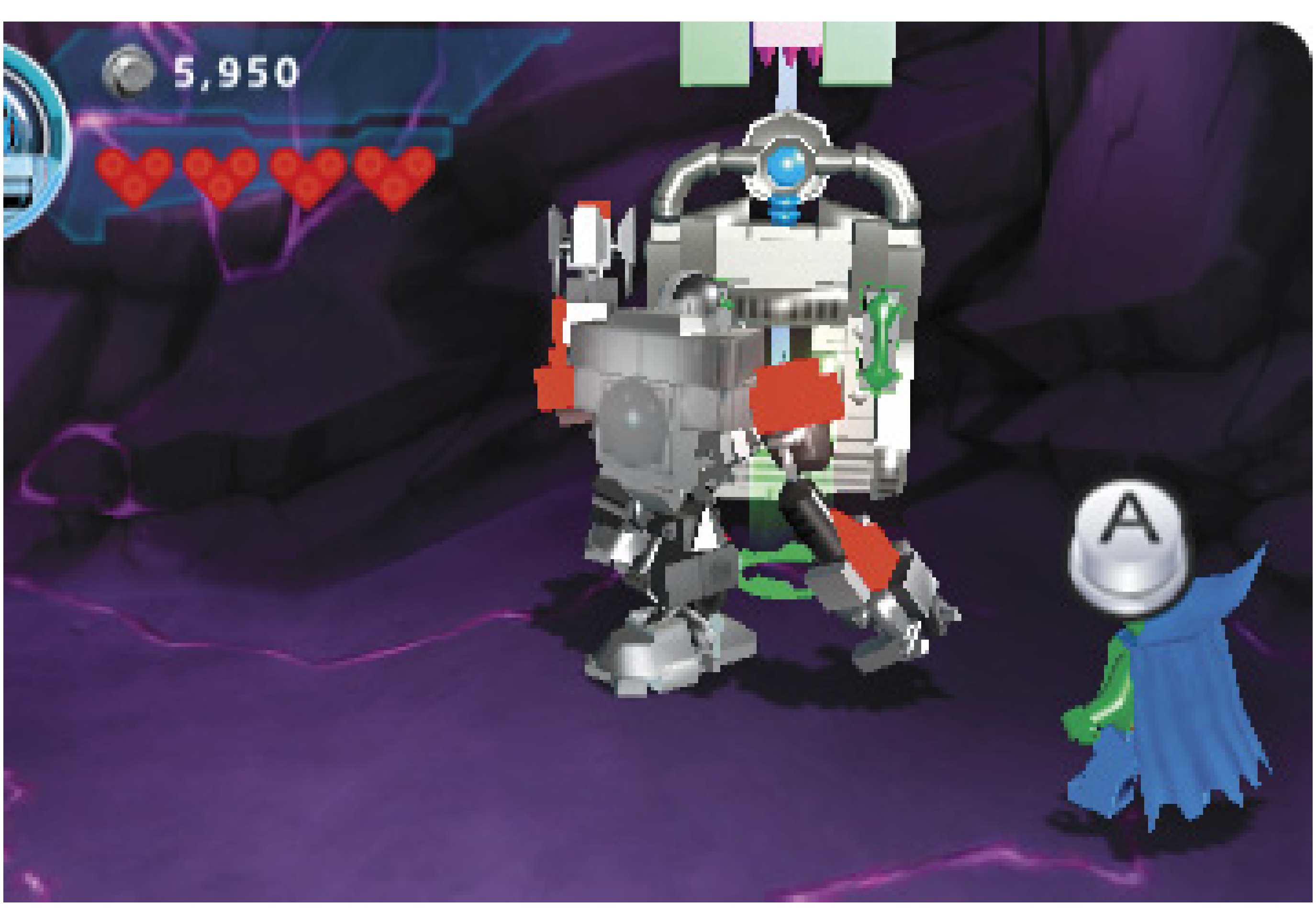
With the force field blocking your path to the left and a large gate to your right, you have to find an alternative path. Start out by having Martian Manhunter use Detective Mode to investigate the area near the purple boulder on the right. Your efforts cause a phase point to appear. Before you go to pass through it, be sure to smash The Joker prop in the corner to the north of the phase point.

> The Joker Smash Challenge: 1 / 3

Pass through the phase point to appear inside of the force field. Those guards aren't too happy that you thwarted their defenses, so deal with them swiftly. Start smashing the four force field generators to bring down the wall of energy and allow your friends to join you.

Also, don't forget to smash The Joker prop on the left side of the platform!



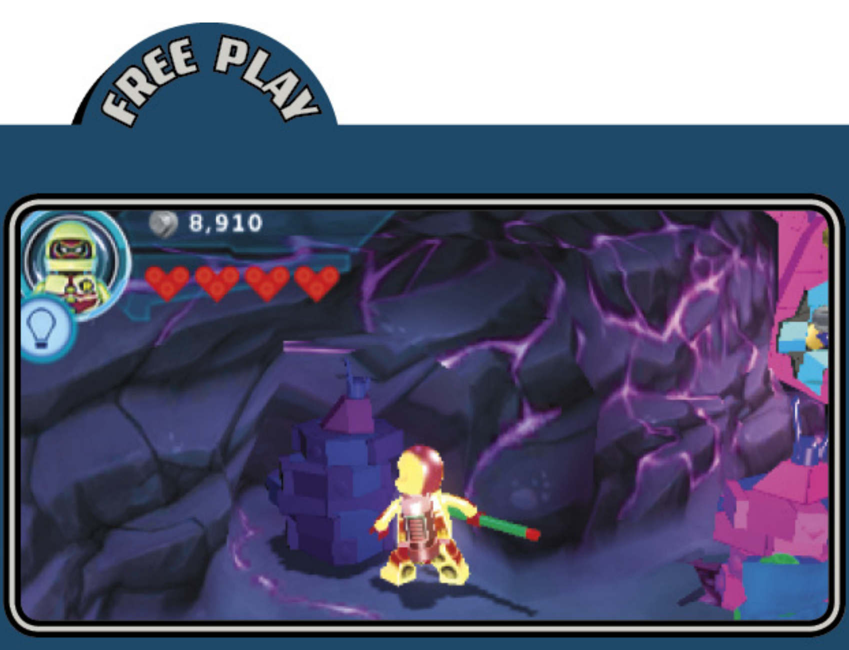


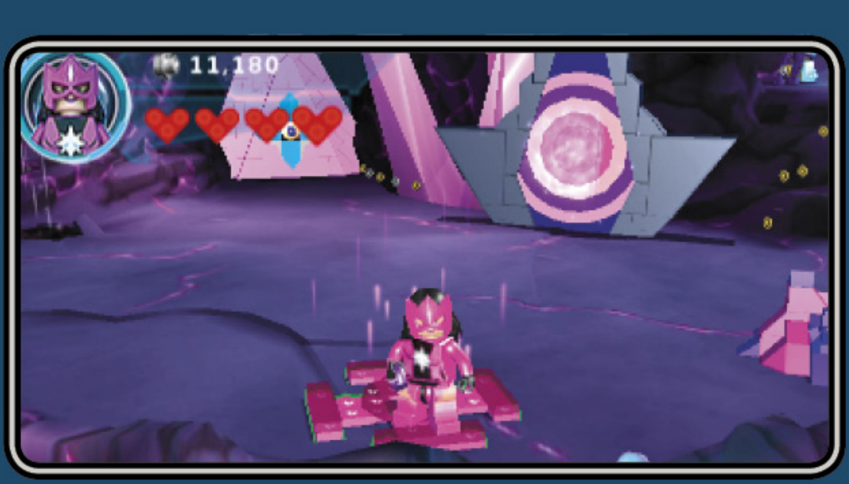
> The Joker Smash Challenge: 2 / 3

With the force field down, have Cyborg give the hyper strength handles against the back wall a pull. This causes some LEGO bricks to spill onto the ground. Build the bricks into a speed spot. Have The Flash run on the speed spot to aim the energy beam on the statue to open your path ahead.

OBJECTIVE 2: MAKE YOUR EXIT

FREE PLAY



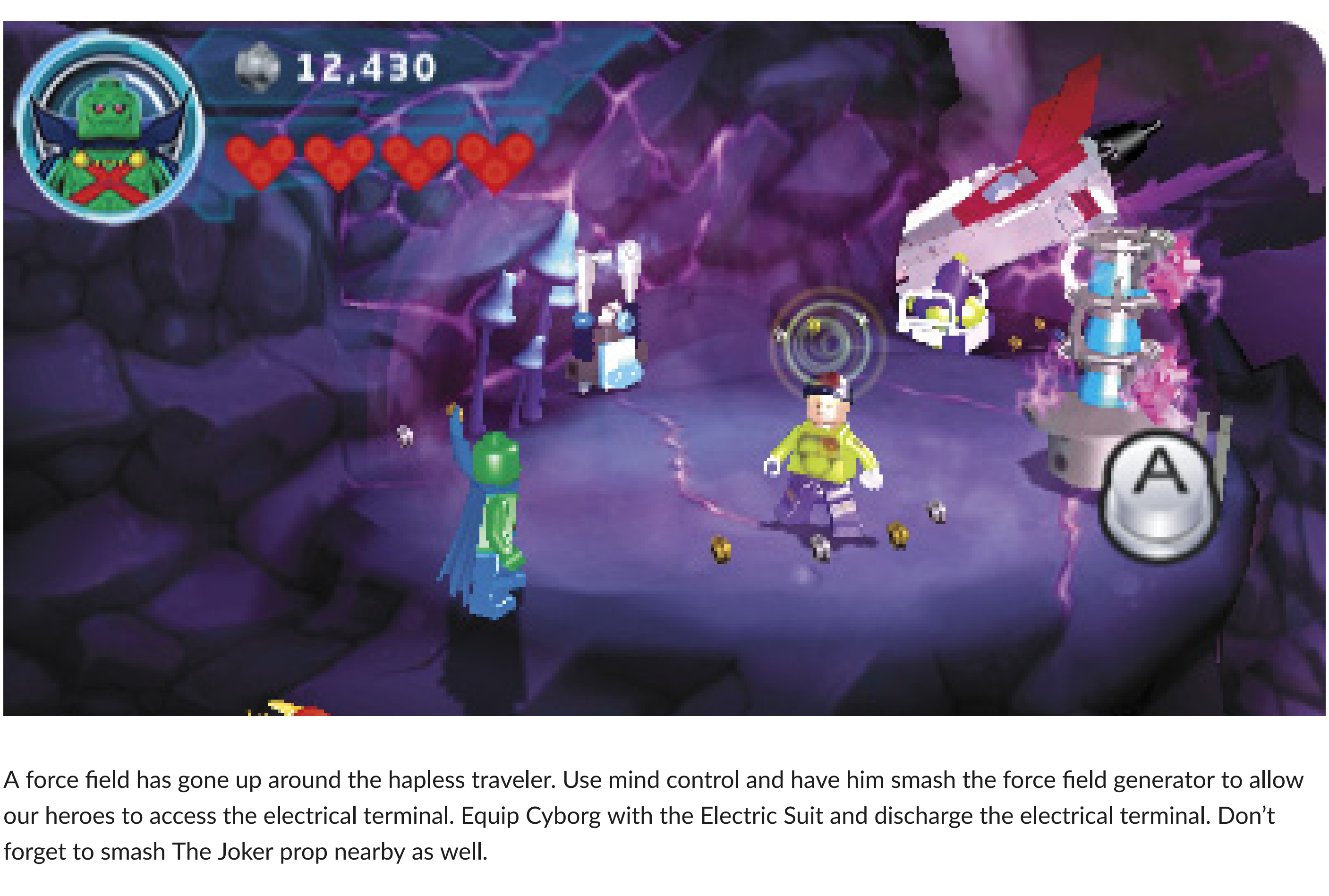


During Free Play, have Robin explore the small alcove at the top of the stairs with his Illumination Suit. Inside, you find a LEGO object that, when broken, gives up The Joker Card.

The Joker Card

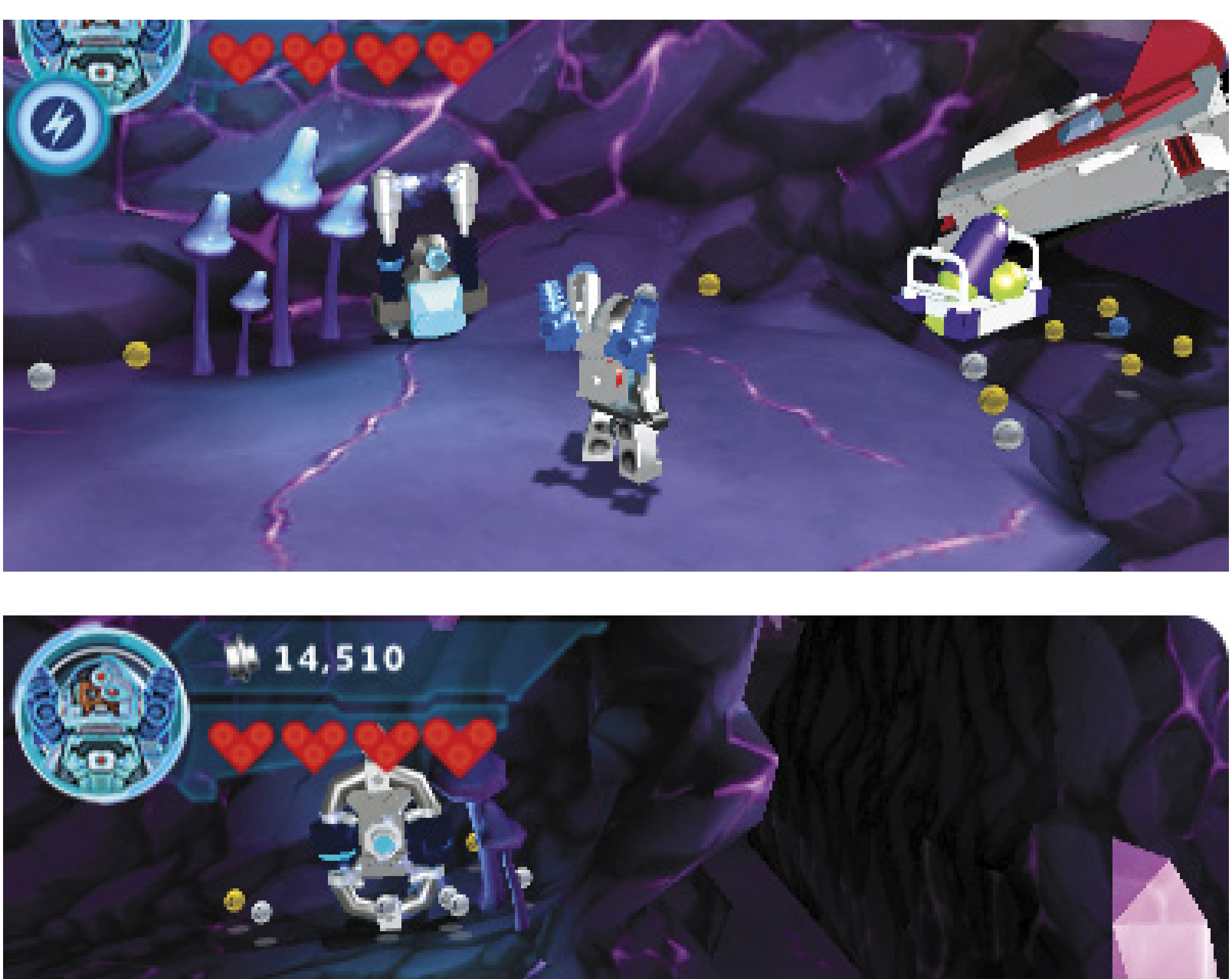
Have Star Sapphire interact with the lantern pad on the south side of the platform. She creates a flower that blooms to reveal the Red Brick.

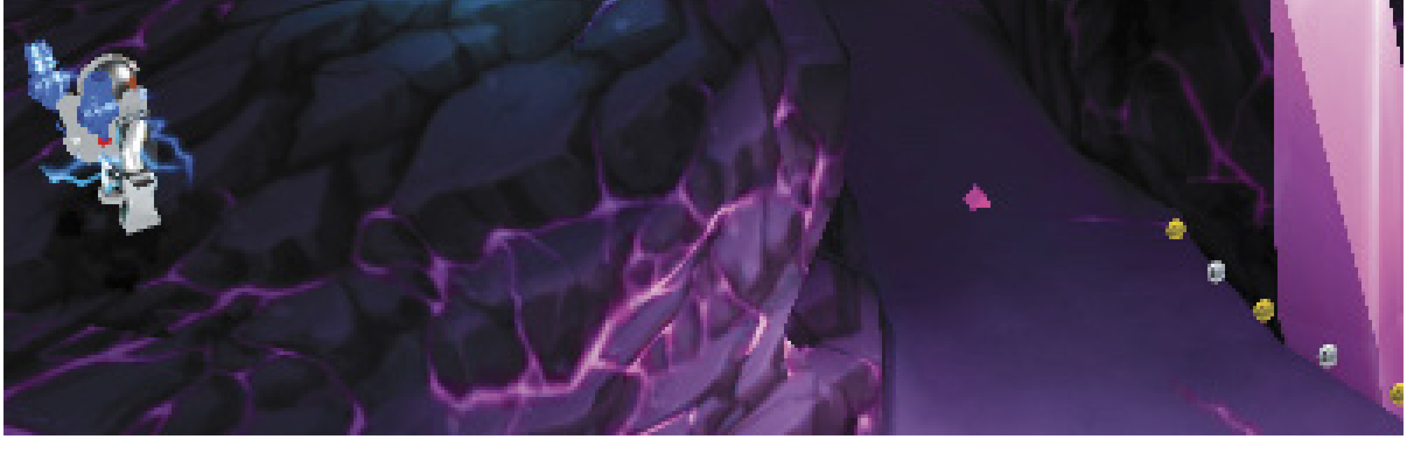
Head east and fight the small batch of guards. Climb the newly opened stairs to reach another platform. Keep heading east and a massive beast appears, using its energy beam to bring a spacecraft to the ground. The poor pilot seems confused as to what just happened!



A force field has gone up around the hapless traveler. Use mind control and have him smash the force field generator to allow our heroes to access the electrical terminal. Equip Cyborg with the Electric Suit and discharge the electrical terminal. Don't forget to smash The Joker prop nearby as well.

> The Joker Smash Challenge: 3 / 3





Head west again and smash a rock against the back wall to reveal an updraft. Jump into the jet of air to ascend to a small ledge above. Charge the inactive terminal that is on the ledge to open the path leading north. Follow the newly opened path to end the level.

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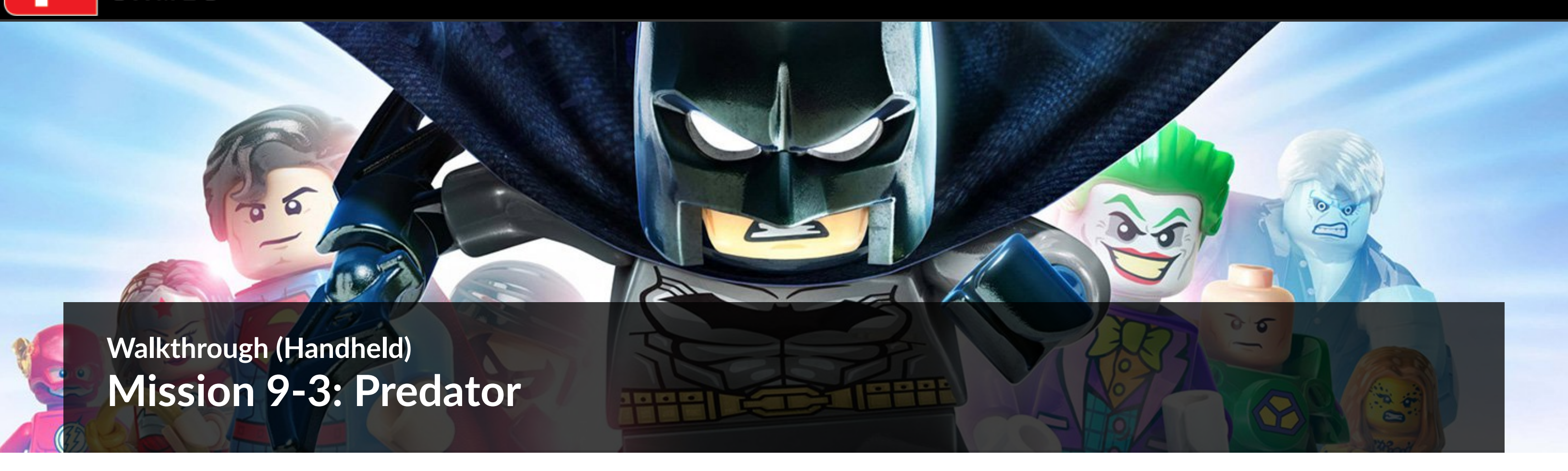
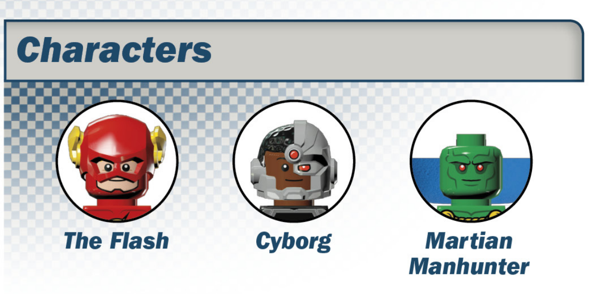


Walkthrough (Handheld)

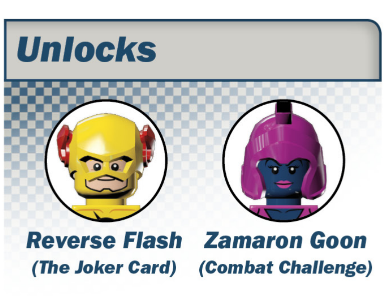
Mission 9-3: Predator

Predator

Characters



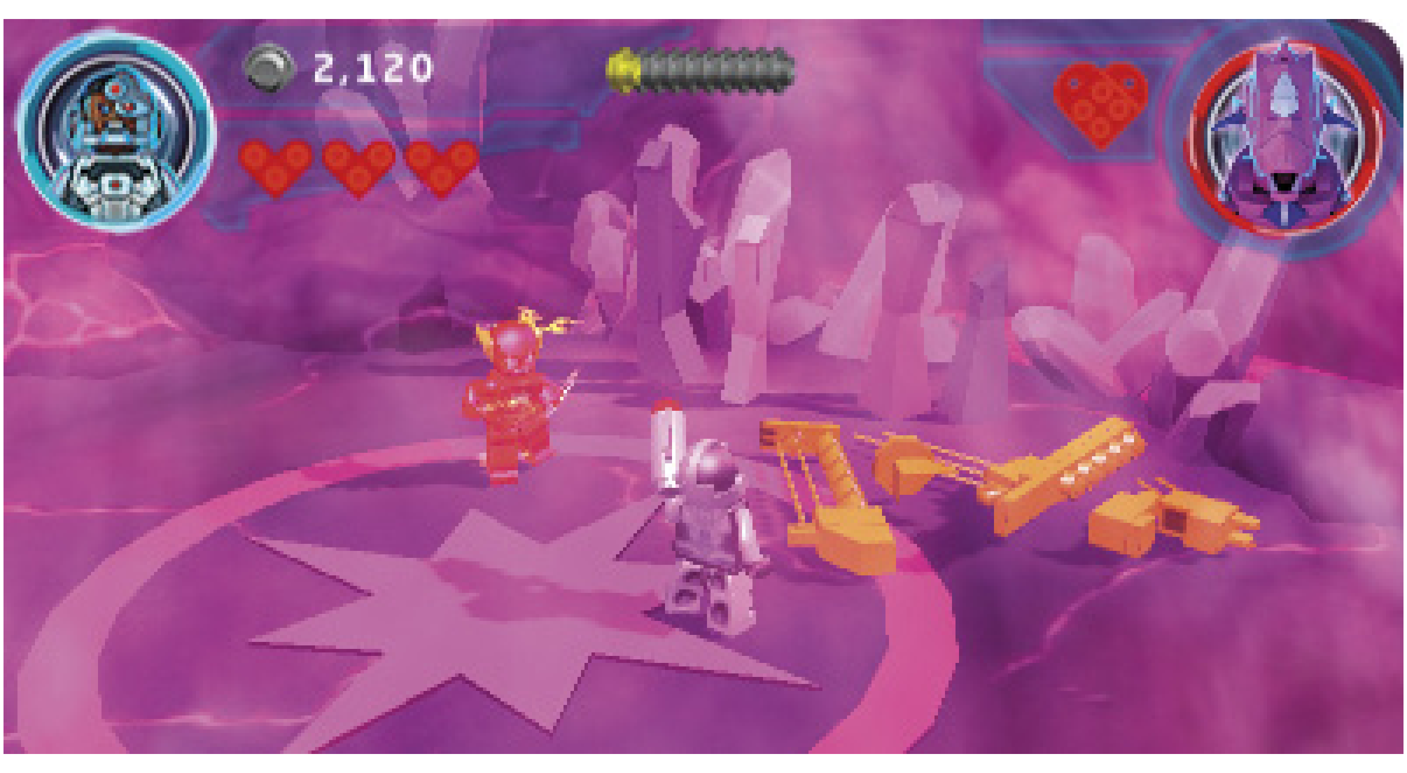
Unlocks



Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 26,000 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first Lex Luthor prop is on the left side of the level's starting platform, the second is to the left of the blue platforms below the tea party area, and the third is below the monster after the portal is destroyed.
Combat Challenge: Counters	Any	Perform 3 counters. The first encounter with enemies is an easy way to rack up this score. Don't forget to use counters exclusively until you have completed the challenge.
The Joker Card	Free Play	At the start of the level, use Detective Mode to locate a phase point. Pass through it to locate a cave. Smash all of the stalagmites to find bricks to build into a lantern pad. Use Star Sapphire to build a battery. Smash it to reveal The Joker Card.

OBJECTIVE 1: ESCAPE THE FORCE FIELD



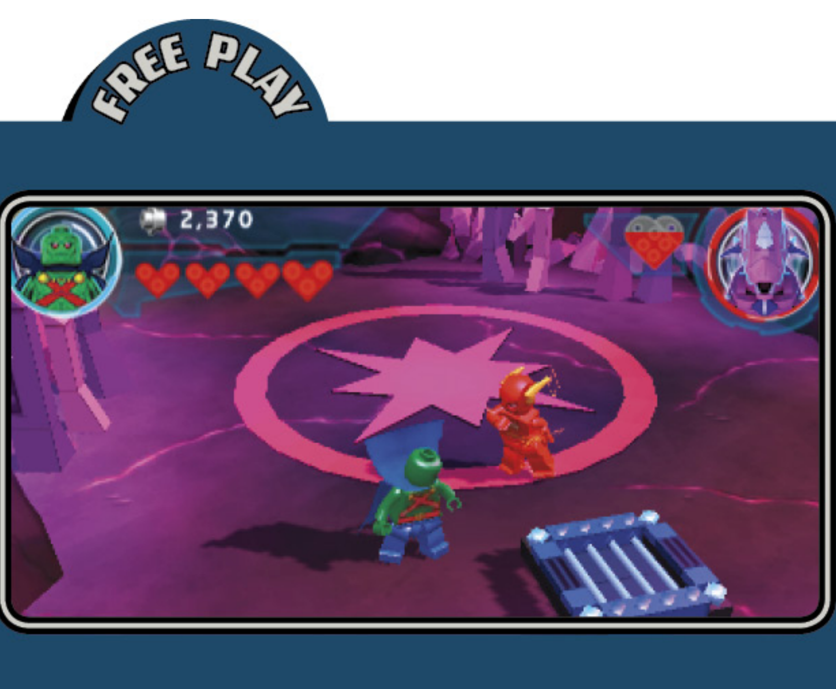
That beast just won't let up! With the force field around you, expect a fight as guards rush in to stop you. Make sure to use counters and score the combat challenge. Once the baddies have been dealt with, smash the Lex Luthor prop on the left side. Then, smash the stone on the right to find a bunch of gold LEGO bricks that build into a harp.

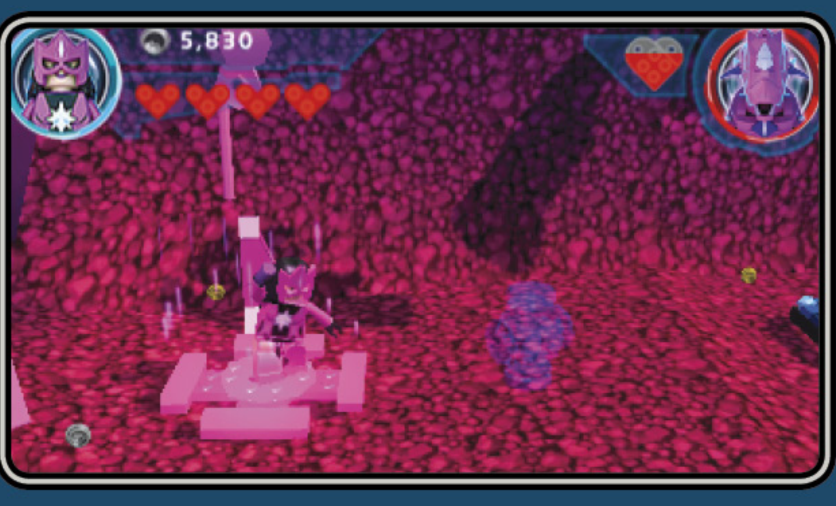
> Combat Challenge: Counters

> Lex Luthor Smash Challenge: 1 / 3

Once the harp is built, the once horrific beast jumps down to play some dulcet tones. Interrupt his performance by using a laser to destroy the gold LEGO harp it is playing. This sends the beast running, bringing down the force field as well.

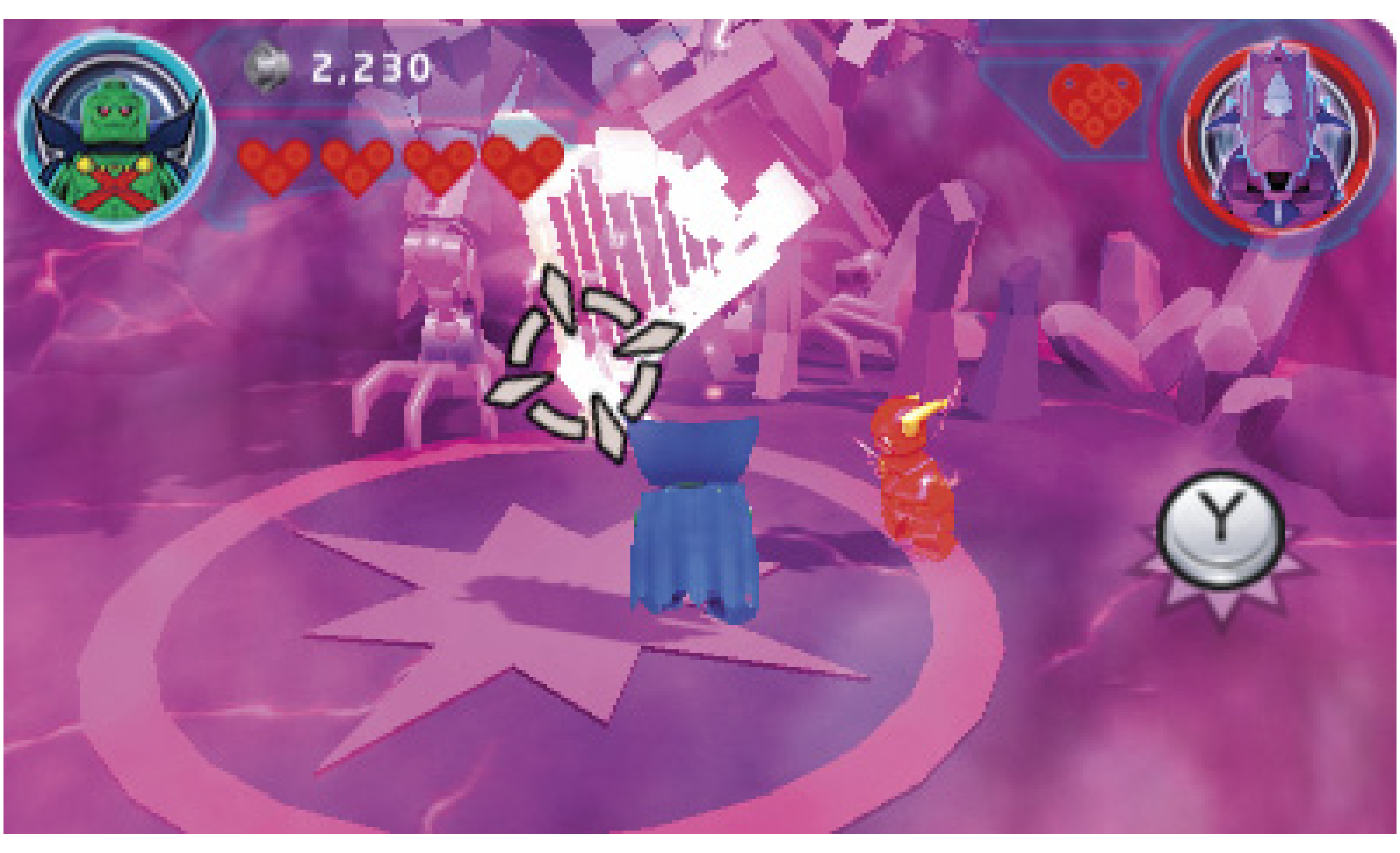
FREE PLAY



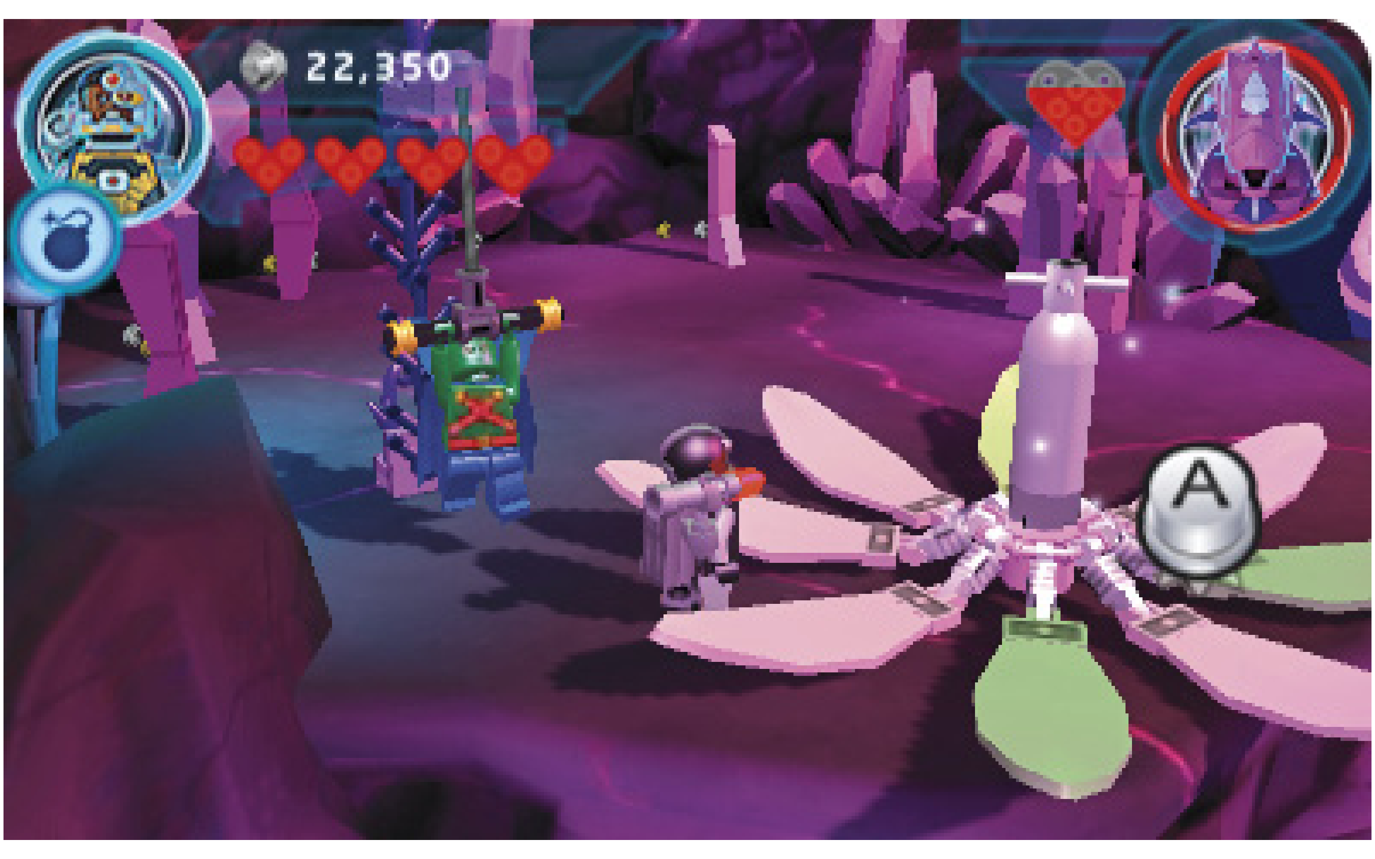


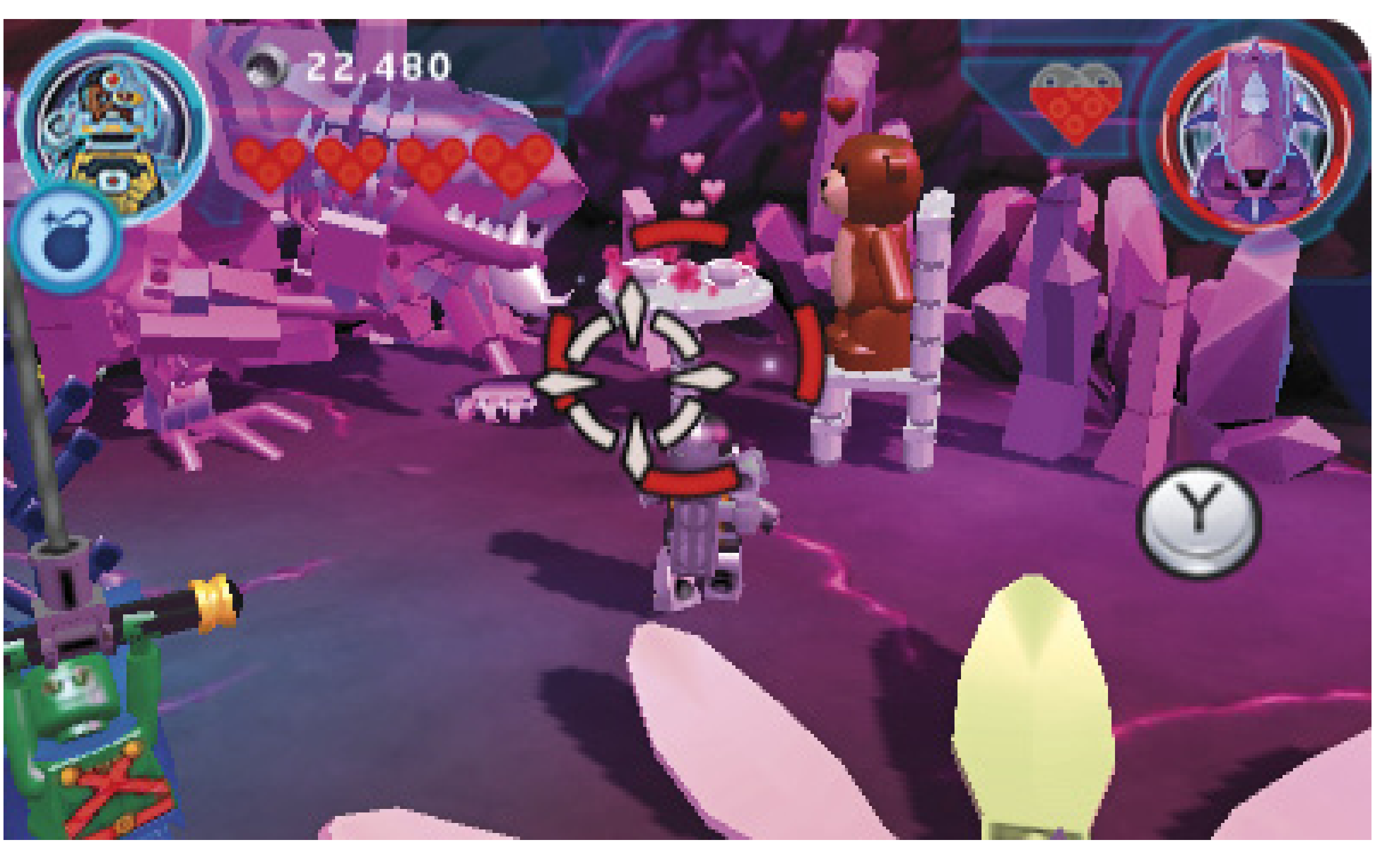
Before you head up the stairs, be sure to have Martian Manhunter use Detective Mode to investigate the south end of the platform. There is a phase point here.

Pass through the phase point and you are swept underground. Here, you find some studs. Smash the stalagmites though and you also find some bricks to build into a lantern pad. Have Star Sapphire interact with the pad to build a battery that can be smashed to reveal The Joker Card.



OBJECTIVE 2: CRASH A TEA PARTY





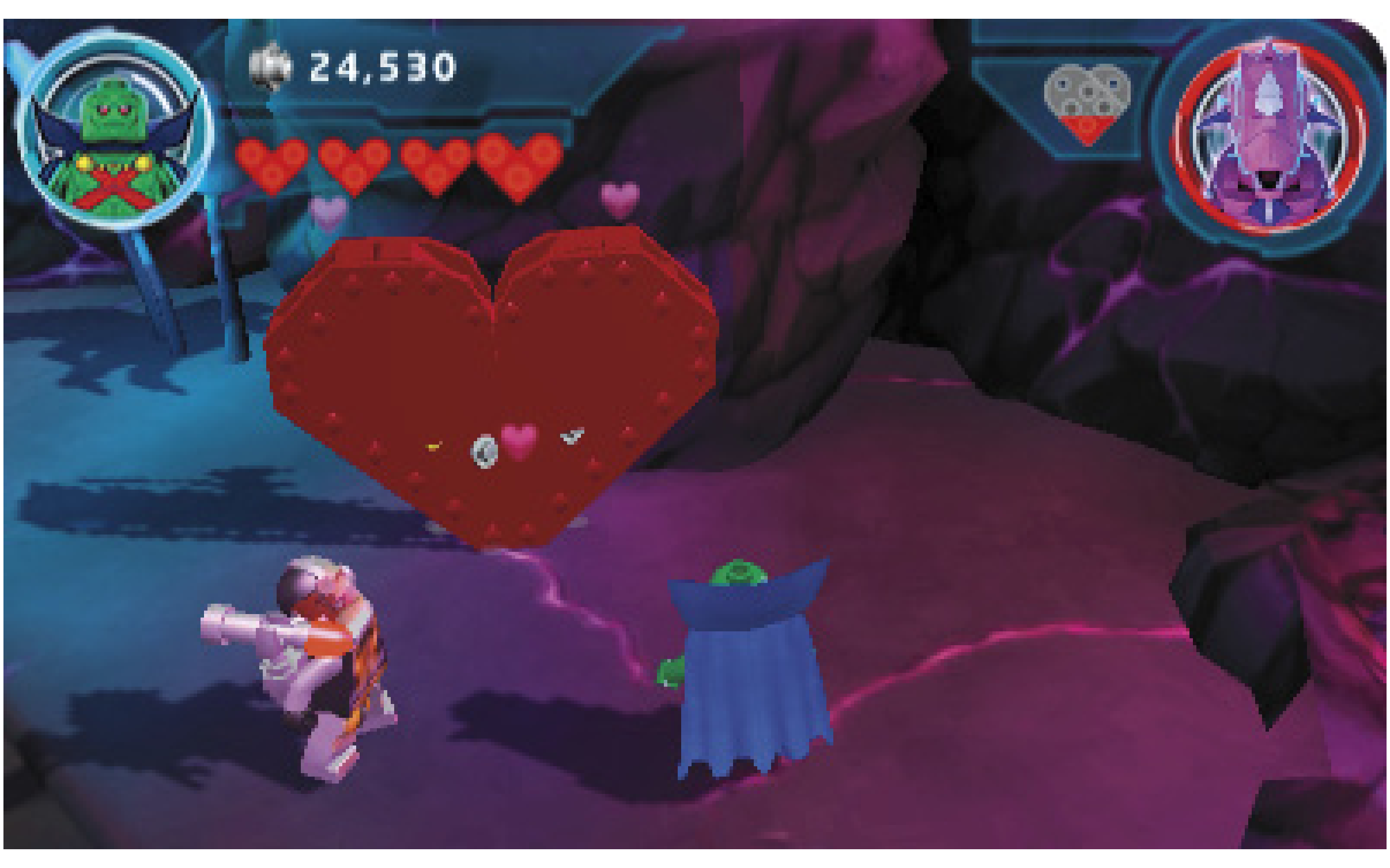
With the force field down, ascend the stairs. Head left to find the second Lex Luthor prop, as well as a series of blue platforms. Ascend the platforms to find the monster once again waiting for you.

> Lex Luthor Smash Challenge: 2 / 3

With the monster watching your every move, look for a handle hanging to the left of a silver flower. Interact with the handle to jump up to it. Don't let go! Now, switch to Cyborg and equip his Demolition Suit. Destroy the silver LEGO that is in the center of the flower to reveal some LEGO bricks and a teddy bear.

Build all of the bricks into a table and chairs so that the monster can have a tea party. Cut the party short by using explosives on the silver LEGO furniture and the beast flees once again.

OBJECTIVE 3: BREAK THE BEAST'S HEART



Head down to the central platform and fight off the Zamaron guards. Once the baddies have had a taste of justice, the portal that they appeared from crumbles to bits. Also, the monster has returned. Ascend the stairs to the right of the blue platforms to find some LEGO bricks to build. Follow the path past the bricks to find the final Lex Luthor prop.

> Lex Luthor Smash Challenge: 3 / 3

Build the bricks into a heart, which conveniently has hyper strength handles. Have Cyborg give the handles a pull to "break the monster's heart" and end the level.

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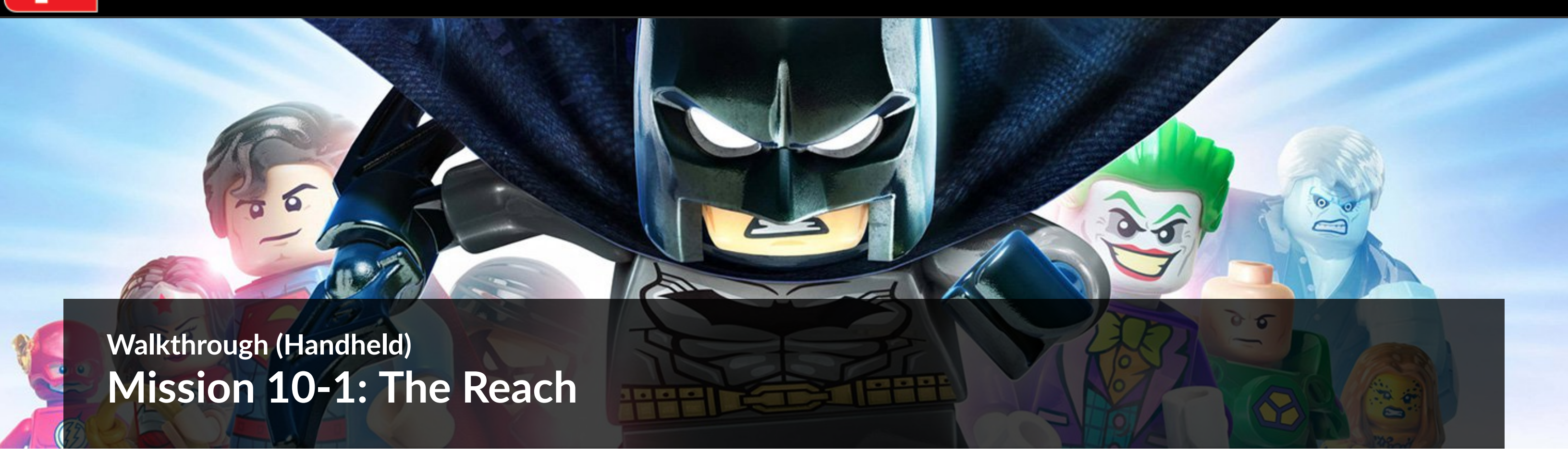


Walkthrough (Handheld)

Mission 10-1: The Reach

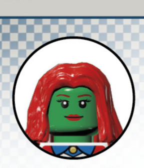
10-1 The Reach

Characters

Martian Manhunter

Cyborg

Unlocks

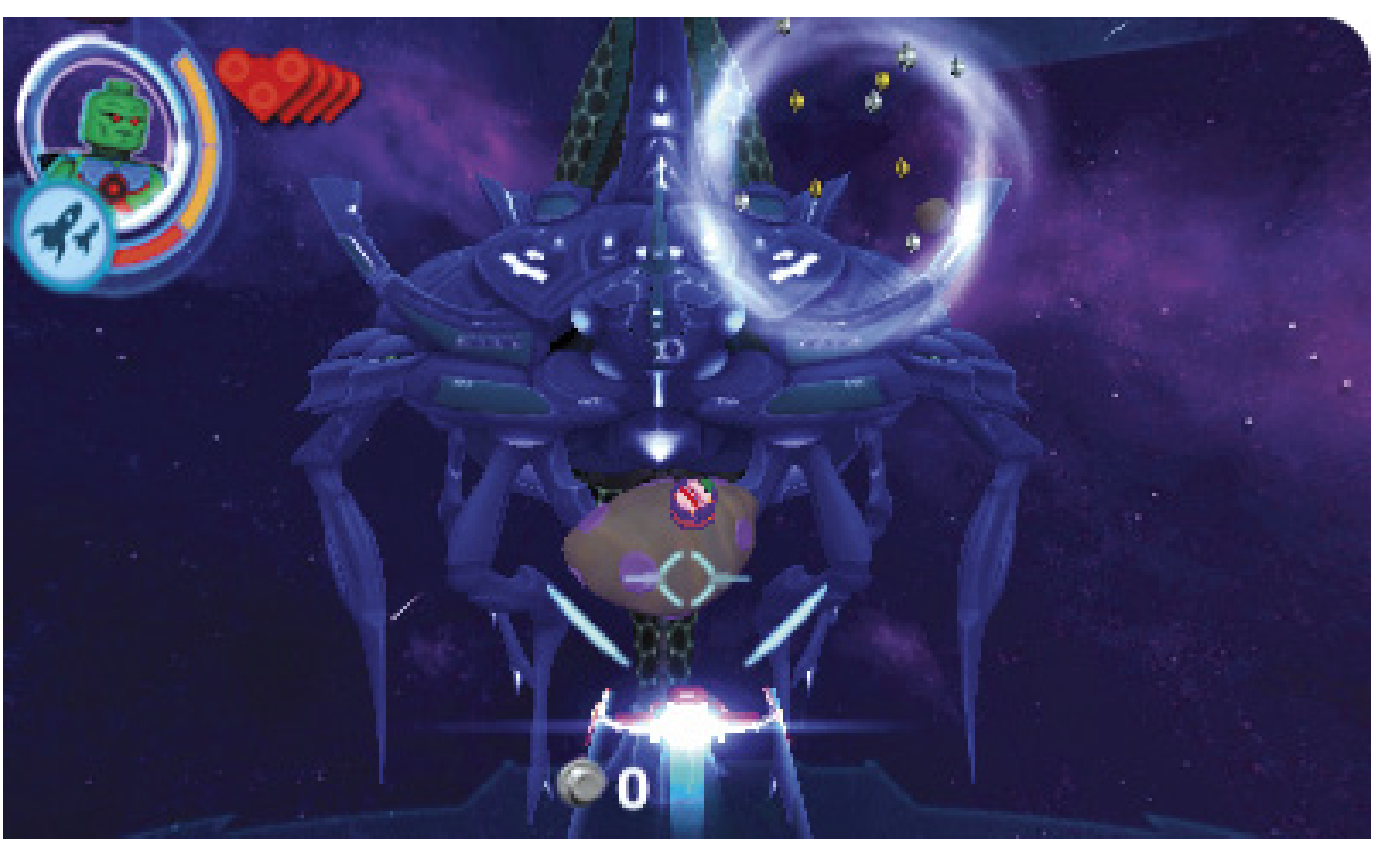


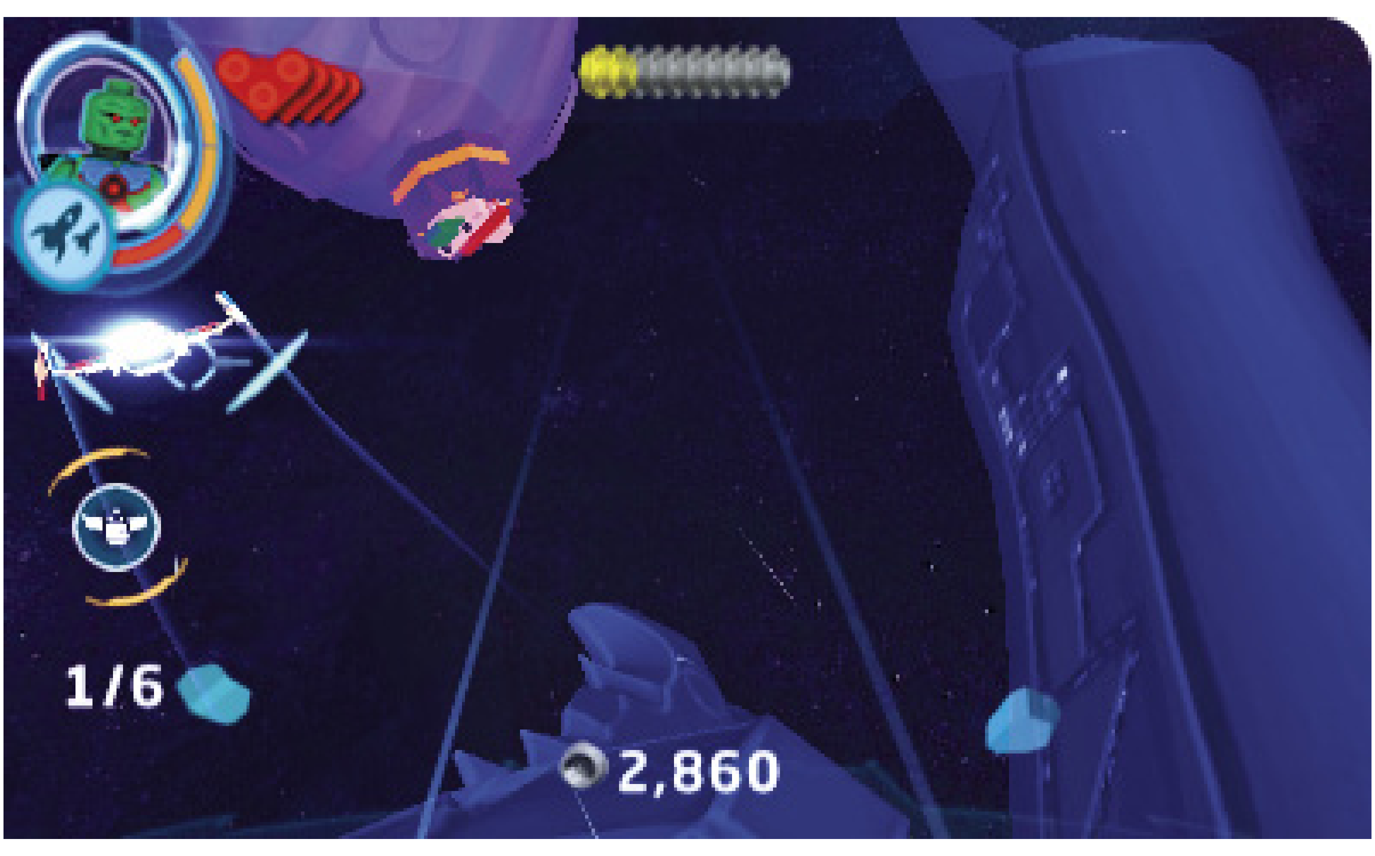
Miss Martian
(The Joker Card)

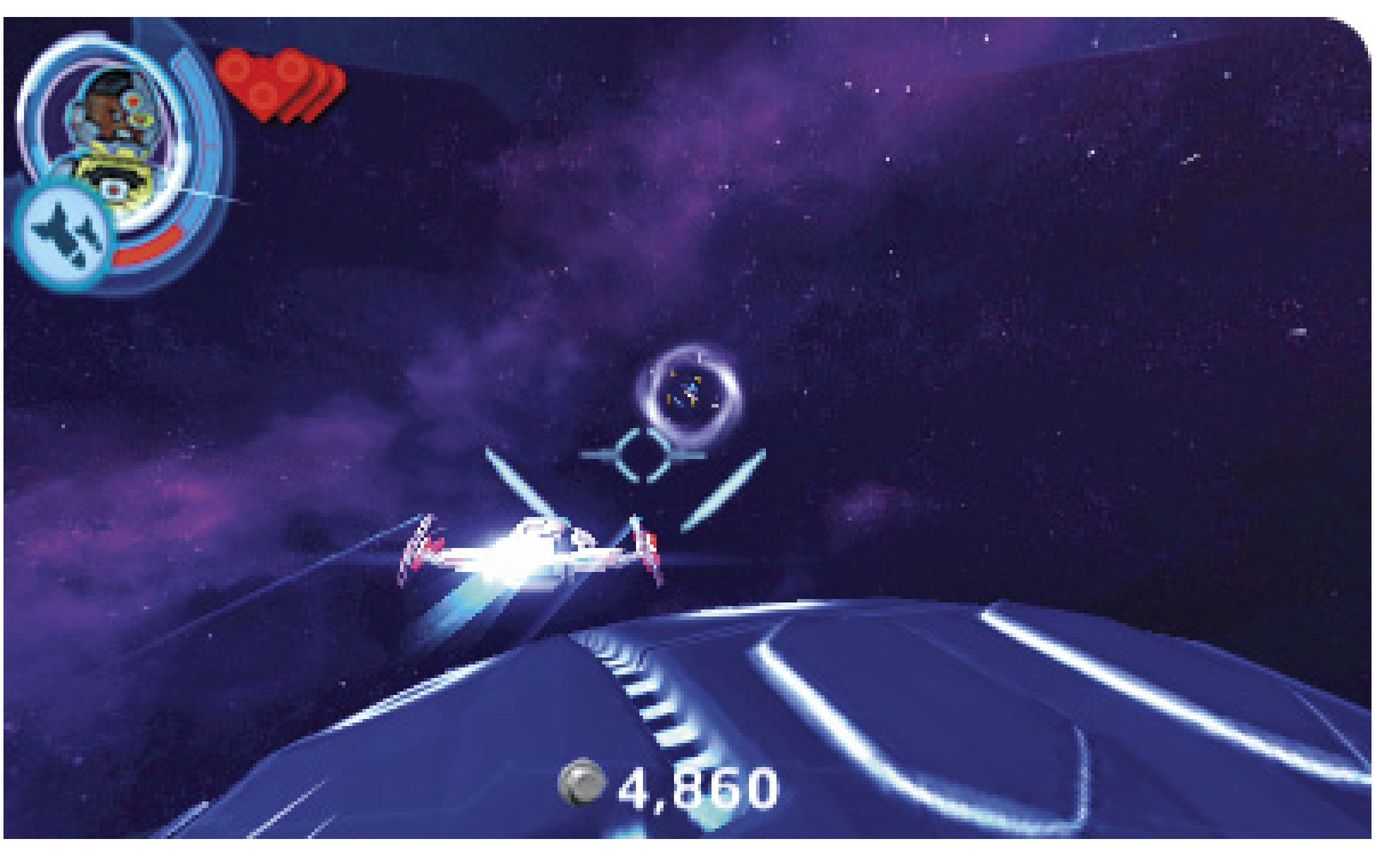
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 20,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first Joker prop is on an asteroid at the start of the level, the second is on an asteroid to the left as you begin to circle the craft, and the third is on an asteroid to the right when you begin chasing the Reach.
Space Combat Challenge	Any	Destroy 6 enemy ships. When fighting the tentacles, hold off on destroying them and enemies will continuously arrive to be destroyed.
The Joker Card	Any	As you come over the top of the mothership and see the sun, look for a glowing halo and grab The Joker Card floating within it.

OBJECTIVE 1: DISABLE THE MOTHERSHIP







At the start of the level, be on the lookout for the first Joker prop. It is attached to an asteroid at the bottom of the screen.

> The Joker Smash Challenge: 1 / 3

After the mothership has opened, you begin to circle the craft. The second Joker prop is on an asteroid to the left. It passes by quickly, so be sure to use your missiles if necessary.

> The Joker Smash Challenge: 2 / 3

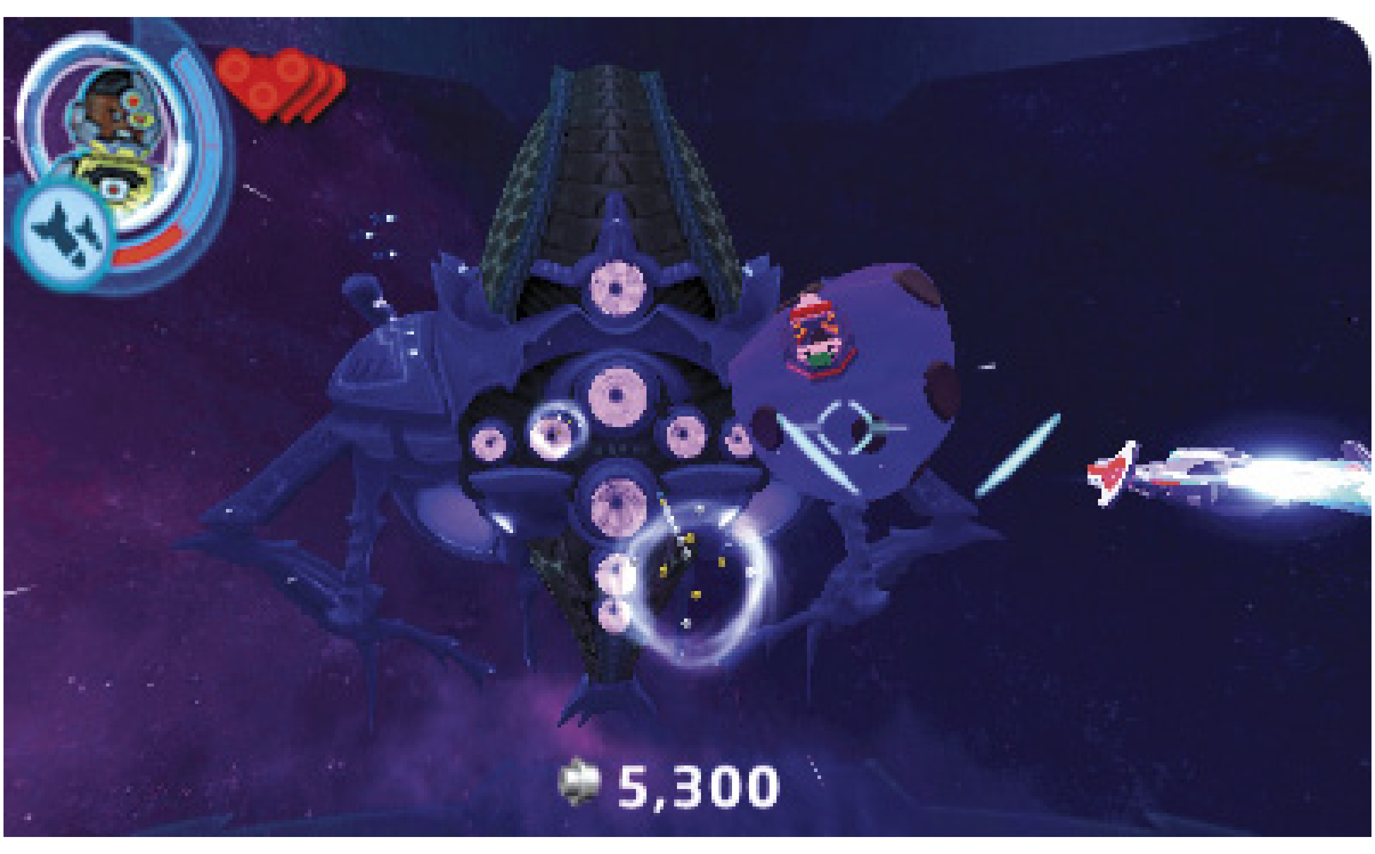
As you pass over the top of the craft, keep an eye out for The Joker Card. If you're having trouble seeing it, look for the glowing halo around it.

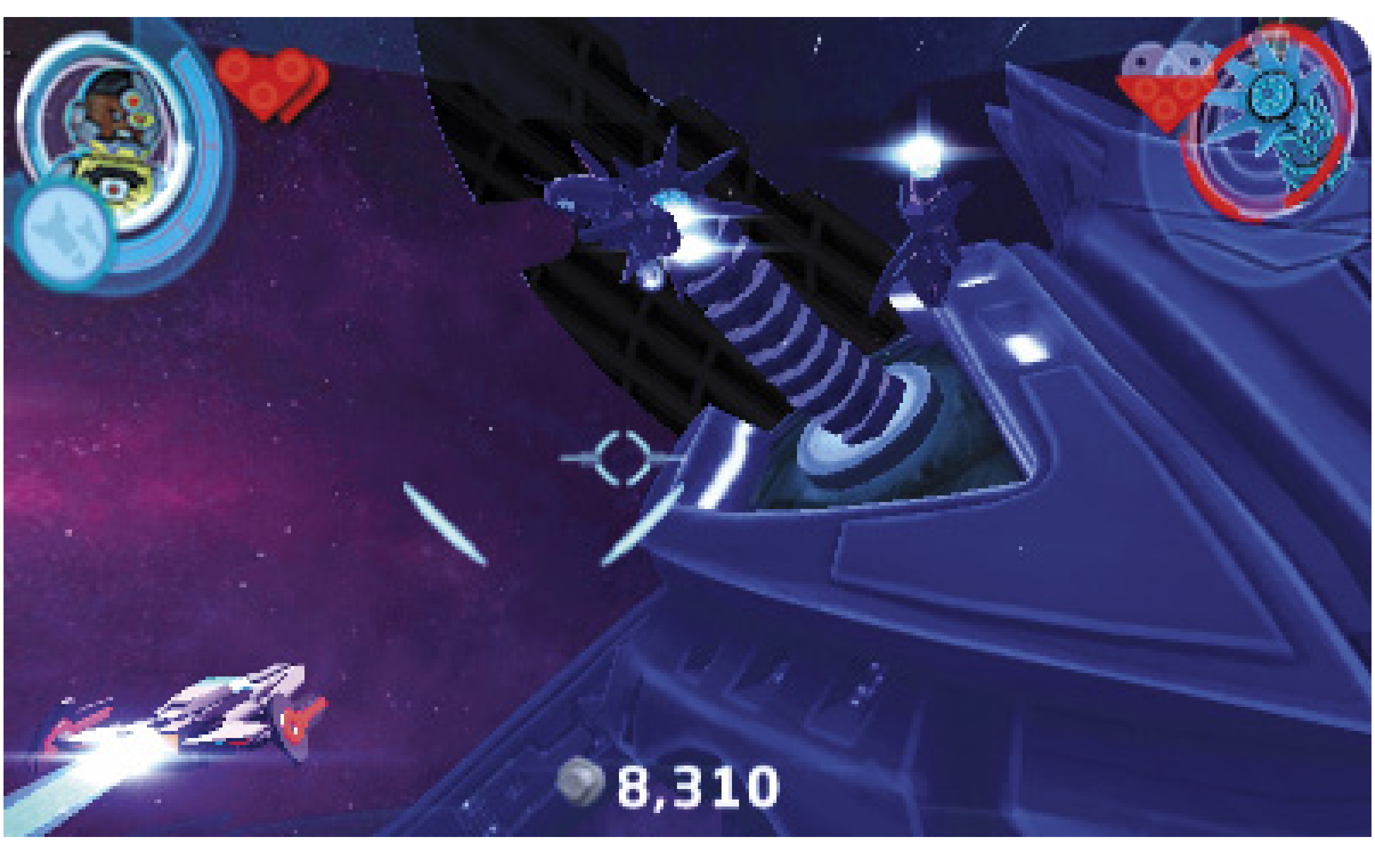
> The Joker Card

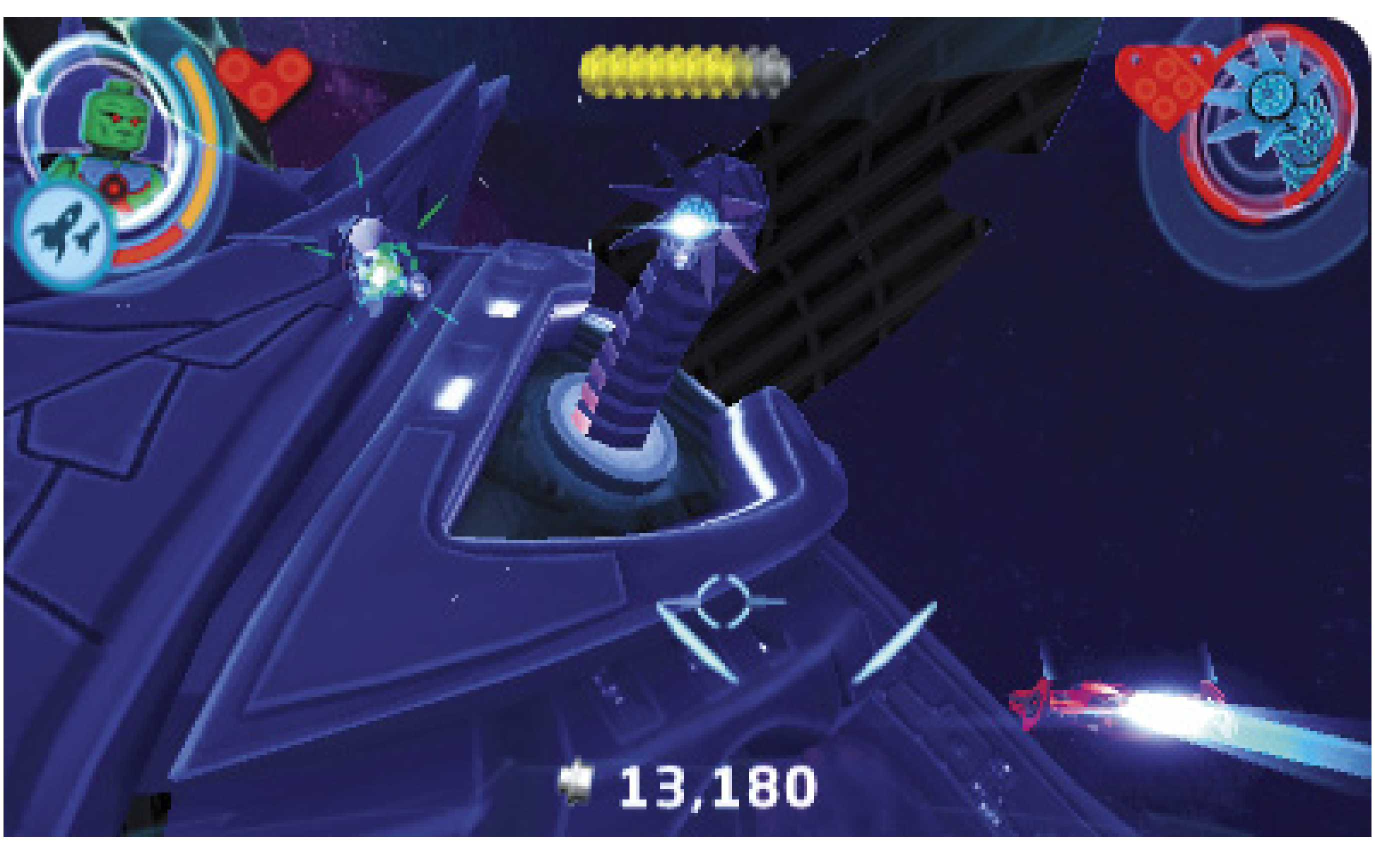
After you have circled the mothership, it roars to life and you begin chasing it. At the start of the chase, the final Joker prop is on an asteroid to the right. Destroy it!

> The Joker Smash Challenge: 3 / 3

When you've caught up to the mothership, a tentacle emerges from the left side of the craft. Shoot it until it is destroyed and the ship pulls away as you fly to the right side of the craft.







Now that you're on the right side of the craft, another tentacle emerges from the mothership. As with the previous tentacle, shoot it until it's destroyed. If you haven't completed the space combat challenge or the stud collect challenge yet, now is your chance. As long as you don't destroy the tentacle, enemies continue to arrive. Destroying them not only counts toward your space combat challenge, but also earns you studs.

> Space Combat Challenge

> Stud Collect Challenge

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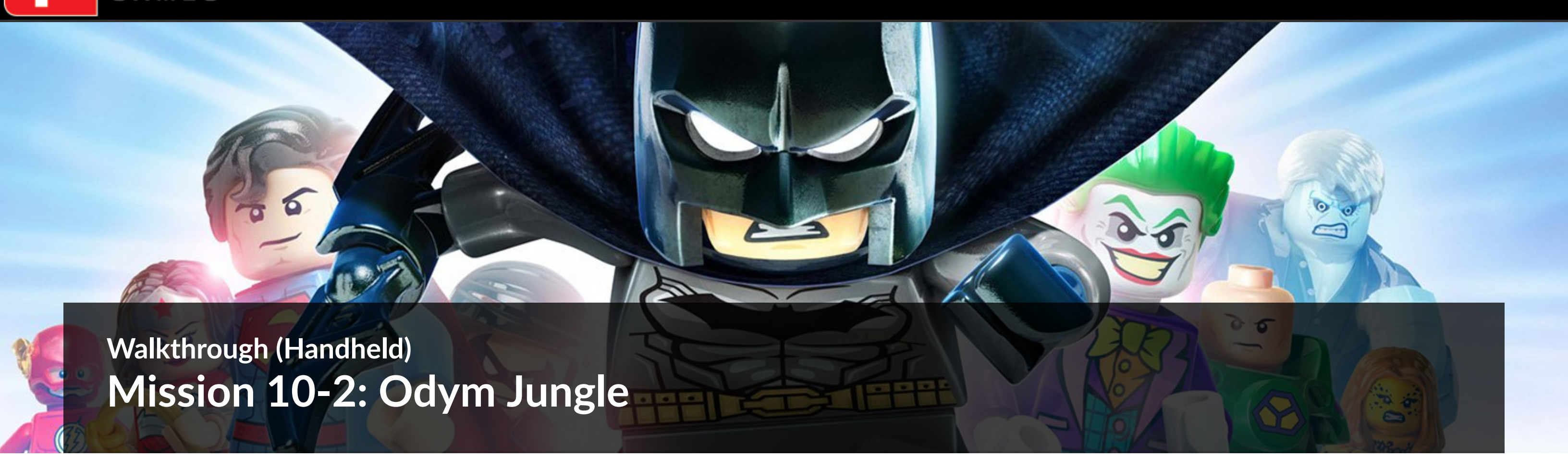


Walkthrough (Handheld)

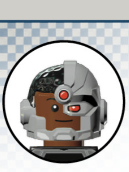
Mission 10-2: Odym Jungle

WALKTHROUGH 10-2 MISSION

Odym Jungle

Characters

The Flash



Cyborg

Martian Manhunter

Unlocks

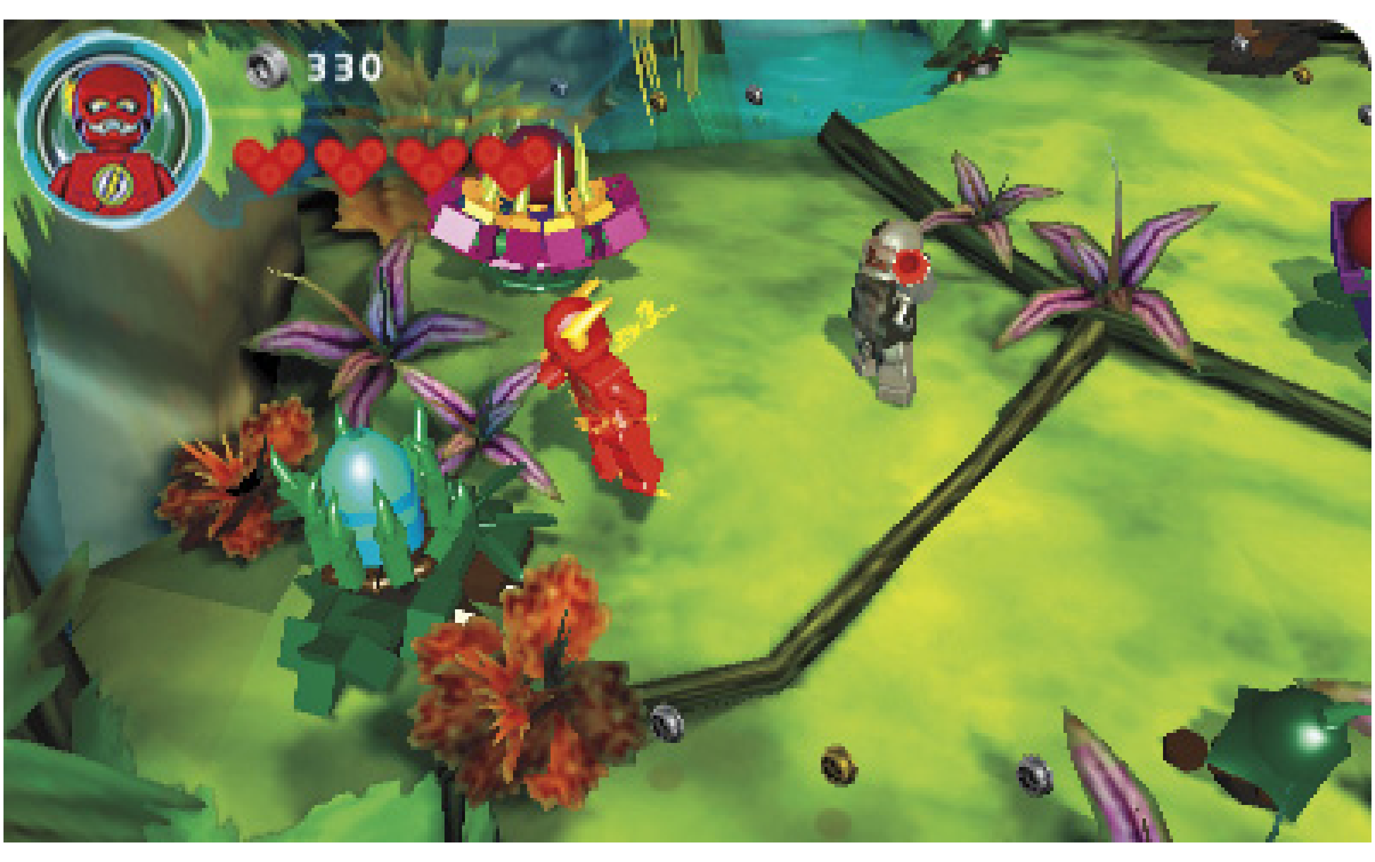
Swamp Thing
(The Joker Card)

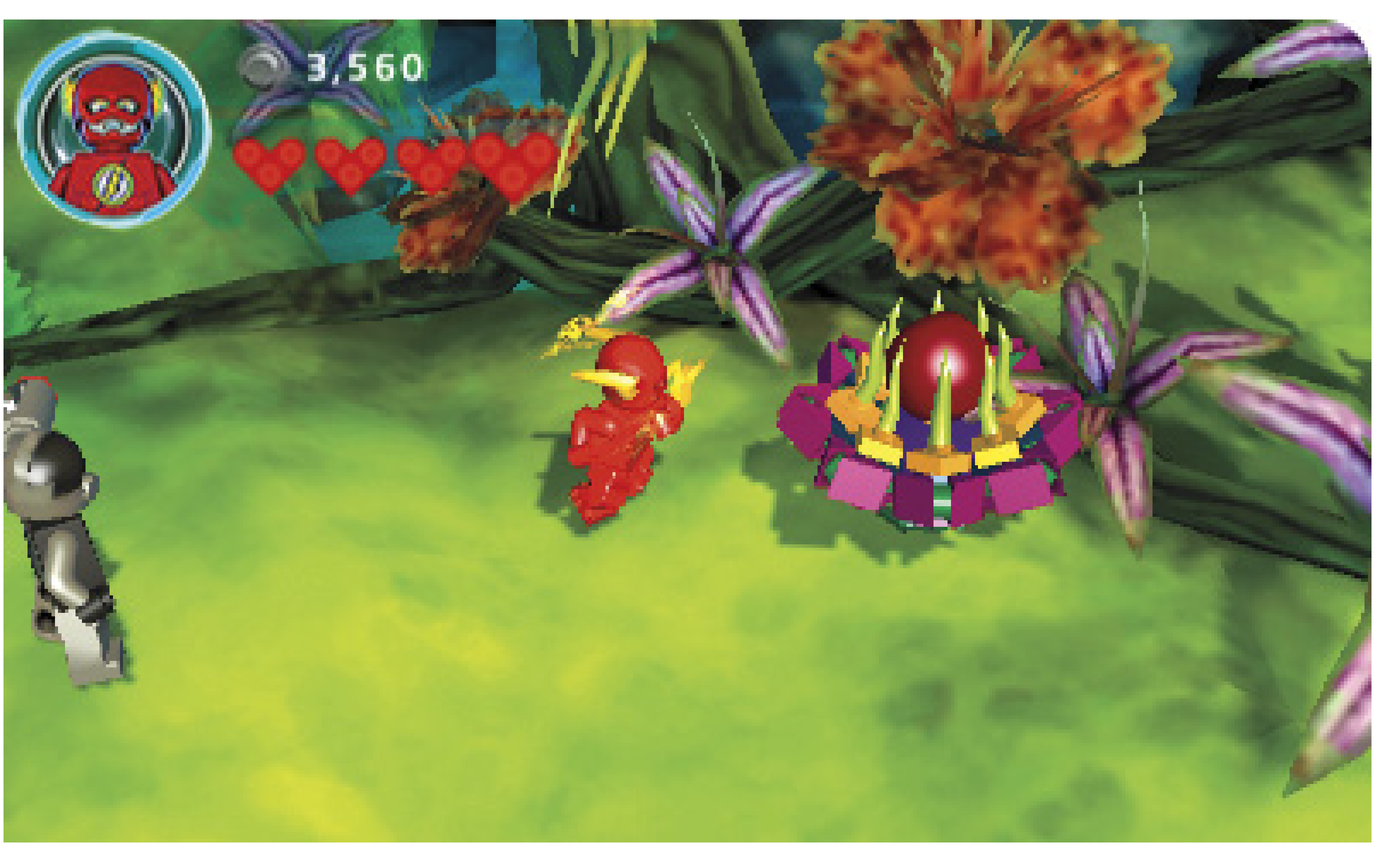
Unlimited Bombs
(Red Brick)

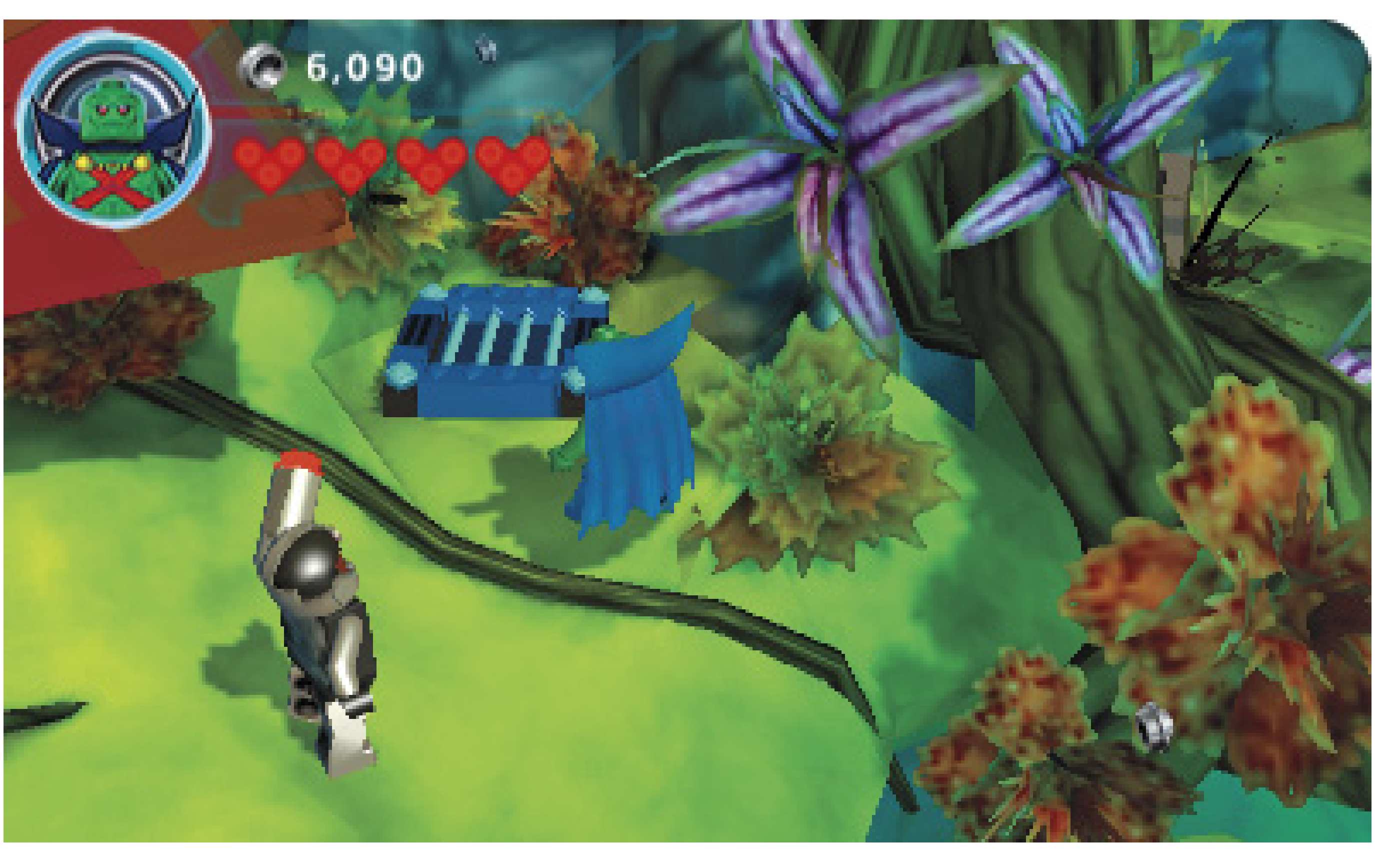
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 10,000 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first Lex Luthor prop is on a ledge just northwest of the flower puzzle. Fly to reach it. The second prop is in a small area just north of the lily pads and the third is on a ledge above where the monster is poking its head from the ground. Fly to reach it.
Red Brick	Any	To the left of the flower puzzle, there is a blue flower. Smash it to reveal the Red Brick.
The Joker Card	Free Play	Use a character that can sink into the water below the lily pads. Smash the LEGO rock to reveal The Joker Card.

OBJECTIVE 1: START THE WOOD CHIPPER







Head south and find four plants in a clearing. Around the central plant there are three others. Quickly hit the three outer plants one after the other and the central plant explodes, leaving behind some LEGO bricks. This also results in an unexpected ambush!

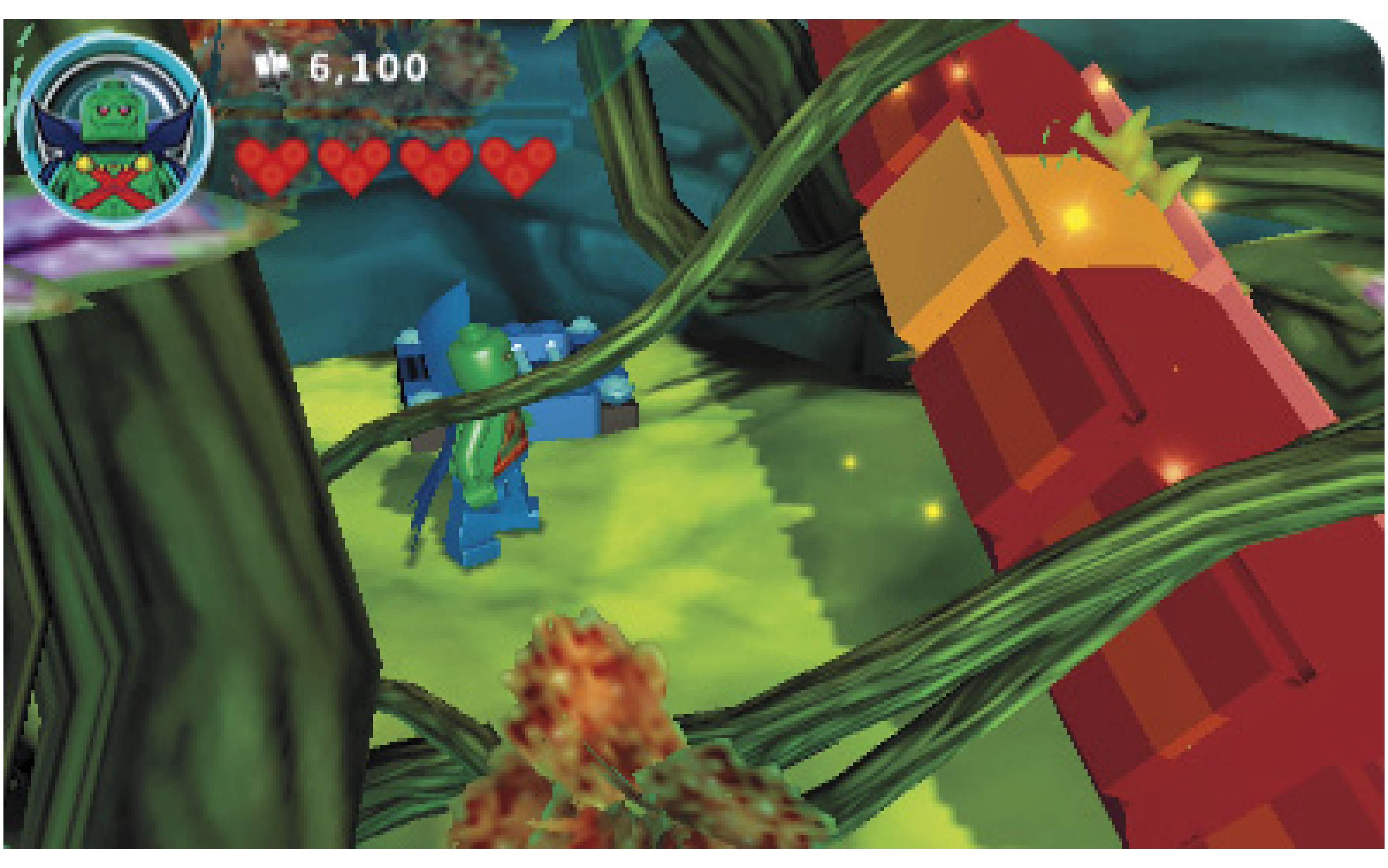
To the left of the flowers, there is a blue flower. Smash it to reveal the Red Brick! Just northwest of the flowers, fly up to find a small ledge. The first Lex Luthor prop is there.

> Lex Luthor Smash Challenge: 1 / 3

> Red Brick

After you've dealt with the bad guys, build the LEGO bricks into a speed spot. Run on the speed spot to cause the giant wood chipper to roar to life and clear out some of the trees. A phase point remains where the tree once stood. Use Martian Manhunter to pass through it.

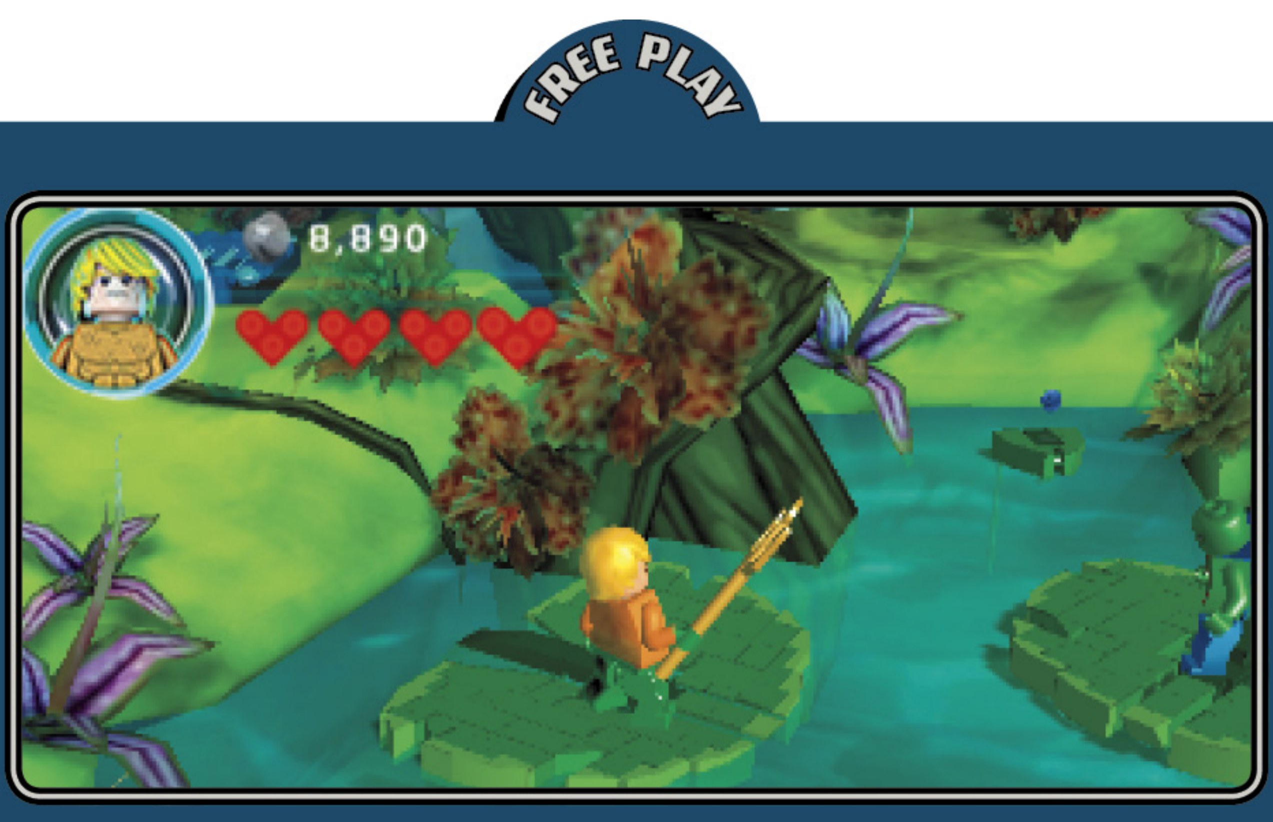
OBJECTIVE 2: MOVE THE TAIL



After passing through the phase point, you arrive on a high cliff next to a tentacle. Use a laser to cut through the gold LEGO section of the tail. Drop from the ledge where the tentacle once was and smash the Lex Luthor prop that is near where you land.

> Lex Luthor Smash Challenge: 2 / 3

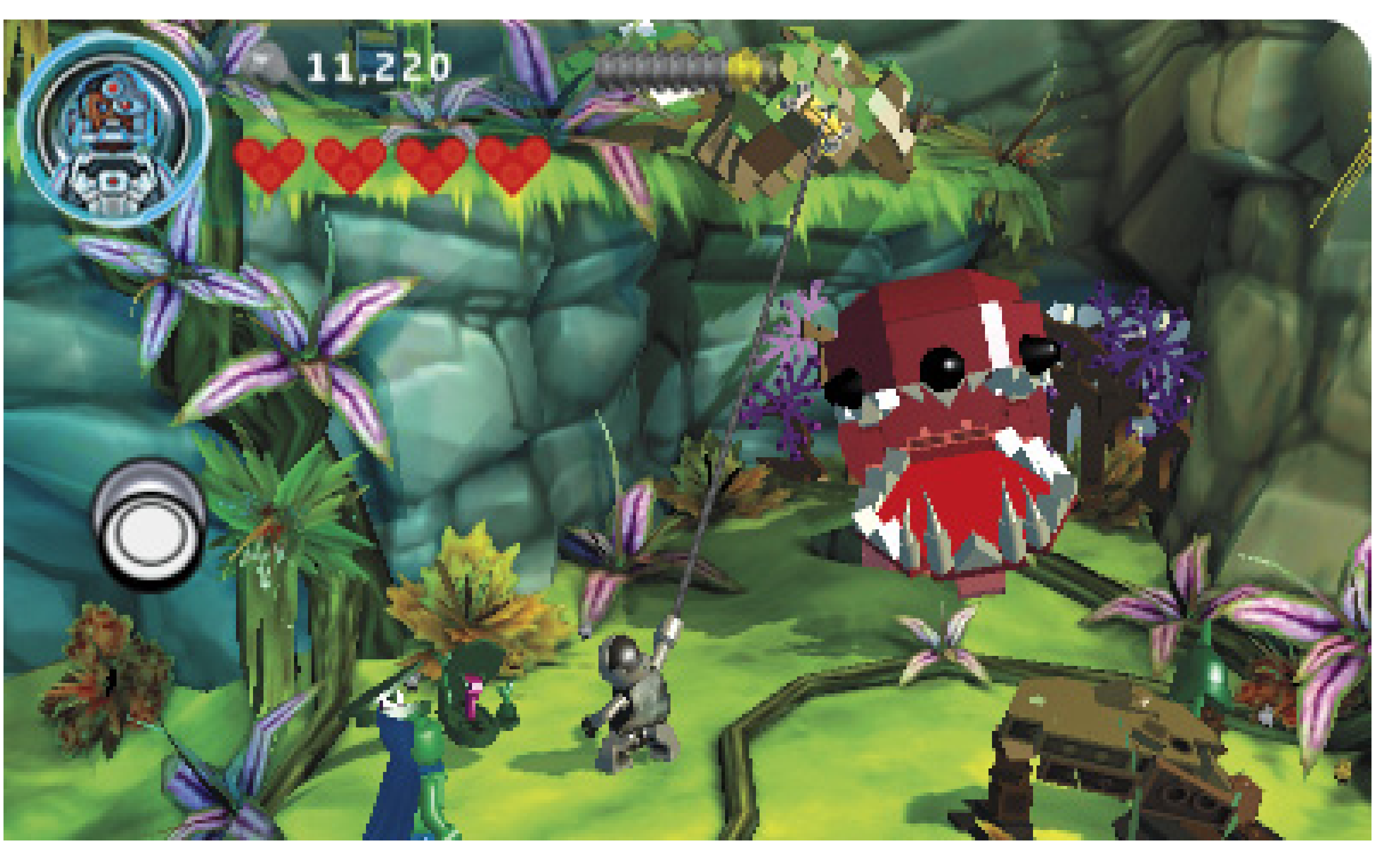
FREE PLAY

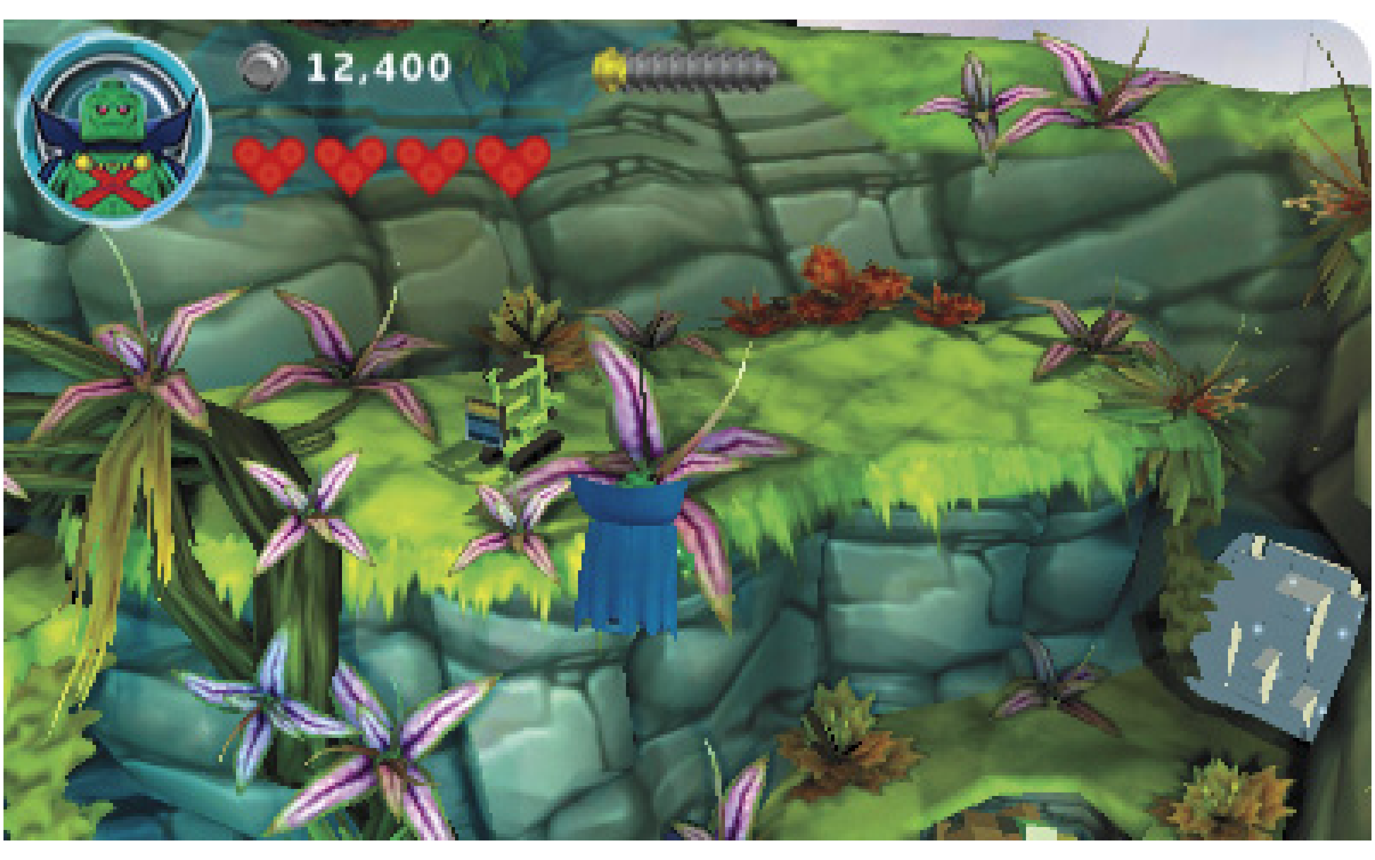


Beneath the lily pads, there is a LEGO rock. Use a character that can sink into the water and smash the rock to reveal The Joker Card.

The Joker Card

OBJECTIVE 3: PULL DOWN THE BOULDER





To the right of the lily pads you find the head of the beast that you just cut the tail off. He's snapping mad, so have Cyborg grapple the rock above the beast and pull it down onto its head. Behind it there is a silver LEGO boulder. Have Cyborg destroy the boulder and enter the cave to complete the level.

Before you leave, fly up and destroy the Lex Luthor prop on the ledge where you pulled the rock down.

> Lex Luthor Smash Challenge: 3 / 3

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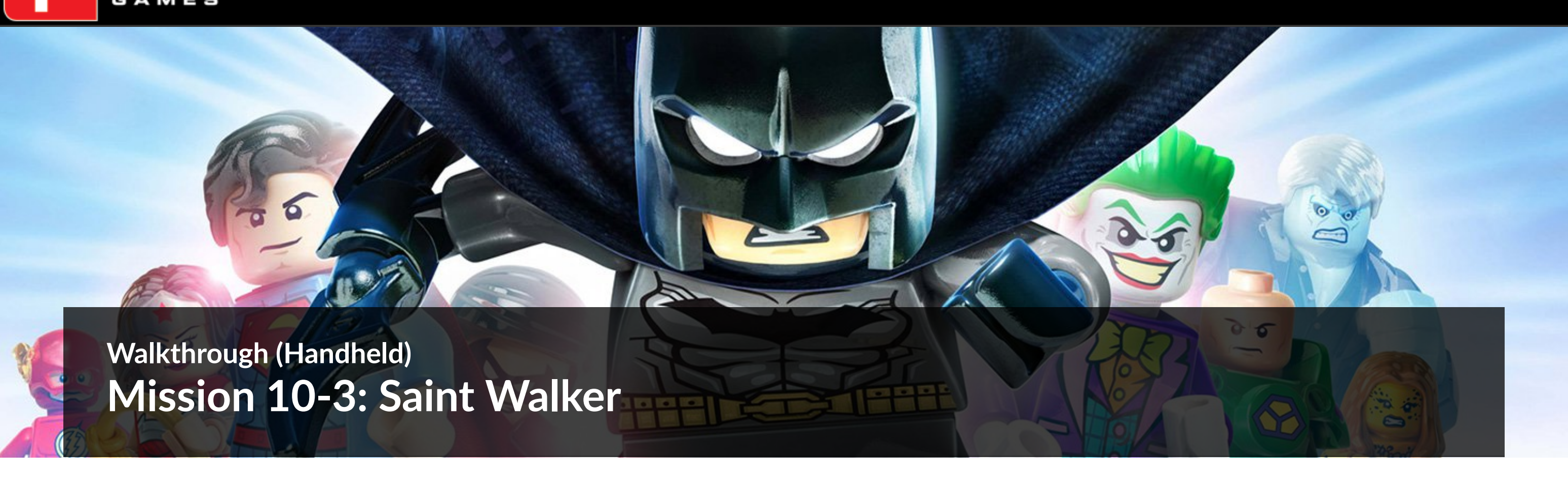


Mission 10-3: Saint Walker

WALKTHROUGH 10-3 MISSION

Saint Walker

Characters

The Flash

Cyborg

Martian Manhunter

Unlocks

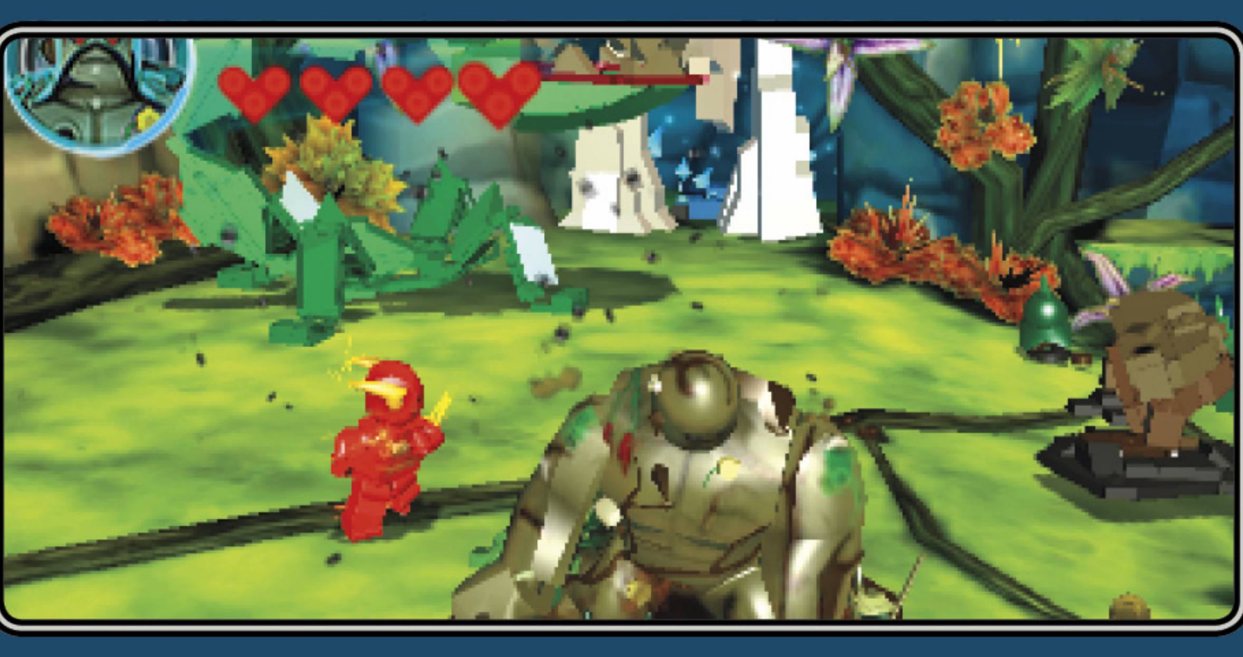
Metallo
(The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 10,000 studs.
Batman Smash Challenge	Any	Destroy 3 Batman props. The first Batman prop is found by continuing right after building the LEGO beetle, the second is in the pond to the north of the giant insect, and the third is in the water to the right of the giant insect. Target the last two from the land.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. While saving Saint Walker, there are quite a few baddies to rack up your score toward this challenge.
The Joker Card	Free Play	At the start of the level, have Solomon Grundy or Swamp Thing enter the swamp access to get some bricks. Build them into a beetle that the nearby plant eats. After eating, the plant spits out The Joker Card.

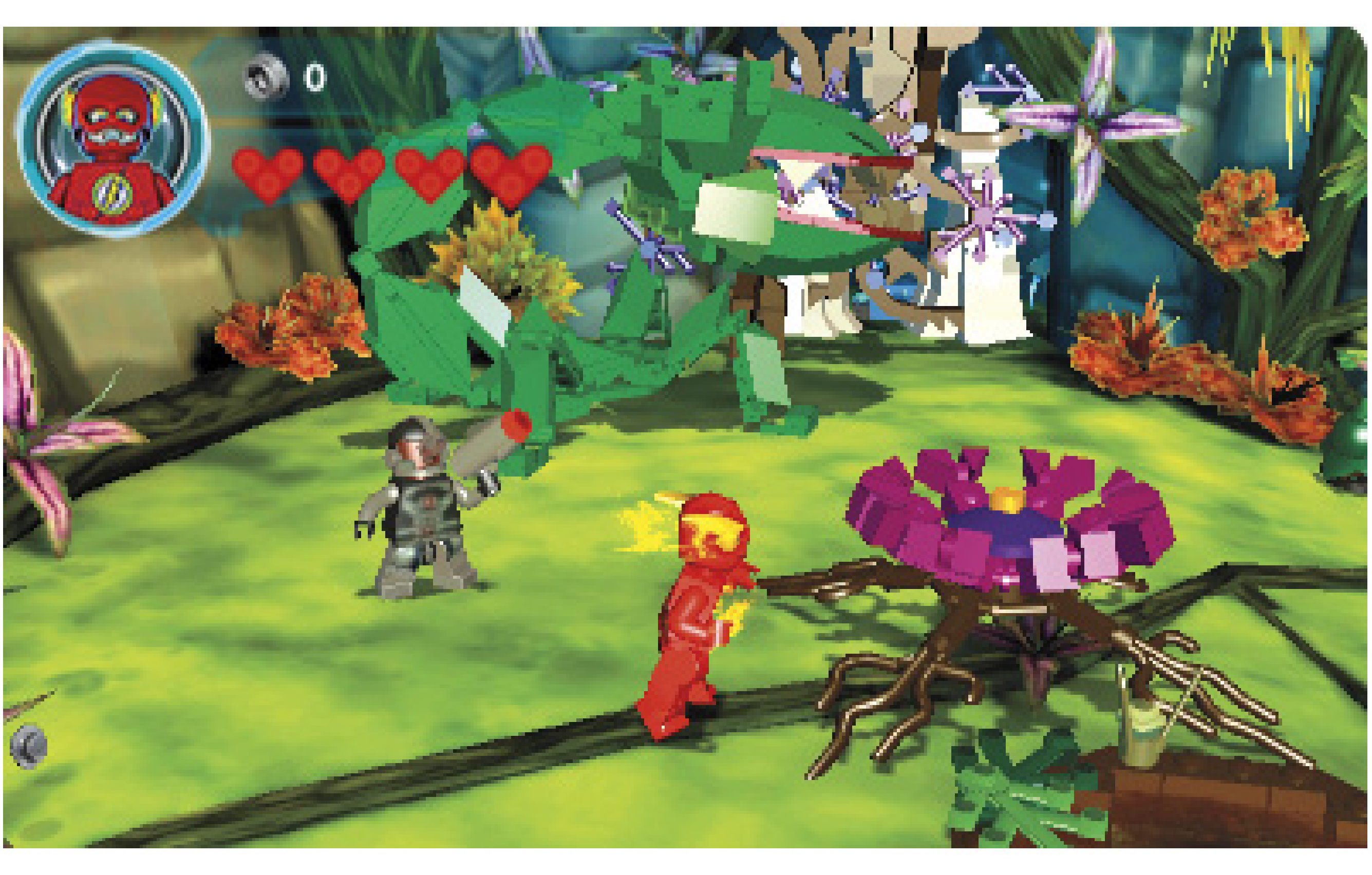
OBJECTIVE 1: CLEAR THE VINES

FREE PLAY



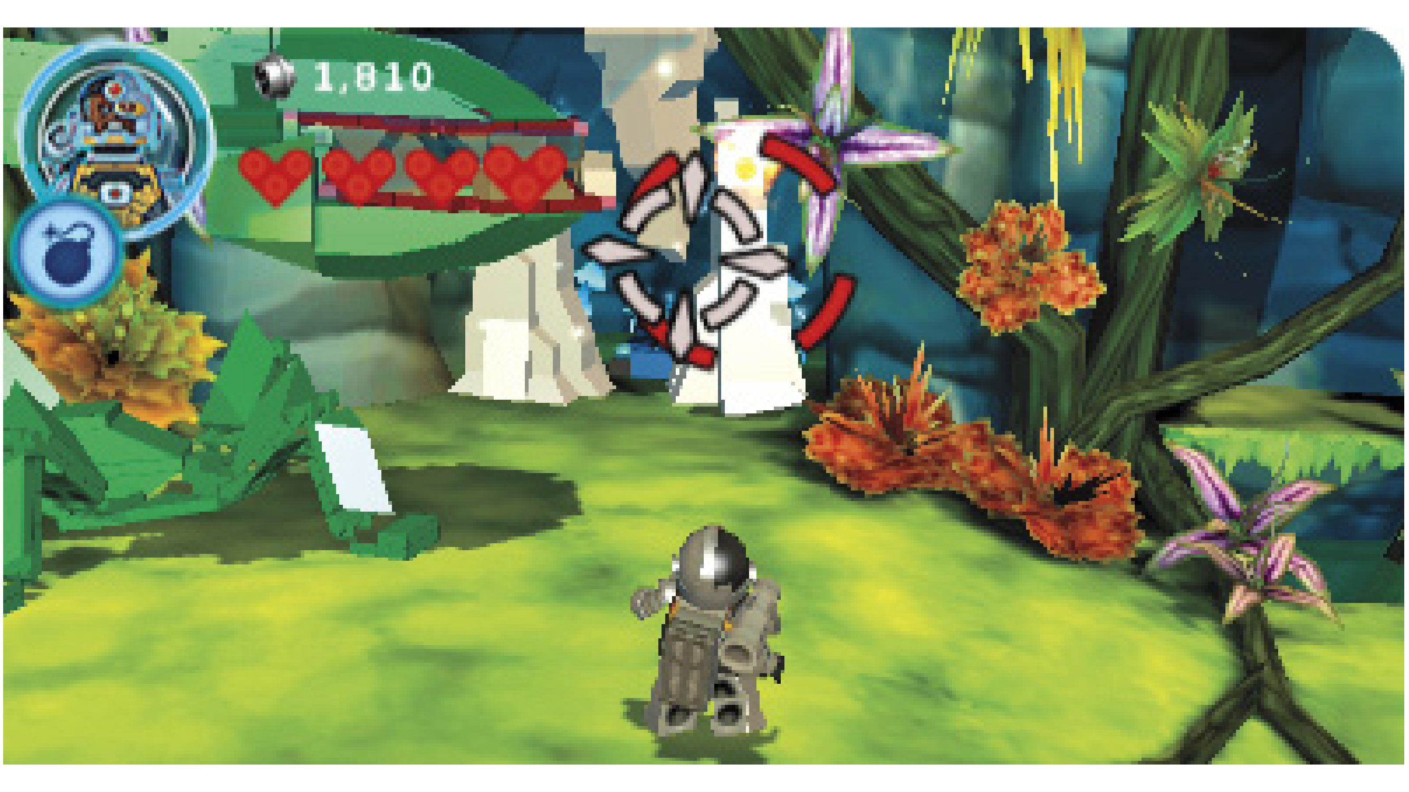
During Free Play have Solomon Grundy or Swamp Thing enter the swamp access. They pull out a mess of LEGO bricks that can be built into another beetle. This time when the plant eats the insect, it also spits out The Joker Card.

The Joker Card



Smash the purple flower to release a beetle that climbs the vines on the north wall. This attracts the attention of the massive carnivorous plant nearby. When the plant bites at the beetle, it tears the vines away, revealing some silver LEGO blocking the cave entrance.

Equip Cyborg with his Demolition Suit and destroy the silver LEGO near the plant. Inside of the cave, there is a phase point. Have Martian Manhunter pass through it.

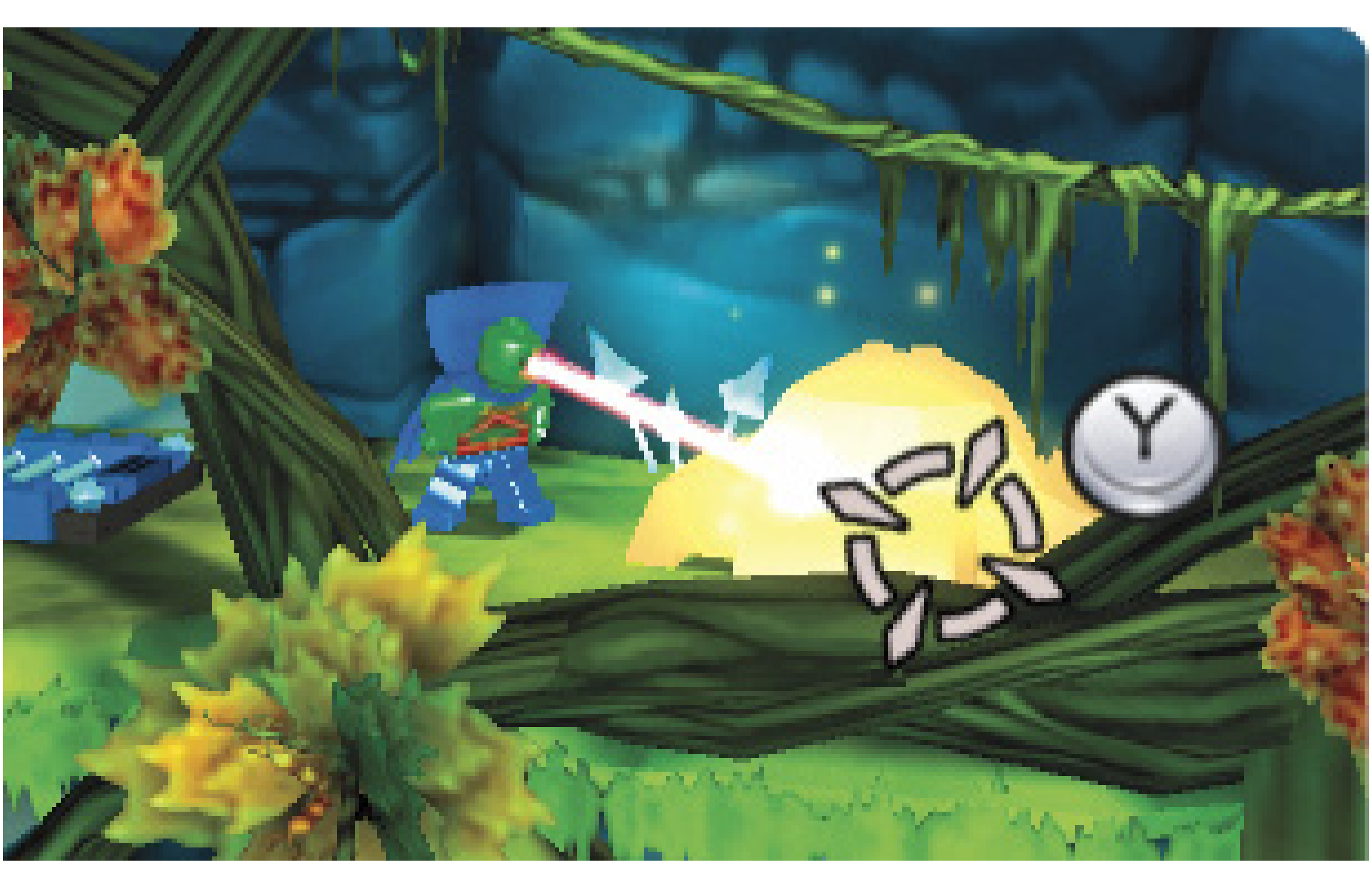


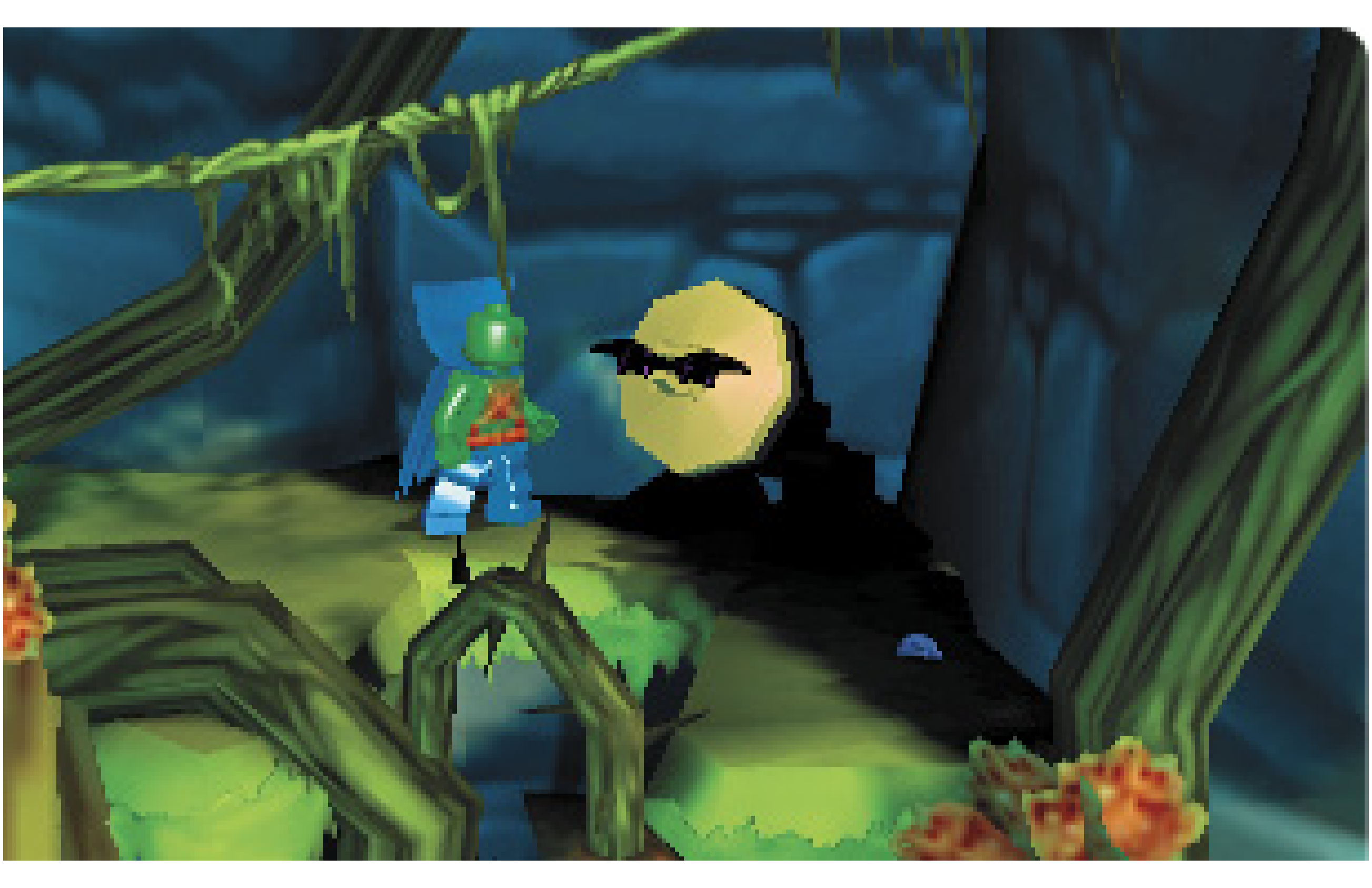
OBJECTIVE 2: CLEAR THE VINES, PART 2!

After passing through the phase point, you arrive on a ledge above. Use a laser to destroy the gold LEGO stone that you find there. Build the bricks that spill out of it into a beetle. This beetle then scurries off and passes through some vines blocking the path on the far right side of the level, revealing silver LEGO in the process.

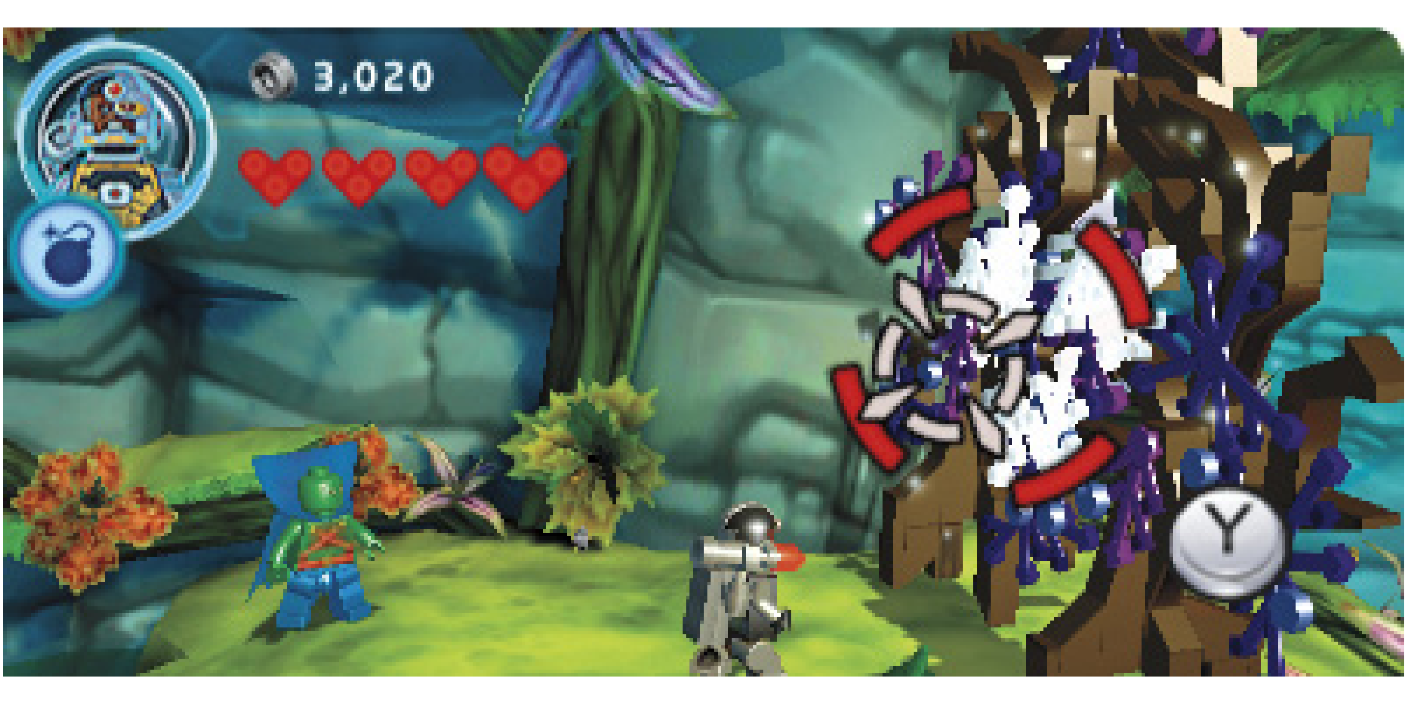
Follow the path of the beetle and you come across a Batman prop. Smash it!

> Batman Smash Challenge: 1 / 3

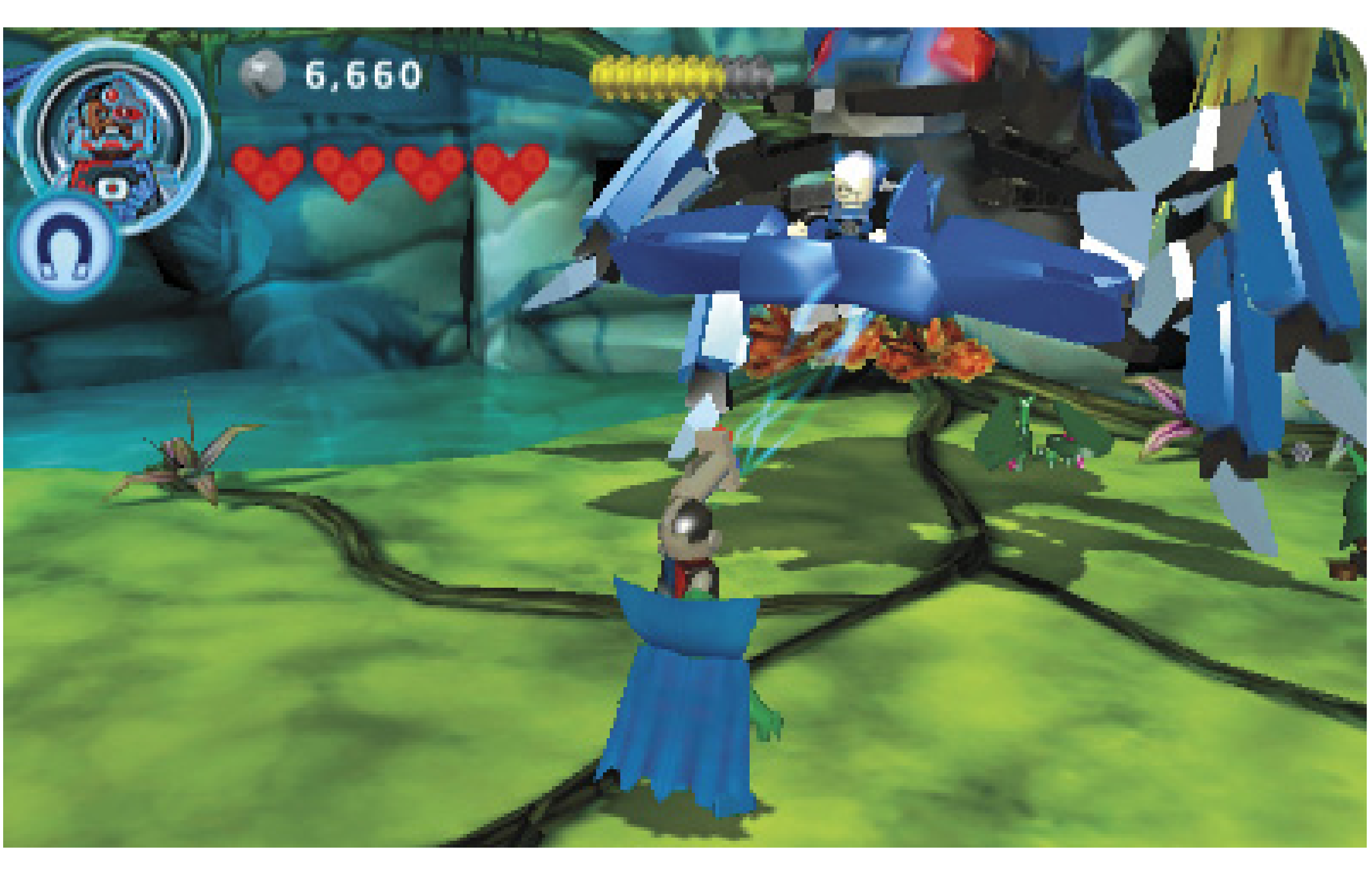


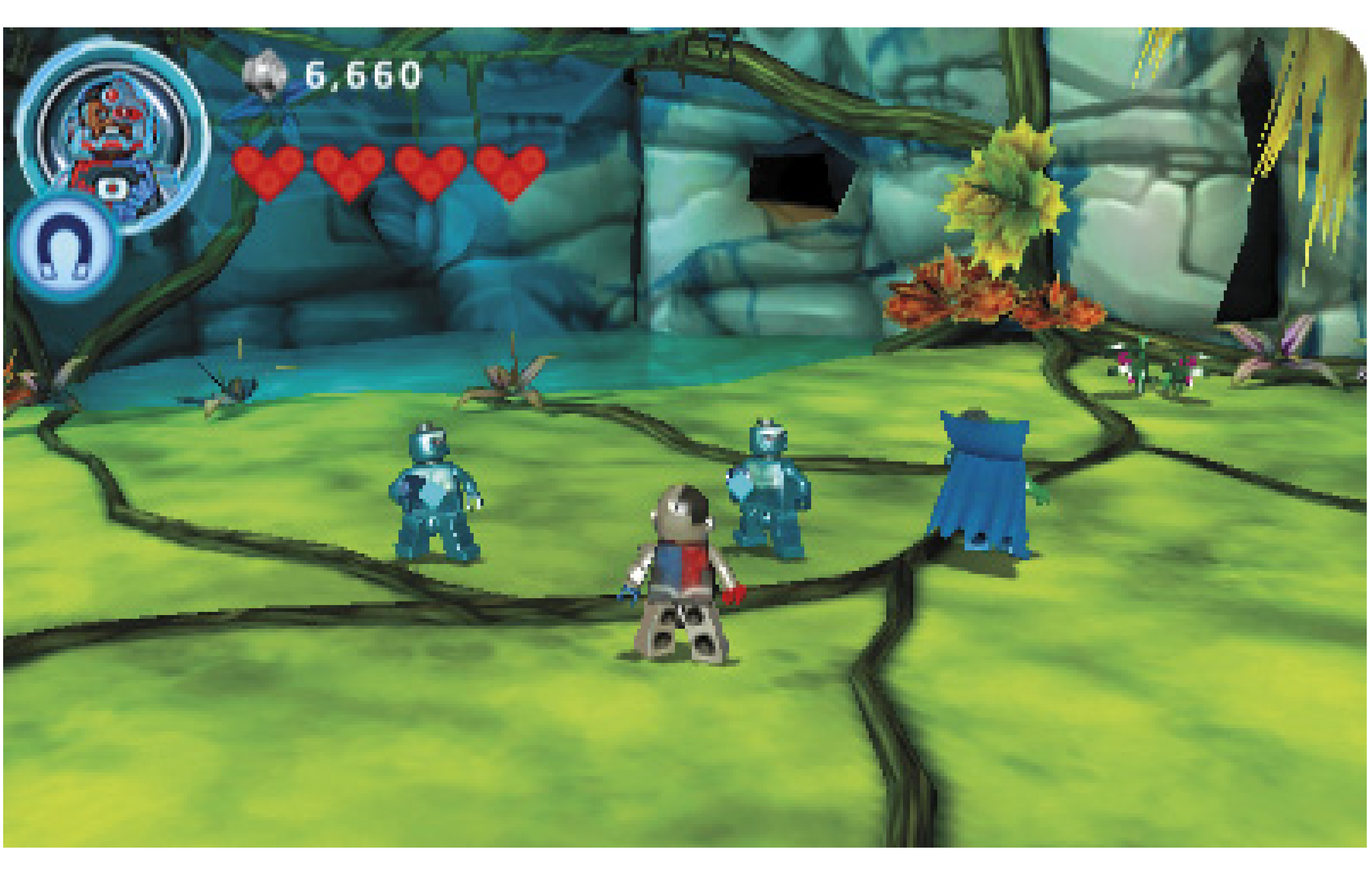


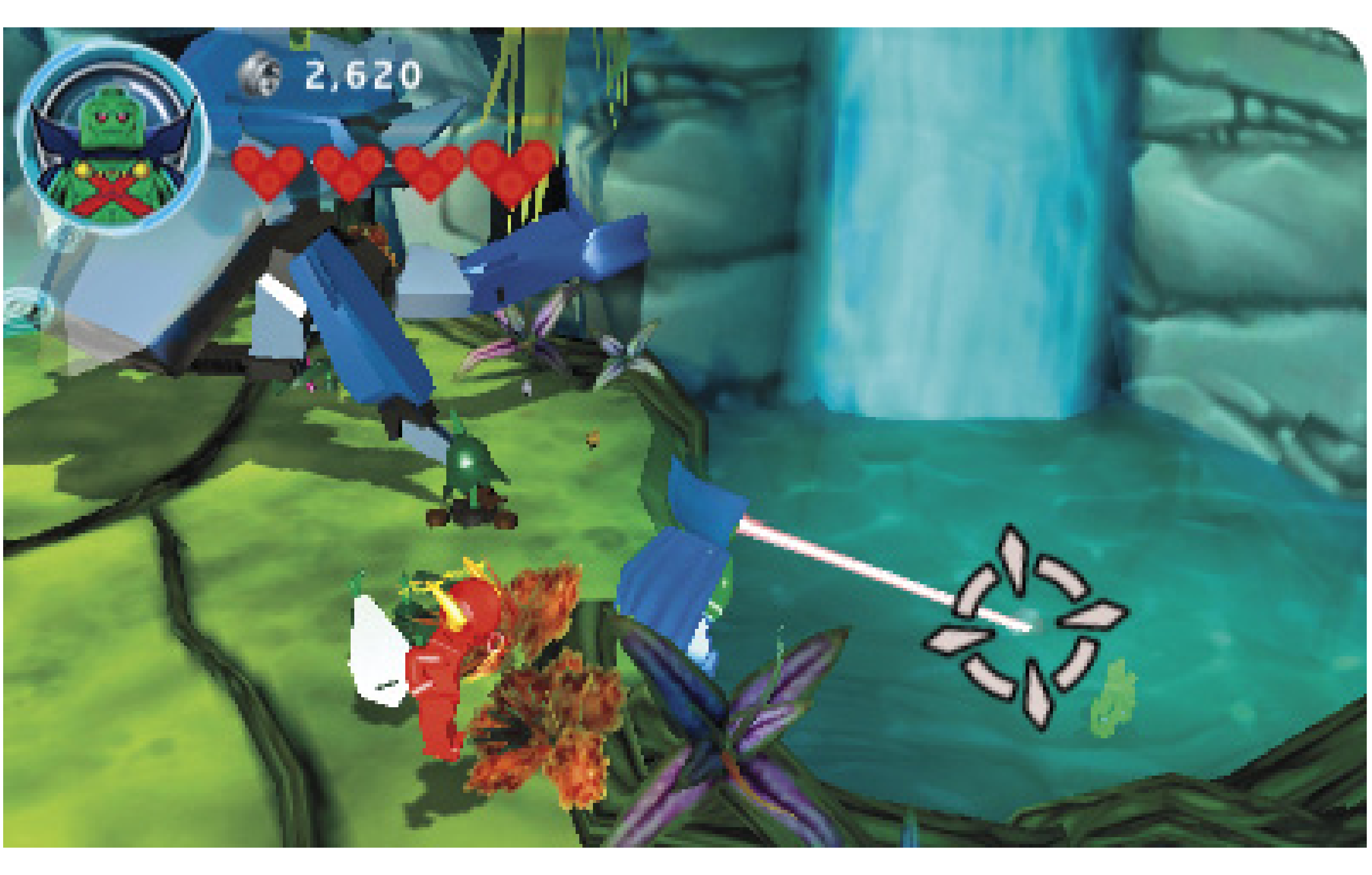
Continue to follow the path of the beetle until you arrive at the vines it passed through. Have Cyborg use his explosives to destroy the silver LEGO on the vines. Continue to the right and you come to a clearing where Saint Walker is being held captive. Once you rescue Saint Walker, he joins your party.



OBJECTIVE 3: SAVE SAINT WALKER







First things first. Take down the goons and try to do so with ground finishers to complete the combat challenge. Once the baddies are dealt with, equip Cyborg with his magno suit and pry open the massive insect's claws.

> Combat Challenge: Finishers

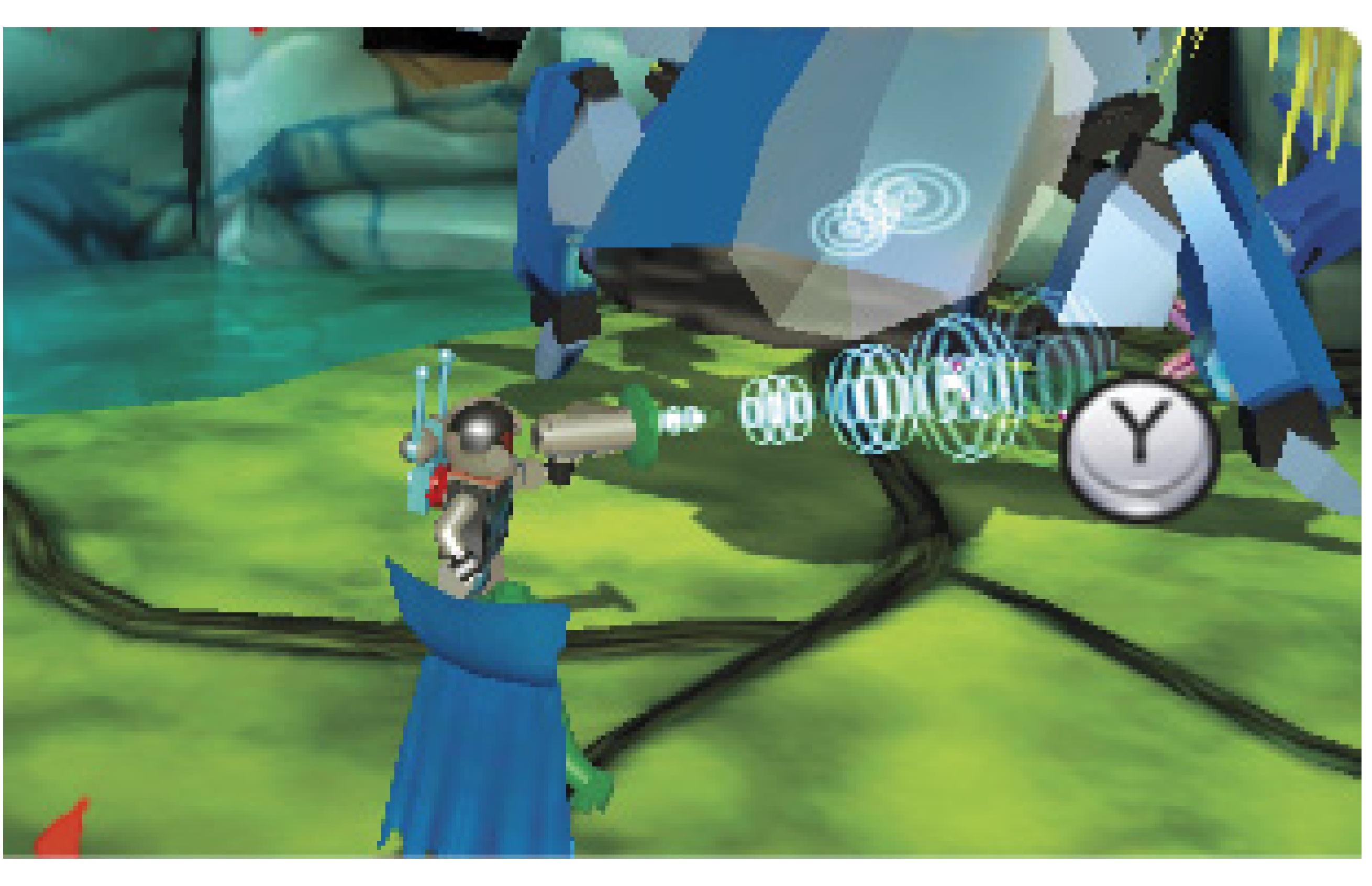
The insect flies away, but wave after wave of baddies take its place. Take down all of the bad guys and the giant insect returns.

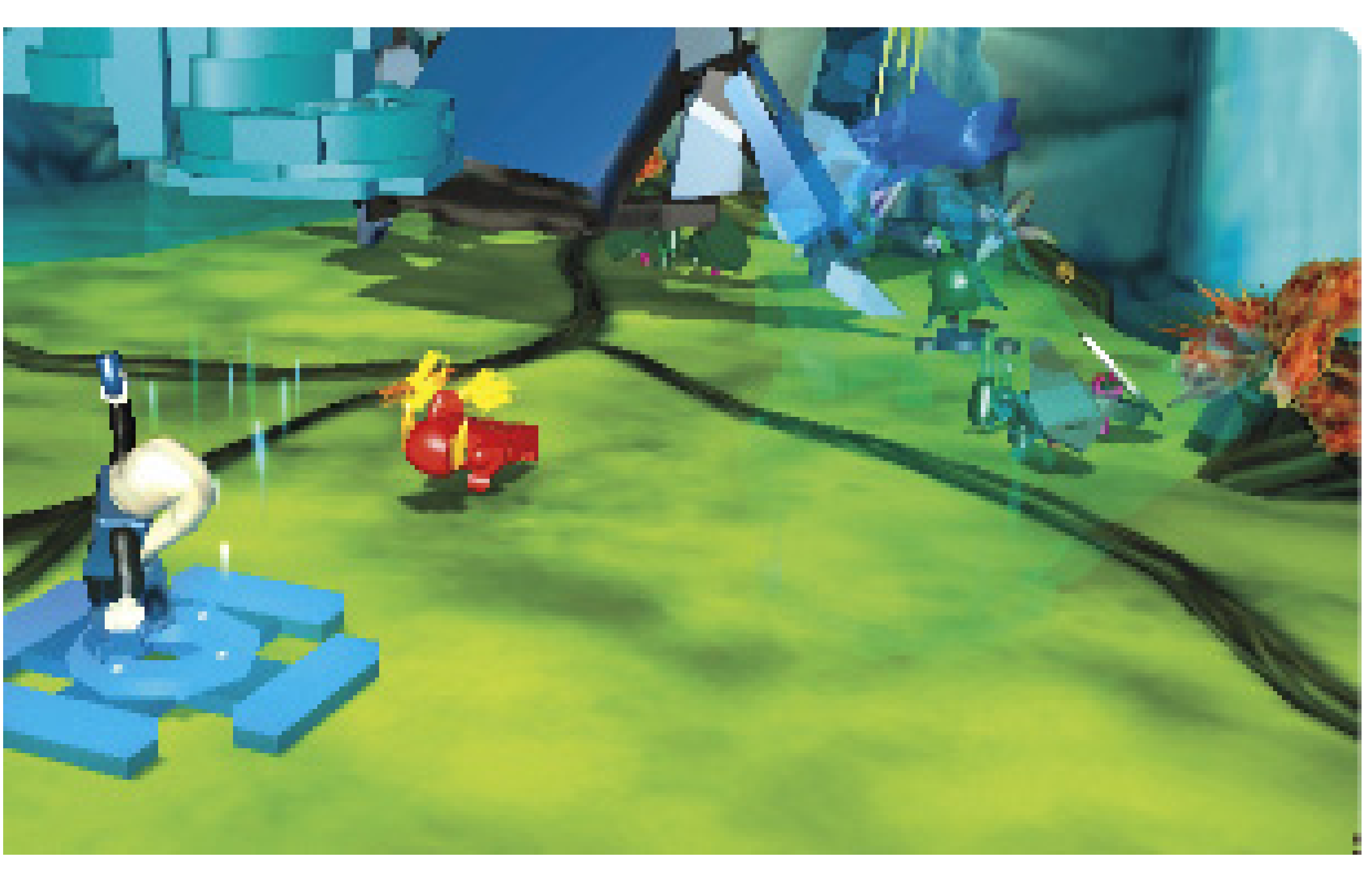
Before tackling the insect again, be sure to destroy the Batman prop in the nearby pool. While it's easiest to access in free play with an aquatic character, it can be targeted from land with heat vision or lasers. The final Batman prop is located in the water to the right of the insect, once again, this can be targeted from land as well. Easy!

> Batman Smash Challenge: 3 / 3

Equip Cyborg with his Sonar Suit and use his sonic blaster to destroy the wings of the insect. Build the bricks that fall from it into a lantern pad.

As Saint Walker, interact with the lantern pad to build a giant baby bird that attracts the attention of a larger one that picks up the insect and hauls it away, ending the level.





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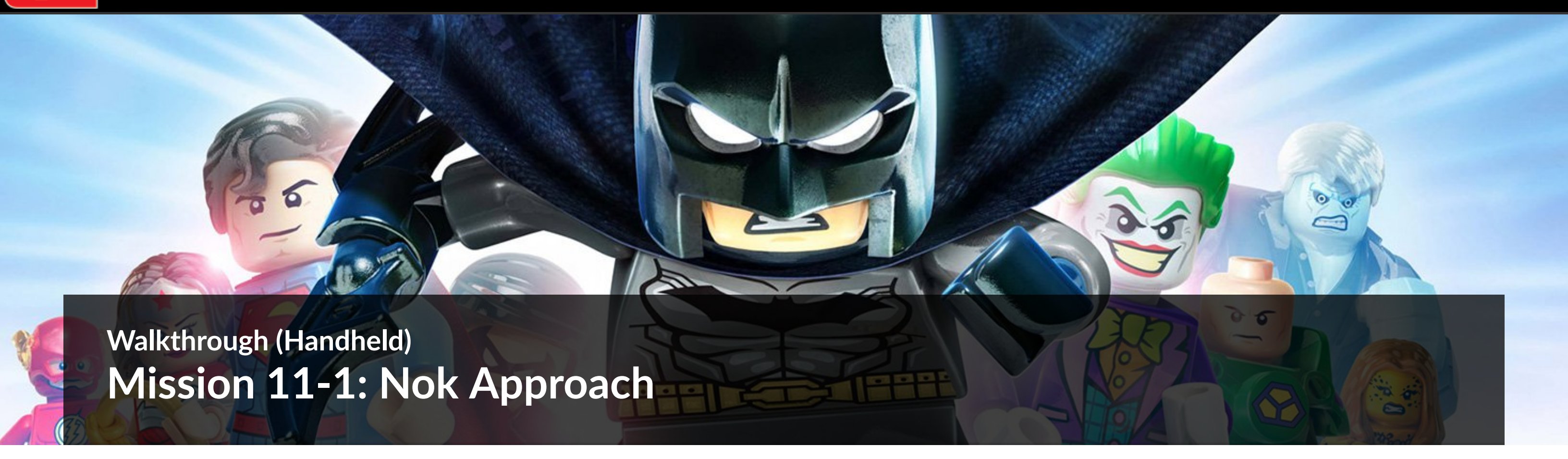
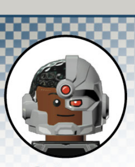


Mission 11-1: Nok Approach

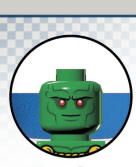
WALKTHROUGH 11-1 MISSION

Nok Approach

Characters



Cyborg



Martian Manhunter

Unlocks

Blue Beetle
(The Joker Card)

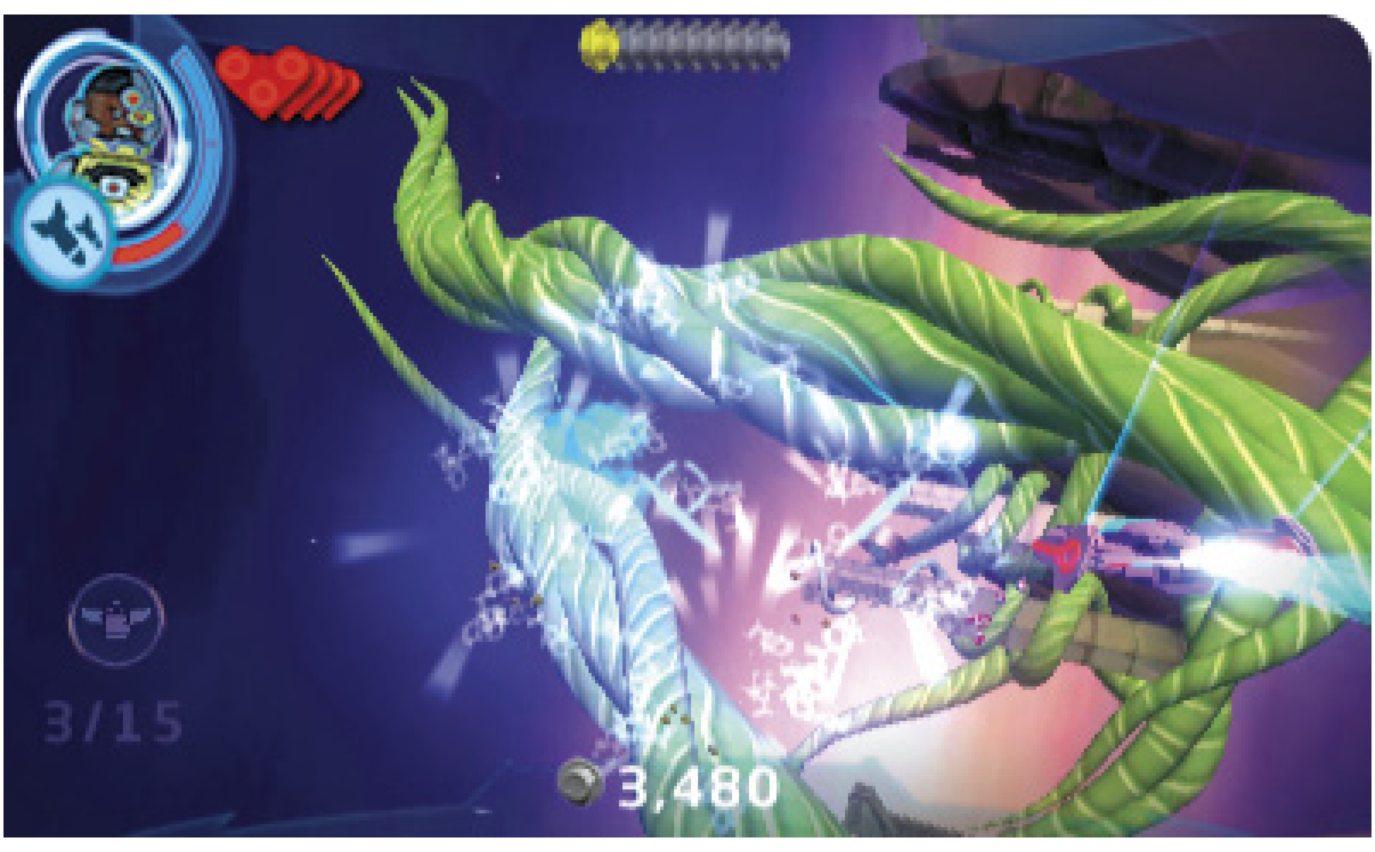
Gold Brick Challenges

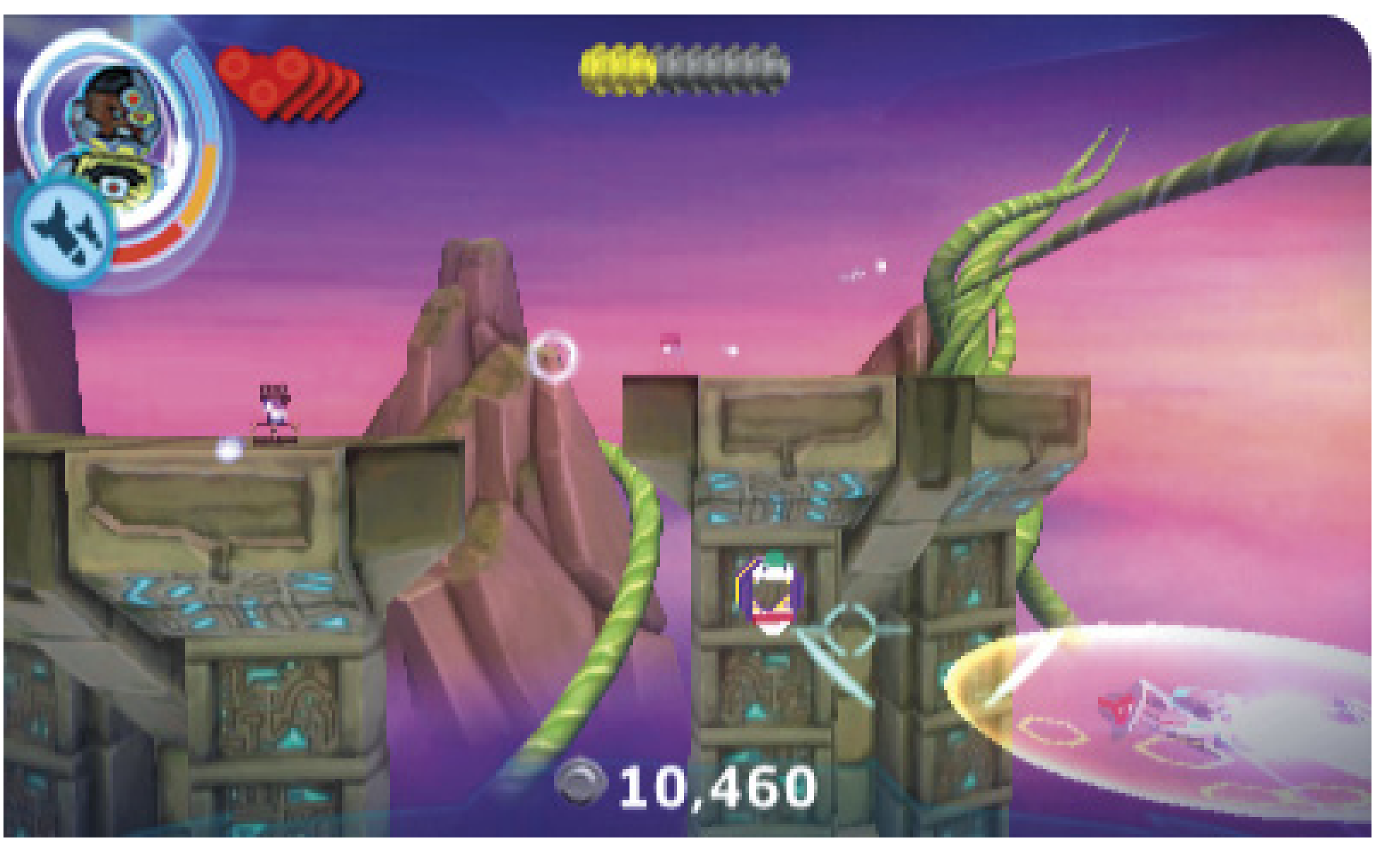
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 35,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first Joker prop is on the side of a set of pillars with turrets, the second is on the side of a mountain to the left, and the third is on the middle pillar, to the left of the large blue orb.
Space Combat Challenge	Any	Defeat 15 enemies. The enemies tend to group together during your descent. Use missiles to eradicate groups and quickly rack up a high score.
The Joker Card	Any	While weaving through the turrets, fly through the final glowing halo. In its center is The Joker Card.

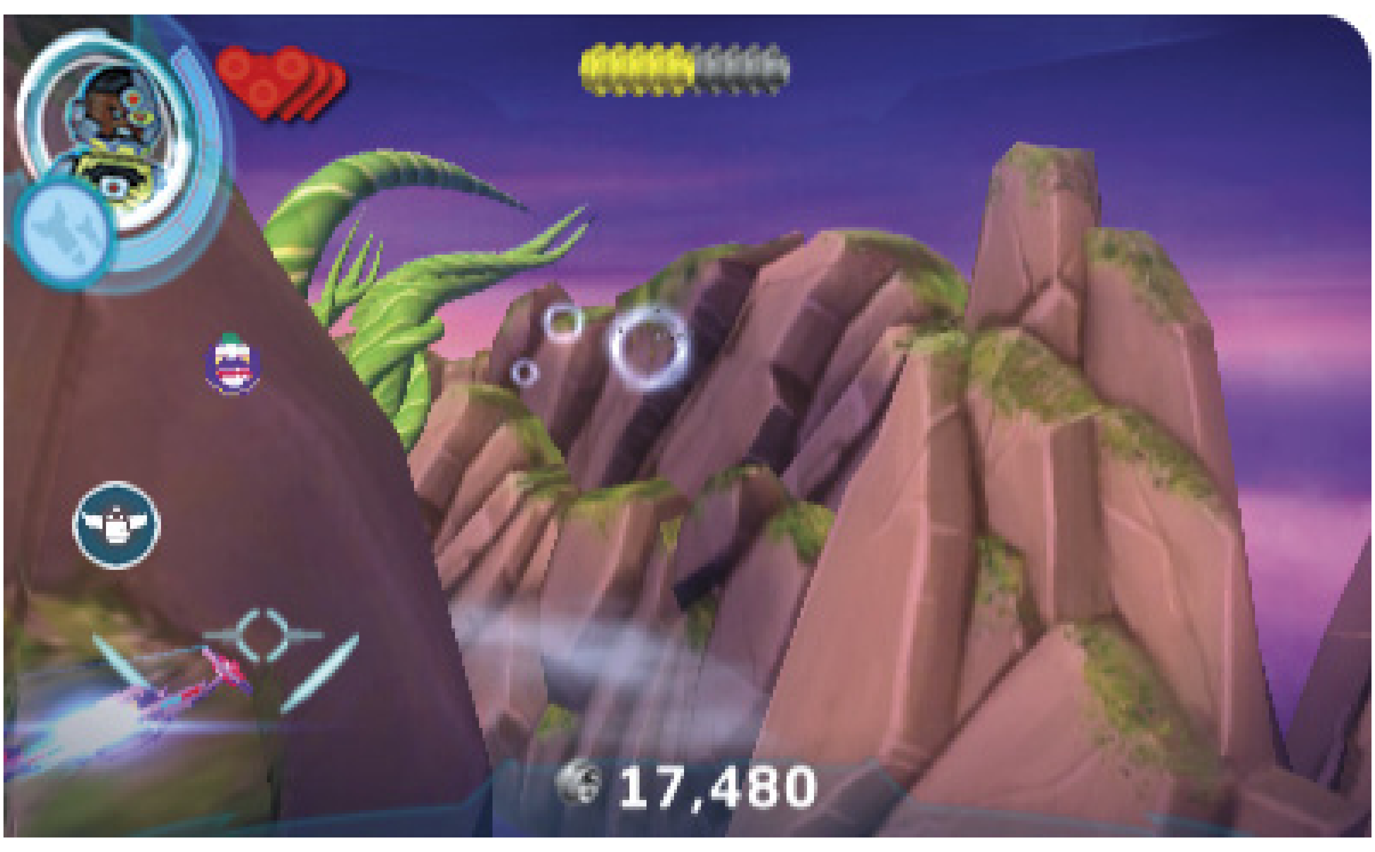
OBJECTIVE 1: SURVIVE THE APPROACH

As you begin your approach, enemies approach you in groups. Use your missiles to take them out with little effort. This helps you rack up a score toward the space combat challenge pretty quickly.

The first Joker prop is found on the side of a set of pillars with turrets on top. Destroy it!







> The Joker Smash Challenge: 1 / 3

After a flurry of enemies, the second Joker prop comes into sight on your left, attached to the side of a mountain.

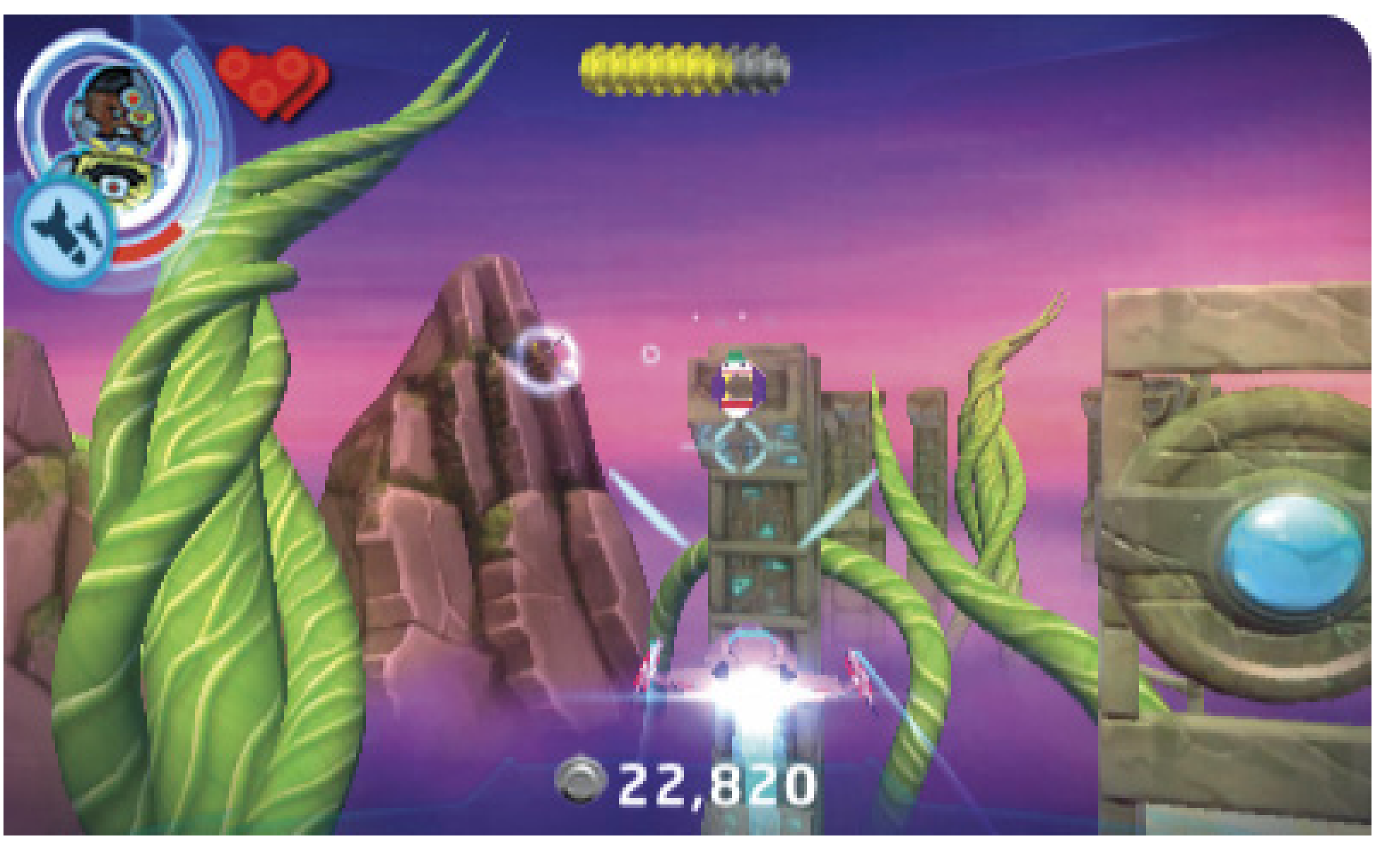
> The Joker Smash Challenge: 2 / 3

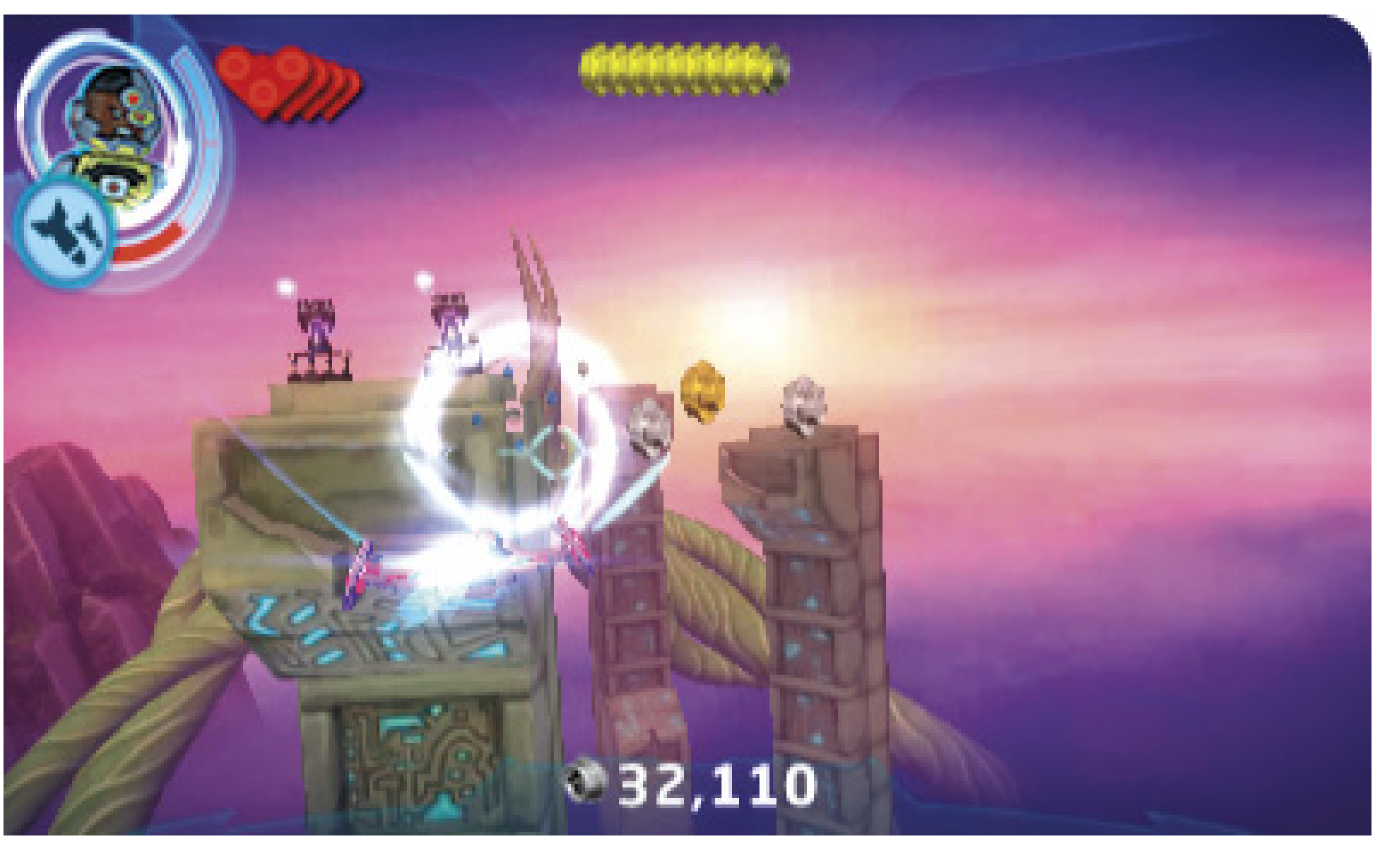
Just past the mess of vines, you come to three pillars, one of which has a large blue orb on it. The Joker prop is attached to the side of the middle pillar.

> The Joker Smash Challenge: 3 / 3

As you weave through the series of turrets, be sure to fly through the last glowing halo. In its center you find The Joker Card. Just a little further and you descend through the clouds, ending the level.

> The Joker Card





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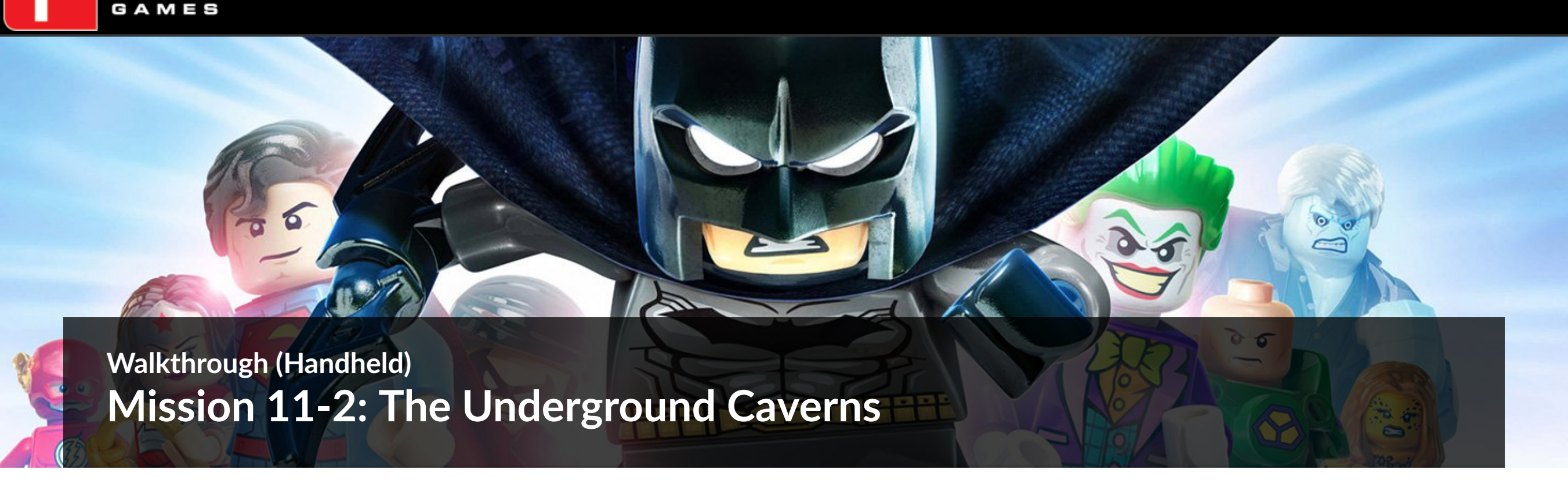
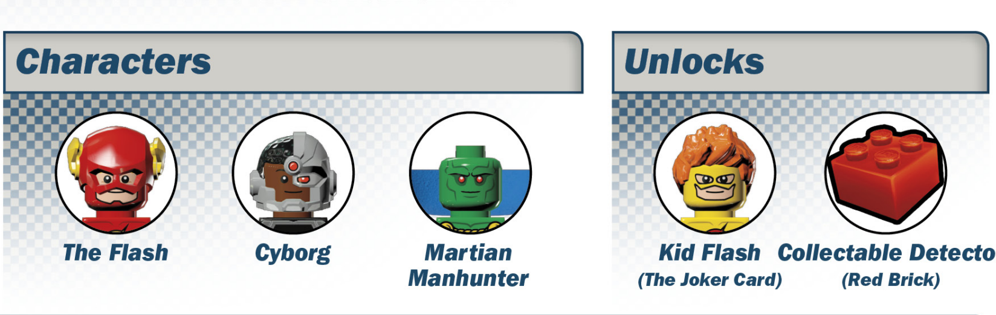


Walkthrough (Handheld)

Mission 11-2: The Underground Caverns

WALKTHROUGH 11-2 MISSION

The Underground Caverns



Characters	Unlocks
The Flash Cyborg Martian Manhunter	Kid Flash (The Joker Card) Collectable Detector (Red Brick)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 15,800 studs.
Batman Smash Challenge	Free Play	Destroy 3 Batman props. The first Batman prop is at the start of the level tucked into a corner, the second prop is in the dark alcove above the green LEGO wall, and the third is near the gate you pass through to confront the Indigo tribe.
Red Brick	Free Play	In a hidden alcove below the cobwebs. Use Indigo-1 to fly off the side of the ledge and down. Interact with the lantern pad to cut open the bars in the back of the small area.
The Joker Card	Free Play	Up and to the left of the green LEGO wall, there is a dark alcove. Fly up to it and use the Illumination Suit or Firestorm to reveal The Joker Card.

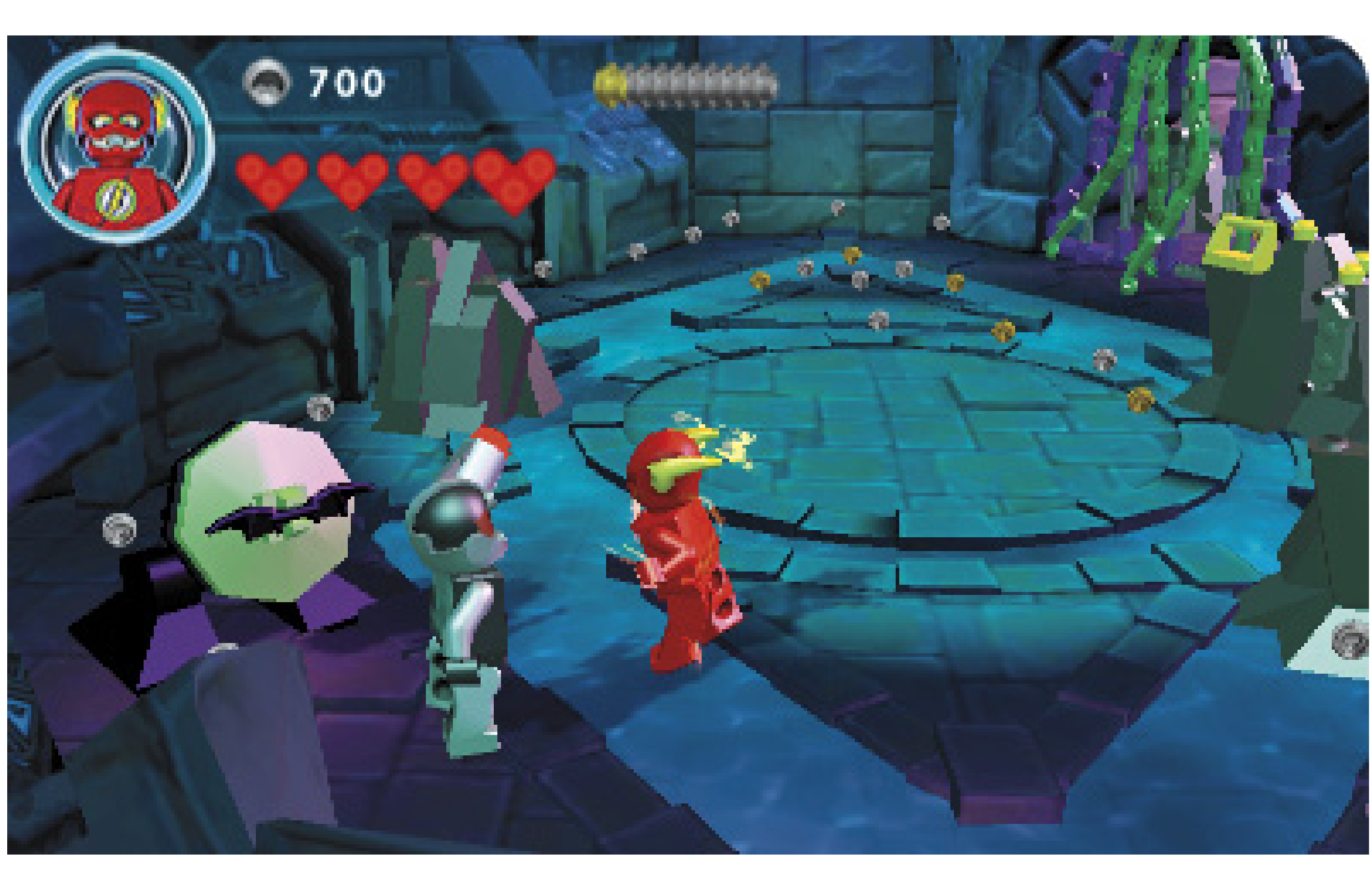
OBJECTIVE 1: TEAR DOWN THE PRISON BARS

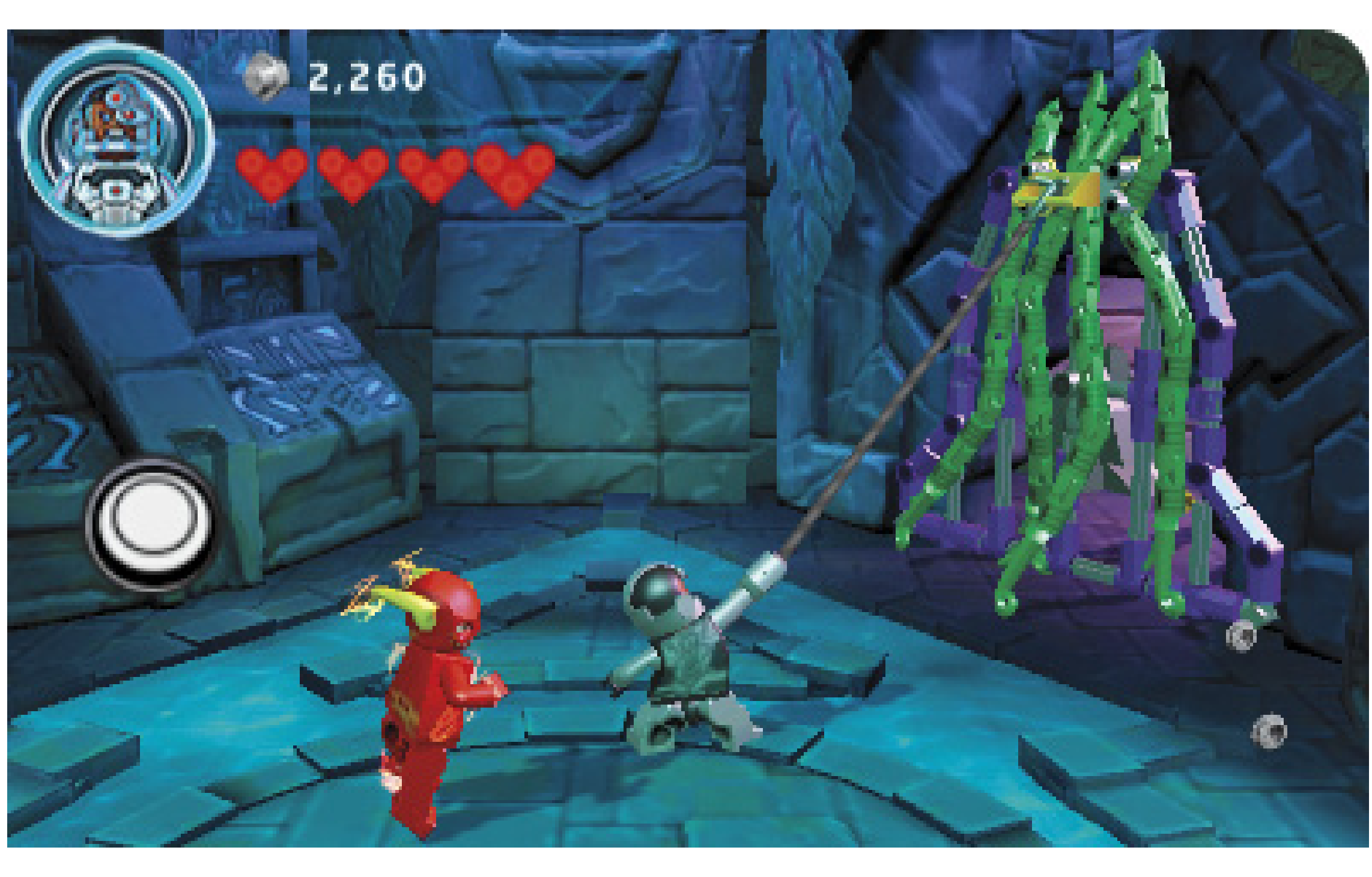
Before going anywhere, smash the Batman prop in the corner of the room.

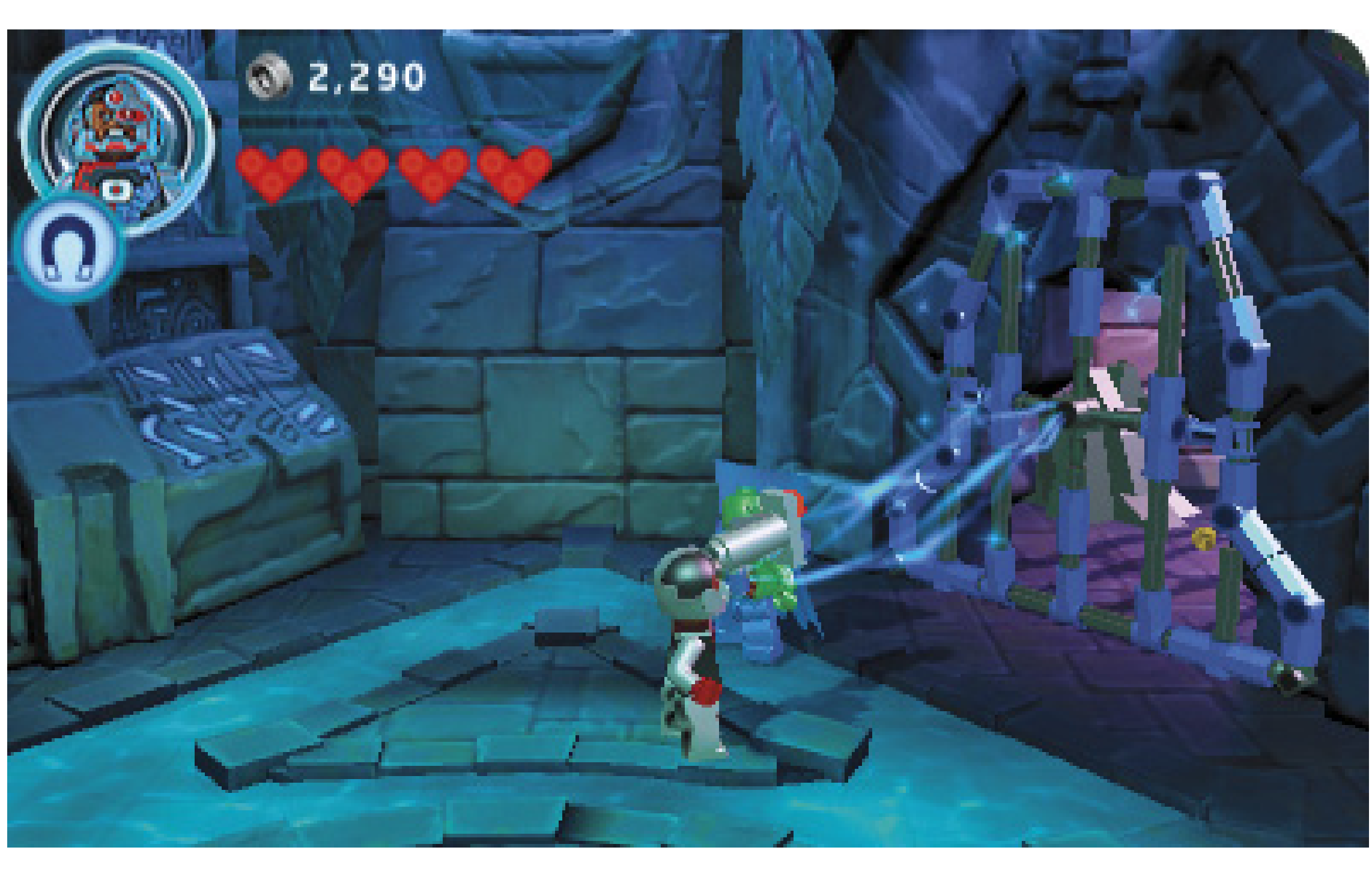
> Batman Smash Challenge: 1 / 3

Smash one of the nearby rocks to find some bricks. Build these bricks into a grapple handle above the nearby green vines. Pull on the handle to tear the vines down.

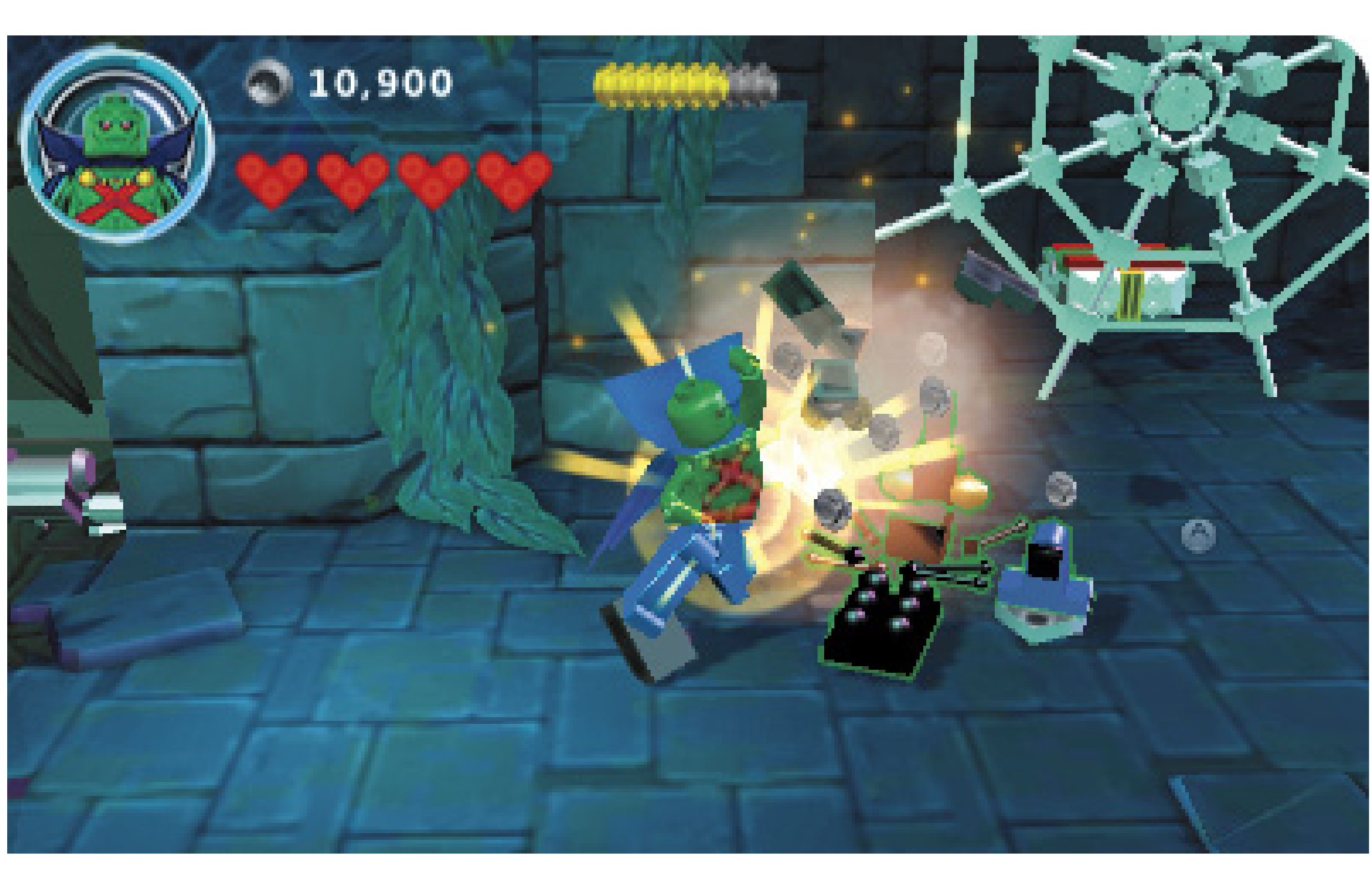
Use Martian Manhunter's Detective Mode to investigate the bars that were hidden by the vines. Doing so reveals magnetic LEGO on the bars. Equip Cyborg with his Magno Suit and rip the bars wide open.

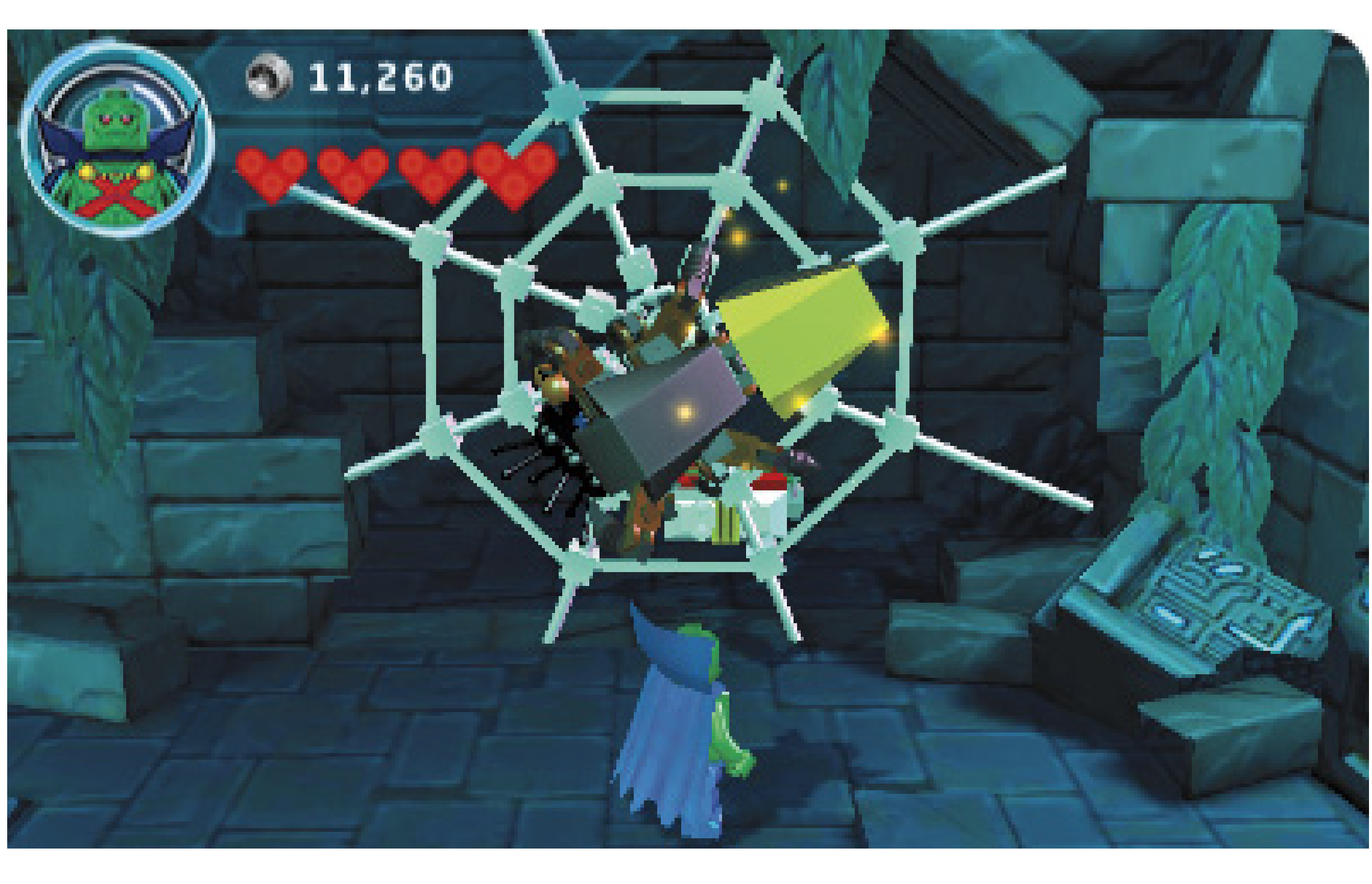






OBJECTIVE 2: CLEAR THE COBWEBS

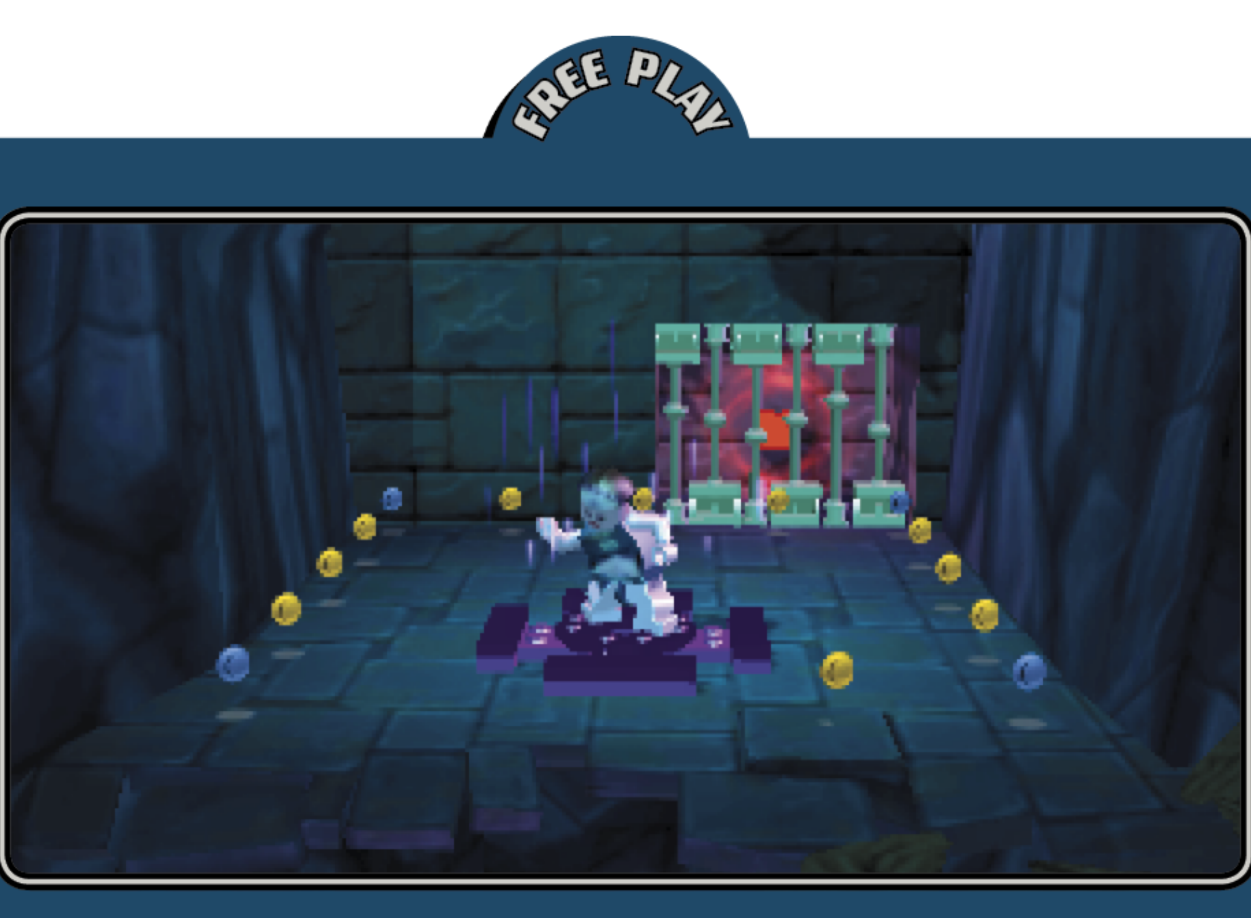




Head through the broken bars and continue to the right. Cross the chasm using Martian Manhunter. Once on the other side, continue to the right and be ready to fight some goons. Once you've defeated the goons, smash the rocks near the cobwebs and build the bricks that spill out into a fly.

After the fly is caught in the web, a spider creeps out to get it. Use Detective Mode to locate the gold LEGO piece on the spider. When you do, destroy the gold LEGO to clear the cobwebs.

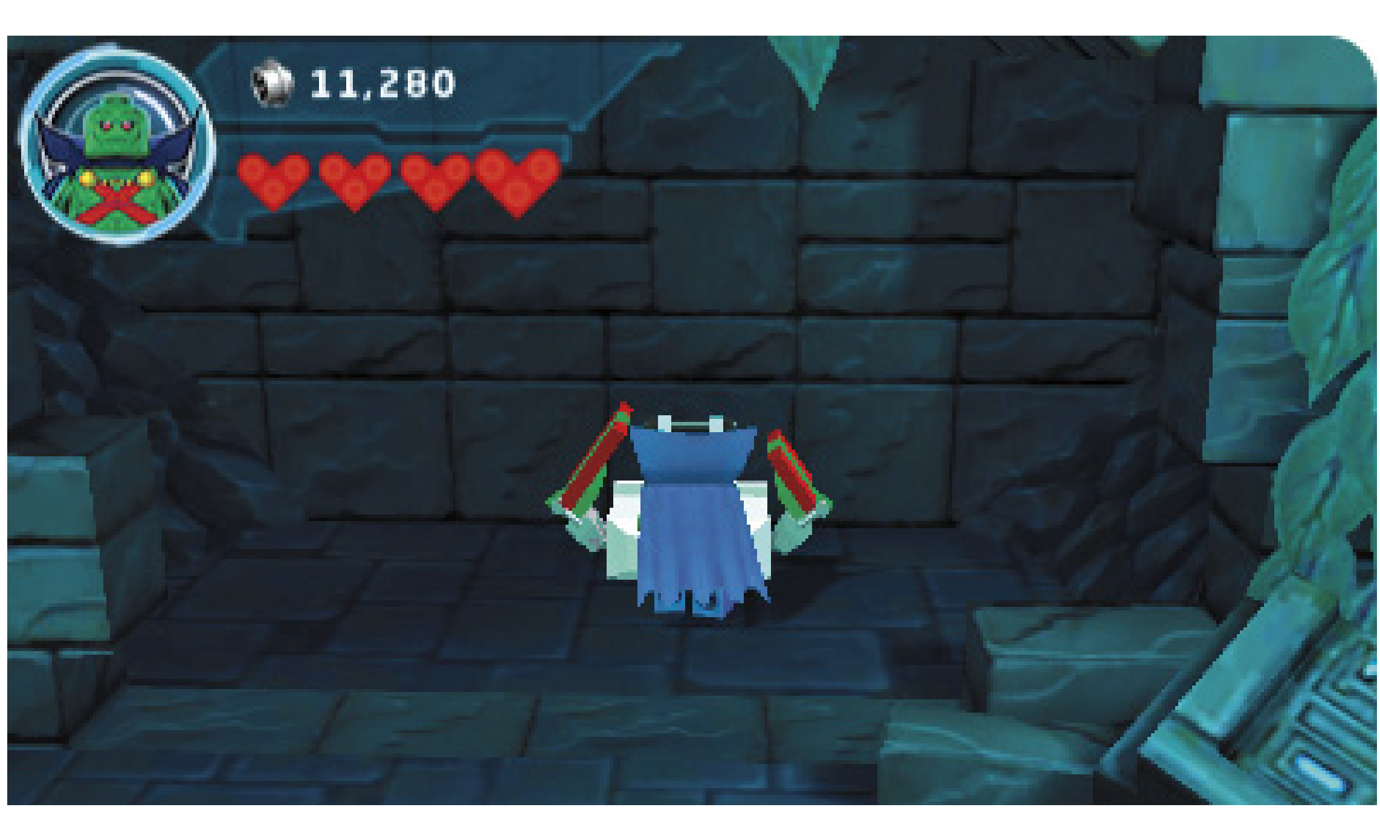
FREE PLAY

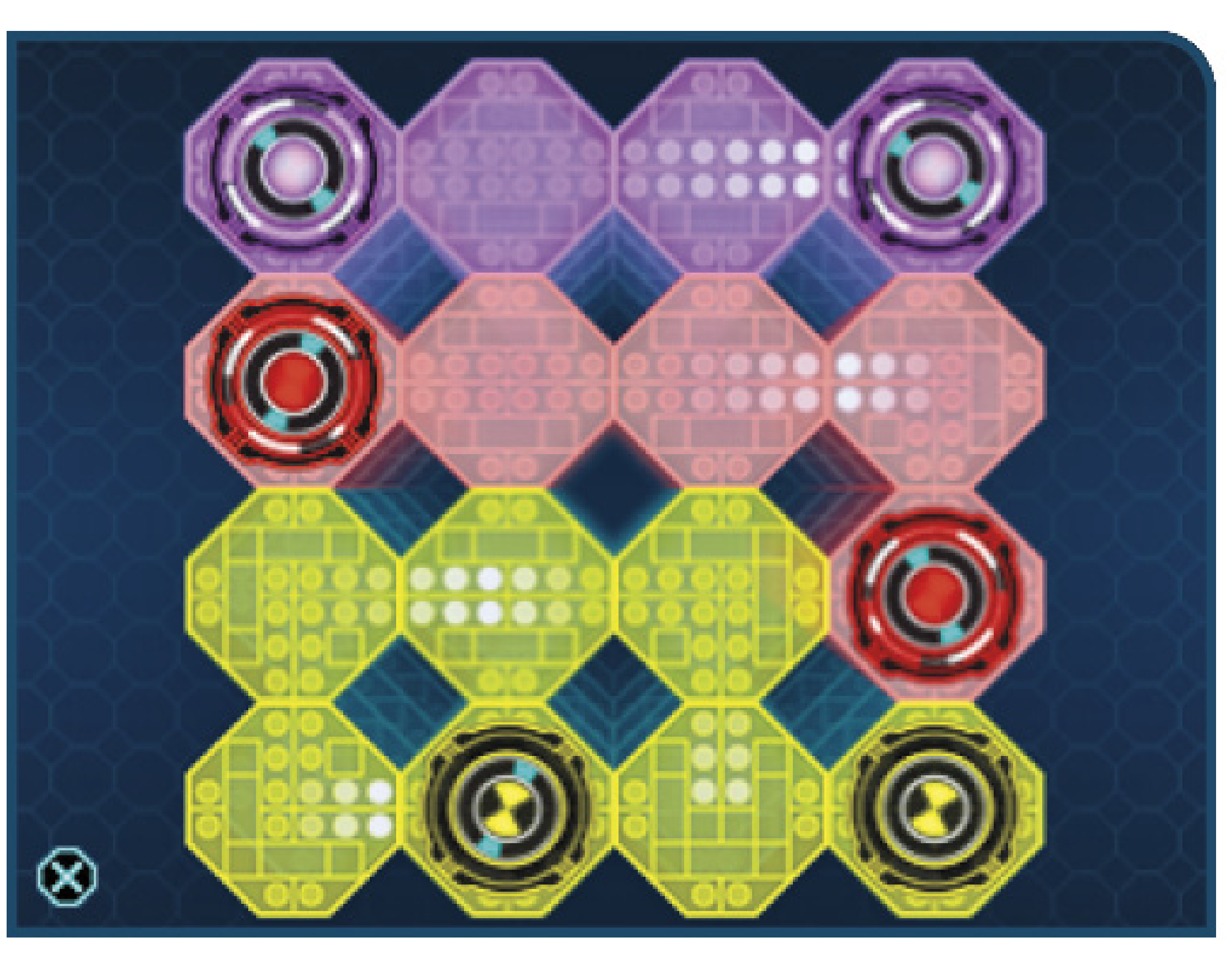


Use a flying character to go over the ledge across from the cobwebs. On the next level down, there is an alcove with a lantern pad. Use Indigo-1 to interact with the pad and cut away the bars on the rear wall. Step inside to claim the Red Brick.

Red Brick

OBJECTIVE 3: OPEN THE GATE



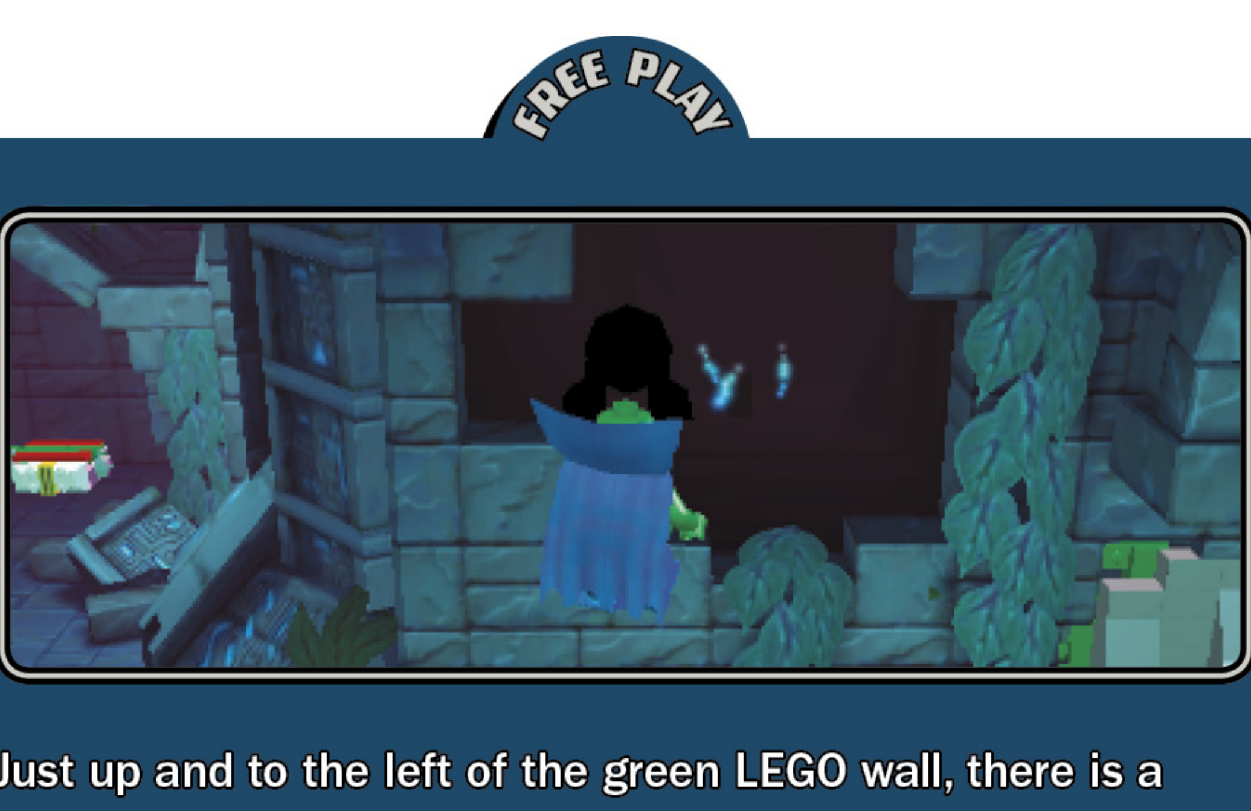


Computer Hacking Solution

Clearing the cobwebs allows you to access a computer terminal against the back wall. Hack into the computer to extend a bridge that crosses the chasm to the left. Now your friends can join you.

Continue moving right along the path. Just around the corner is a silver LEGO wall with a valve on each side. Equip Cyborg with his Demolition Suit and destroy the silver LEGO. Destroying the silver LEGO reveals a green LEGO wall. Have Martian Manhunter peer into the wall while a partner turns each of the valves. Doing so opens a gate to the right.

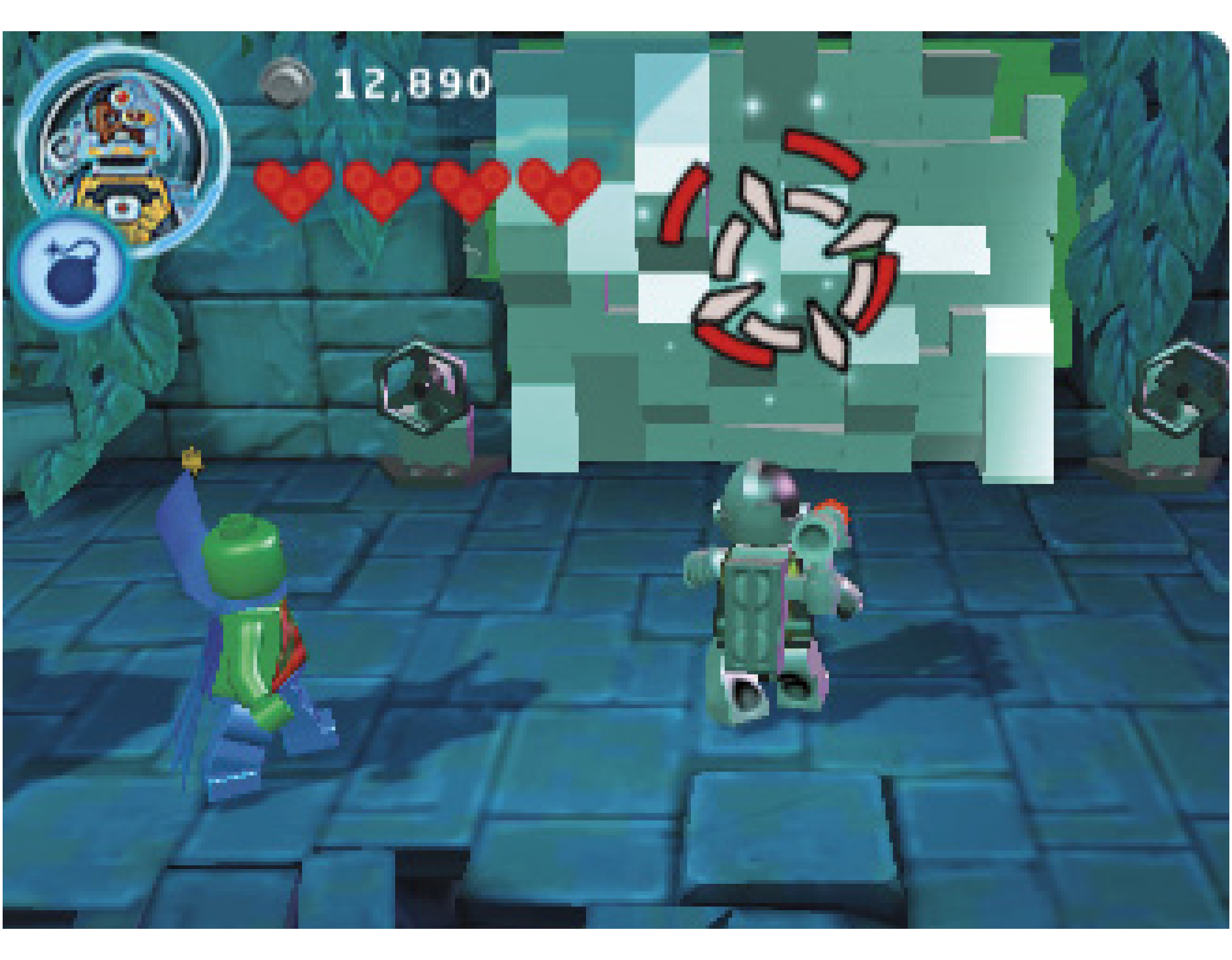
FREE PLAY



Just up and to the left of the green LEGO wall, there is a small alcove. Fly up to it, then use the Illumination Suit (or Firestorm) to light up the area. Collect The Joker Card and smash the Batman prop.

Batman Smash Challenge: 2 / 3

The Joker Card

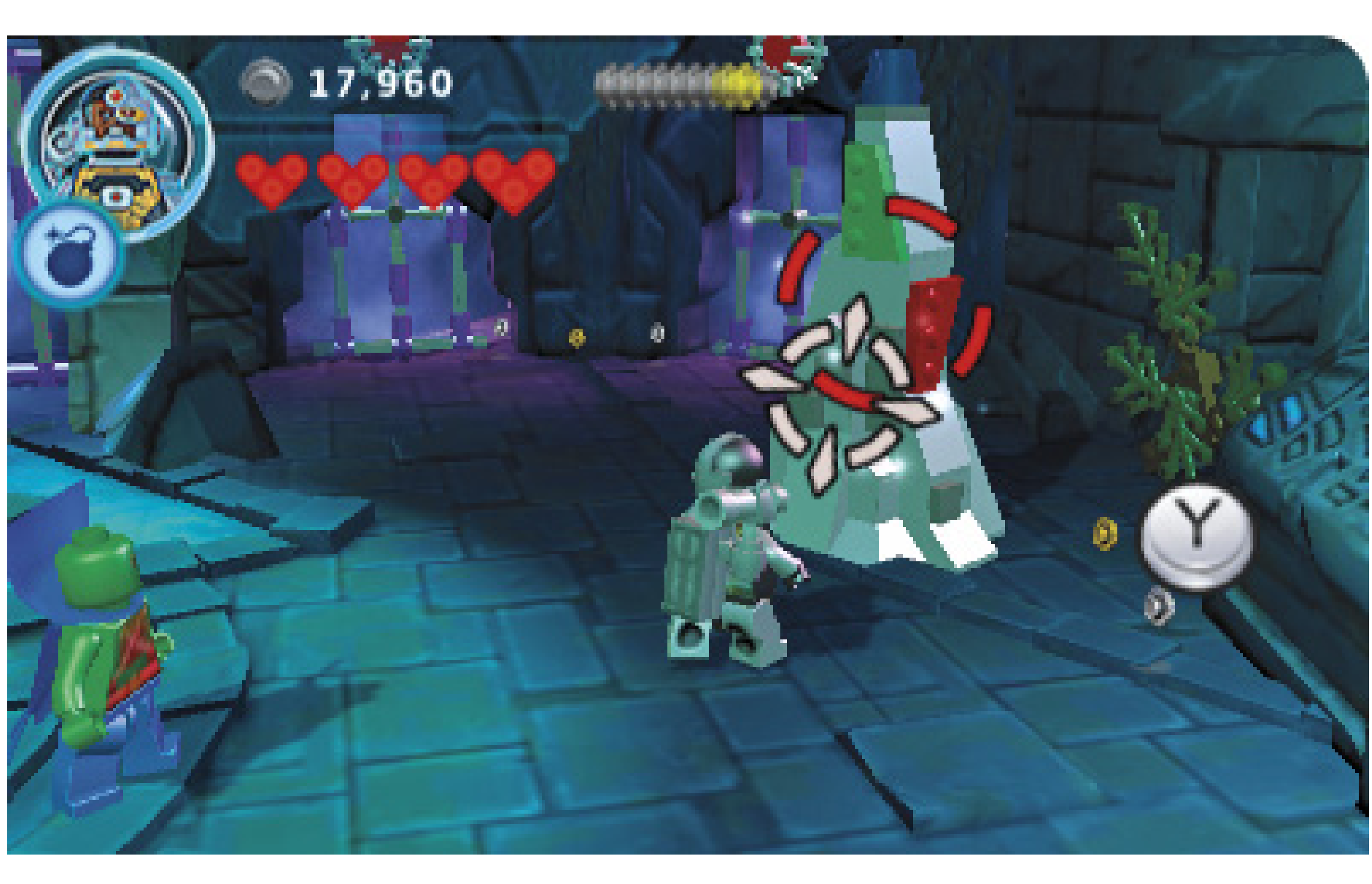


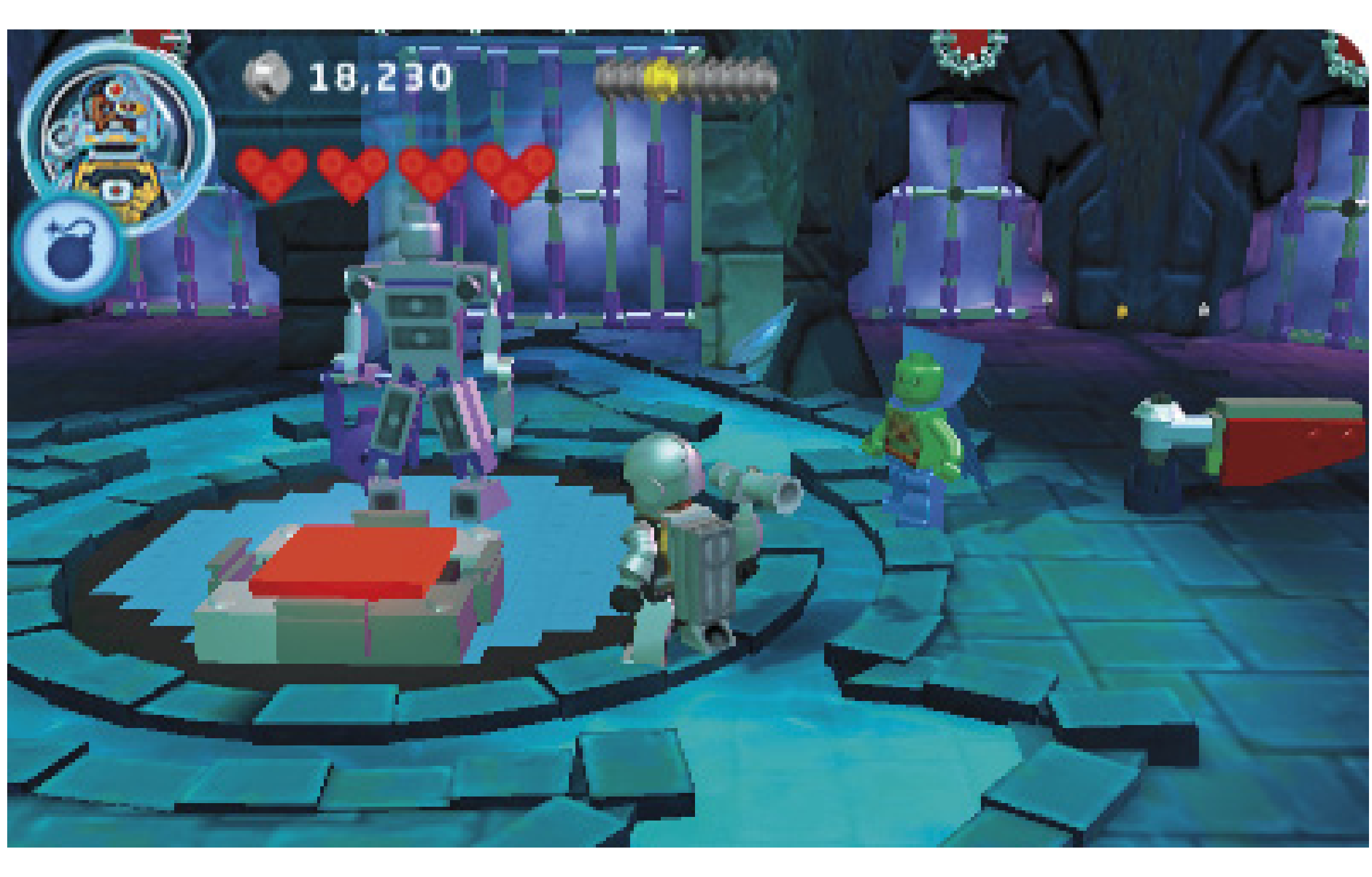
OBJECTIVE 4: CONFRONT THE INDIGO TRIBE

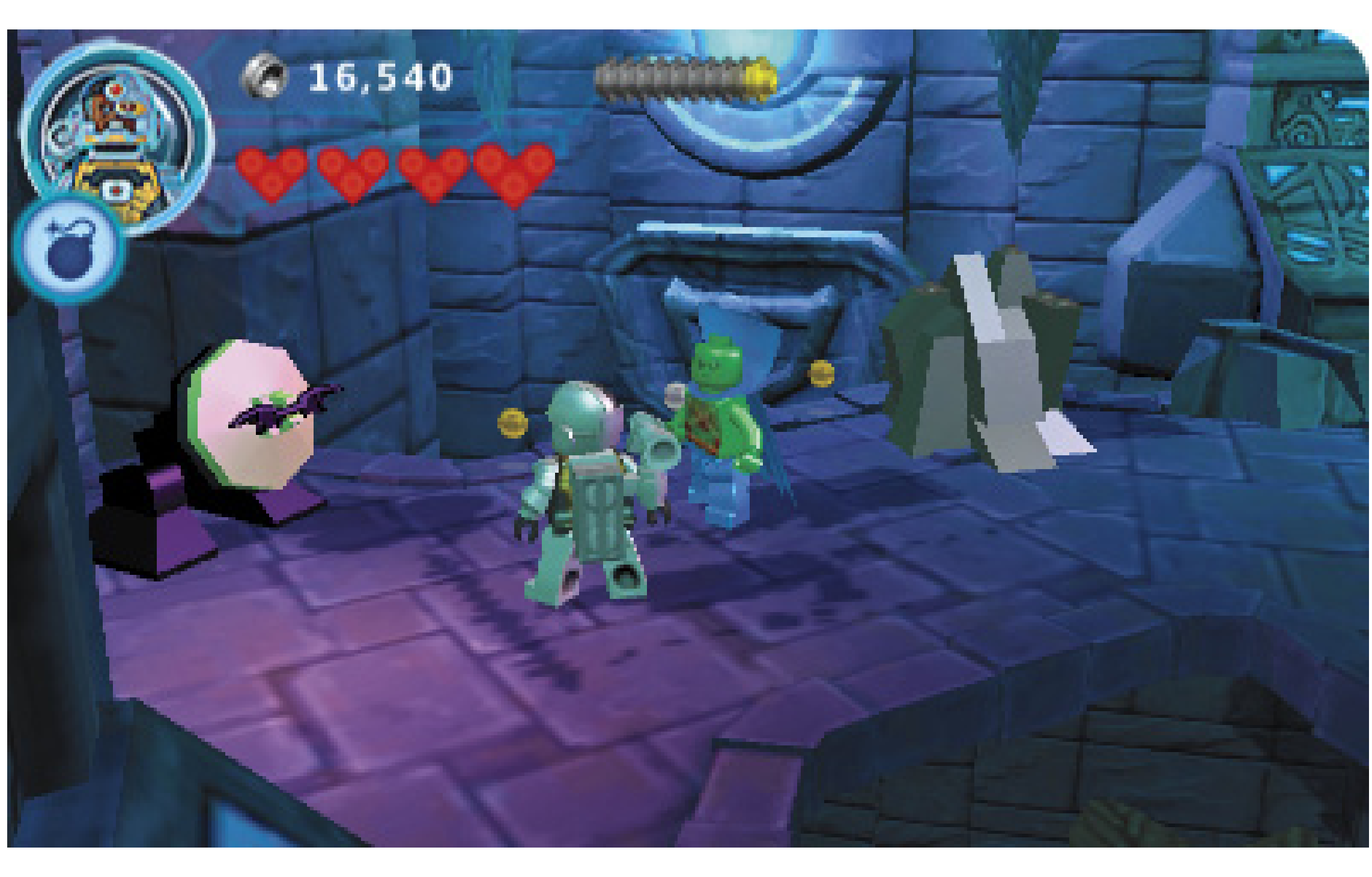
With the gate open, continue along the path until you are confronted by Indigo-1 and her guards. Fight off the guards. Once the guards have been defeated, have Cyborg destroy the silver LEGO spire on the right side of the prison cells. Build the bricks that spill out into a spinner switch.

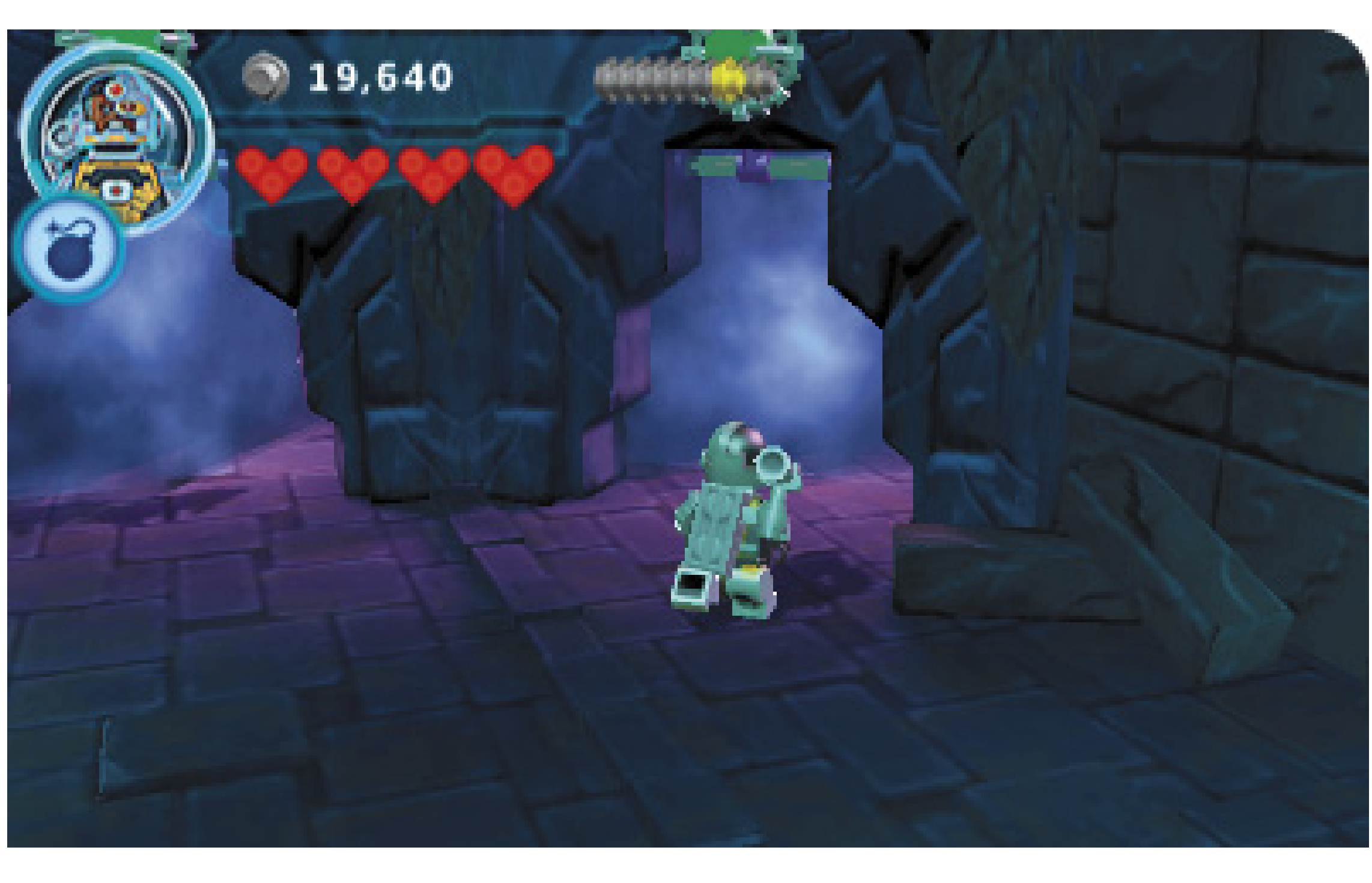
Don't forget to smash the Batman prop near the gate through which you entered the area.

> Batman Smash Challenge: 3 / 3









Spin the spinner switch to raise a statue in the center of the area. Jump onto the red switch that is near it. The statue opens the cells. Pay attention to the order in which the statue opens them.

With the cells open, a little puzzle follows. Step through the open cells in the same order in which the statue opened them. Successfully doing so opens the center cell and ends the level. If you pass through the wrong cell, you must press the red switch again.

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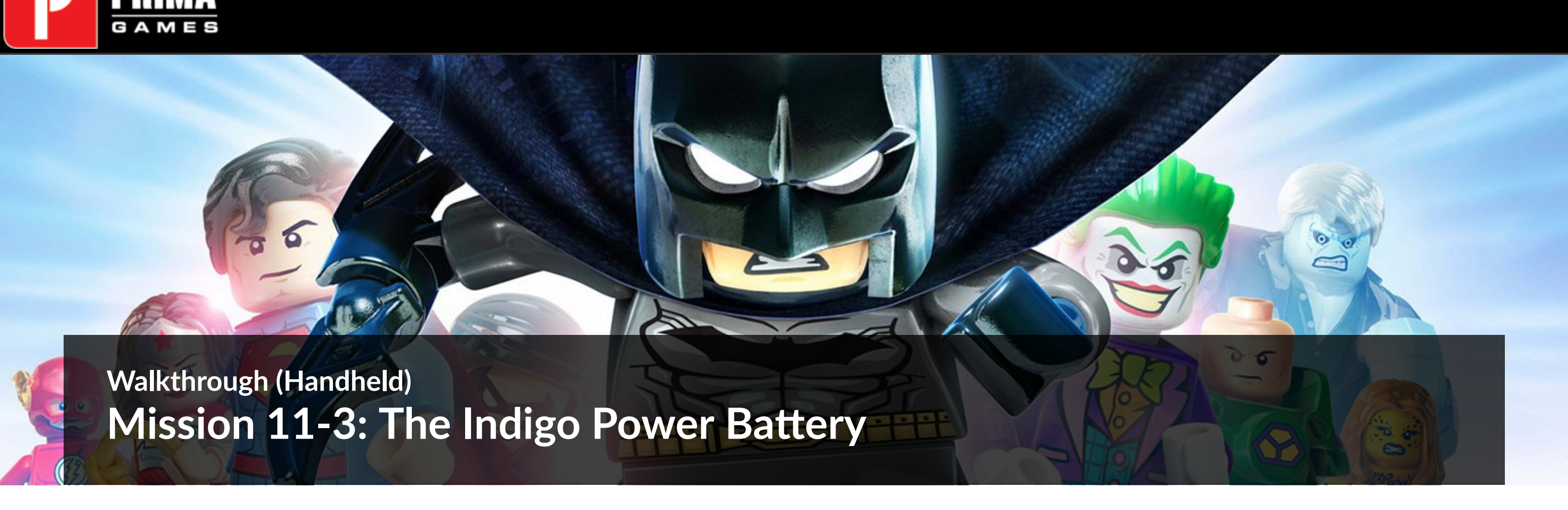


Walkthrough (Handheld)

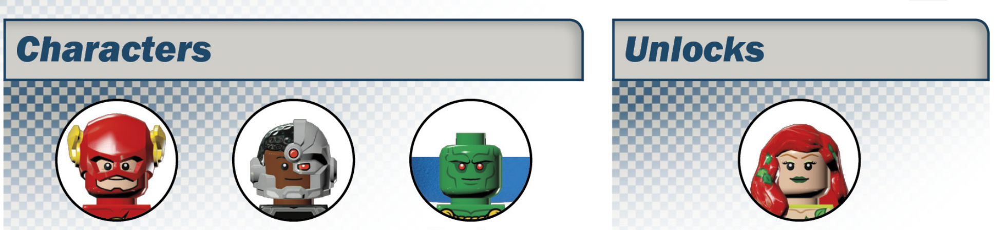
Mission 11-3: The Indigo Power Battery

WALKTHROUGH 11-3 MISSION

The Indigo Power Battery

Characters

Unlocks



The Flash **Cyborg** **Martian Manhunter**

Poison Ivy
(The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 6,800 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first prop is above the door on the left, the second is in the upper left corner, and the third is in the upper right corner.
Combat Challenge: Counters	Any	Perform 3 counters. After Indigo-1 drops the cages of enemies, perform counters to rack up your score.
The Joker Card	Any	Use Martian Manhunter to fly behind the Power Battery. The Joker Card is behind it.

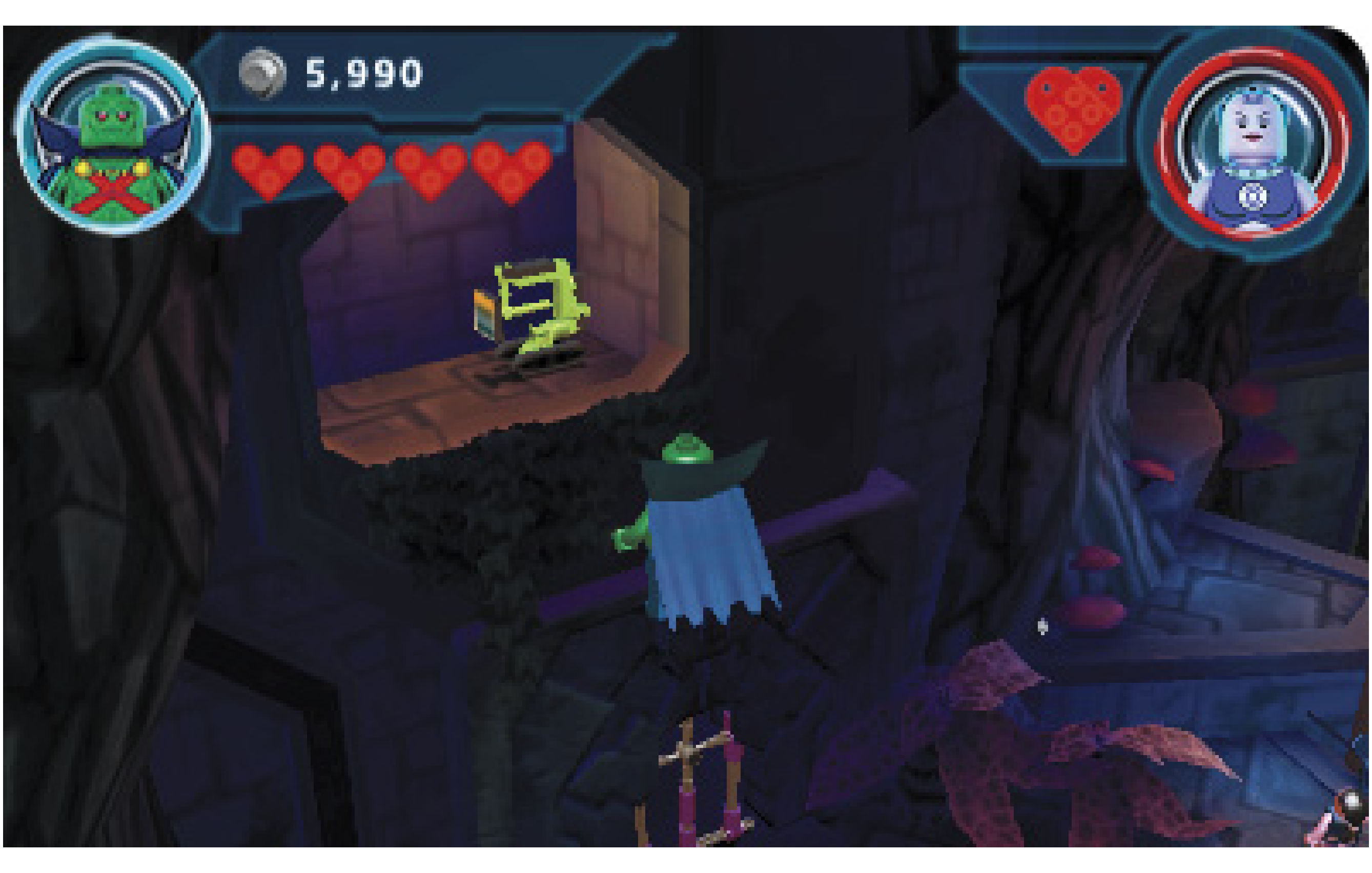
OBJECTIVE 1: RESTORE THE POWER BATTERY

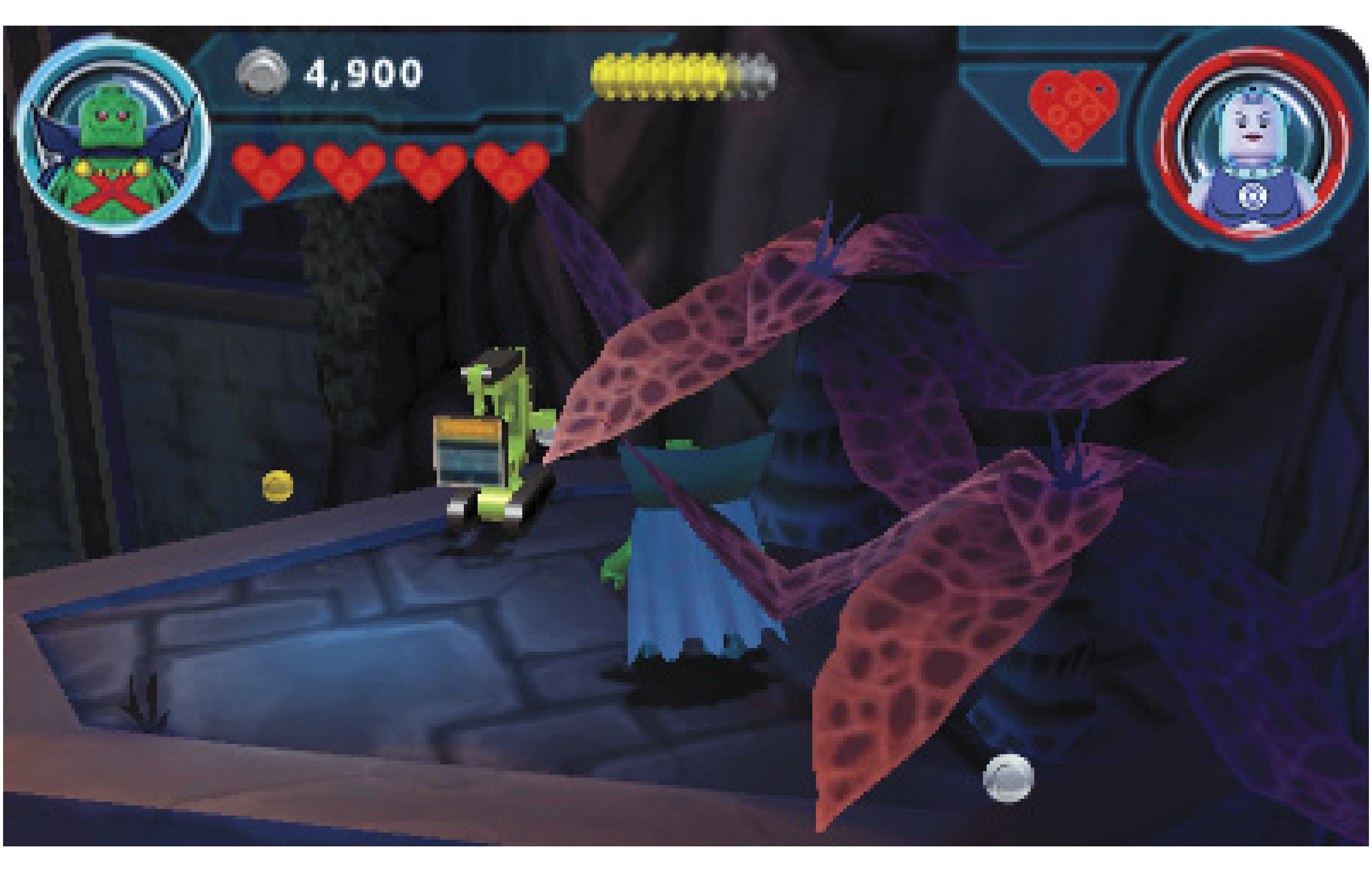
Before you begin the fight with Indigo-1, take a moment to locate and smash the three Lex Luthor props. One is above the door on the left side of the area. The second is in the upper left corner among some leaves. The third is in the upper right corner.

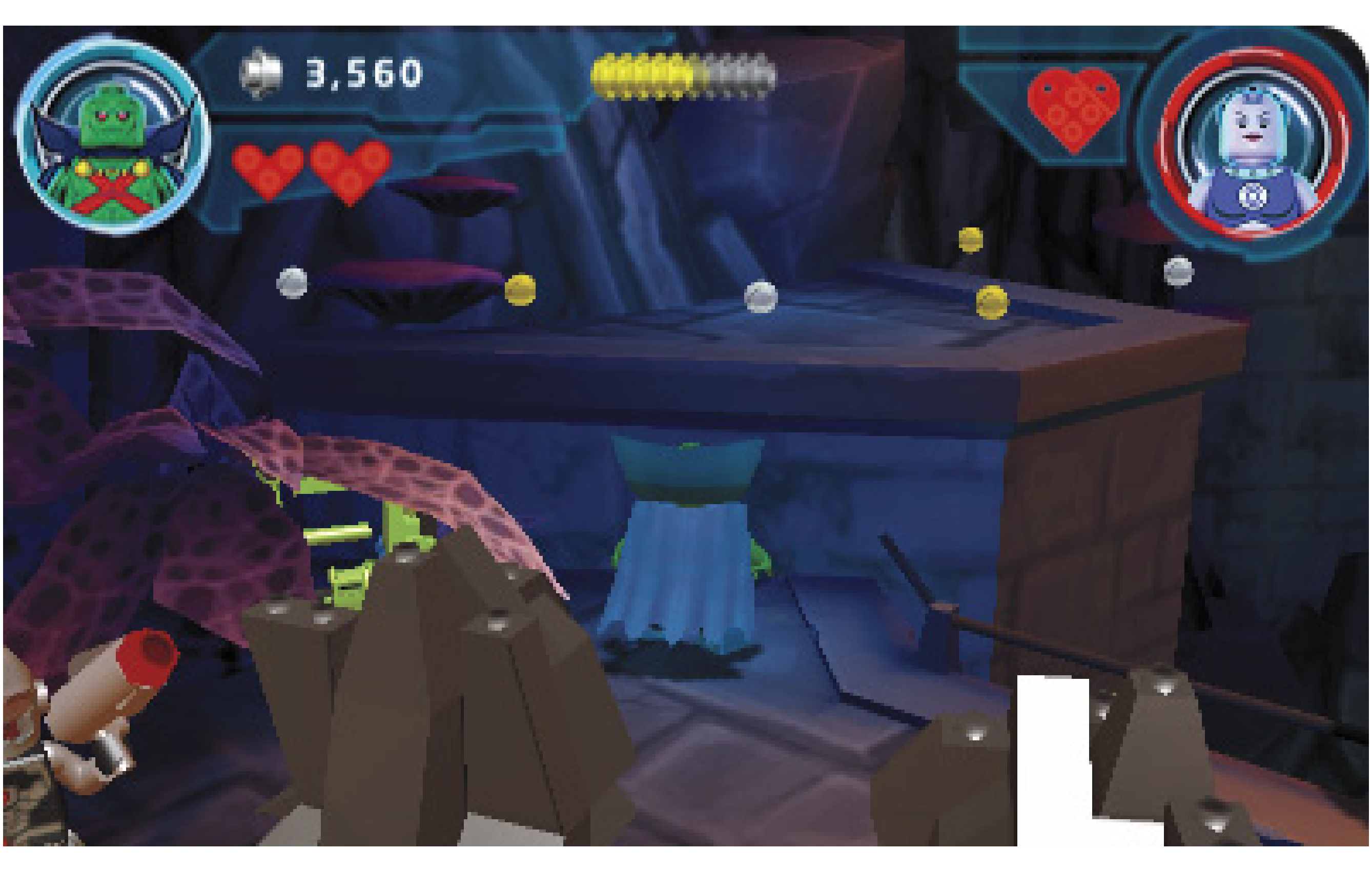
> Lex Luthor Smash Challenge: 3 / 3

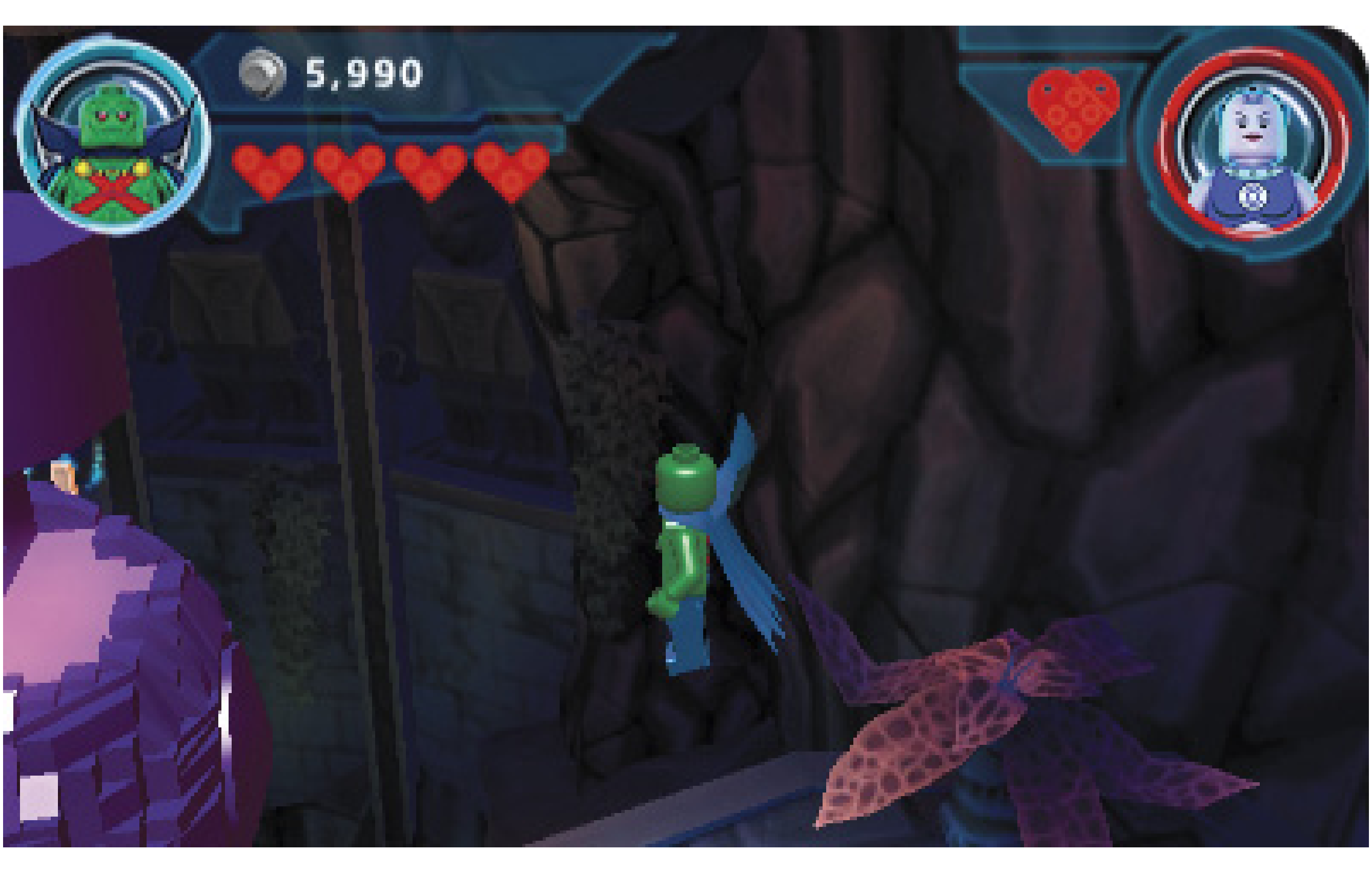
Next, use Martian Manhunter to fly behind the Power Battery and claim The Joker Card from behind it.

> The Joker Card



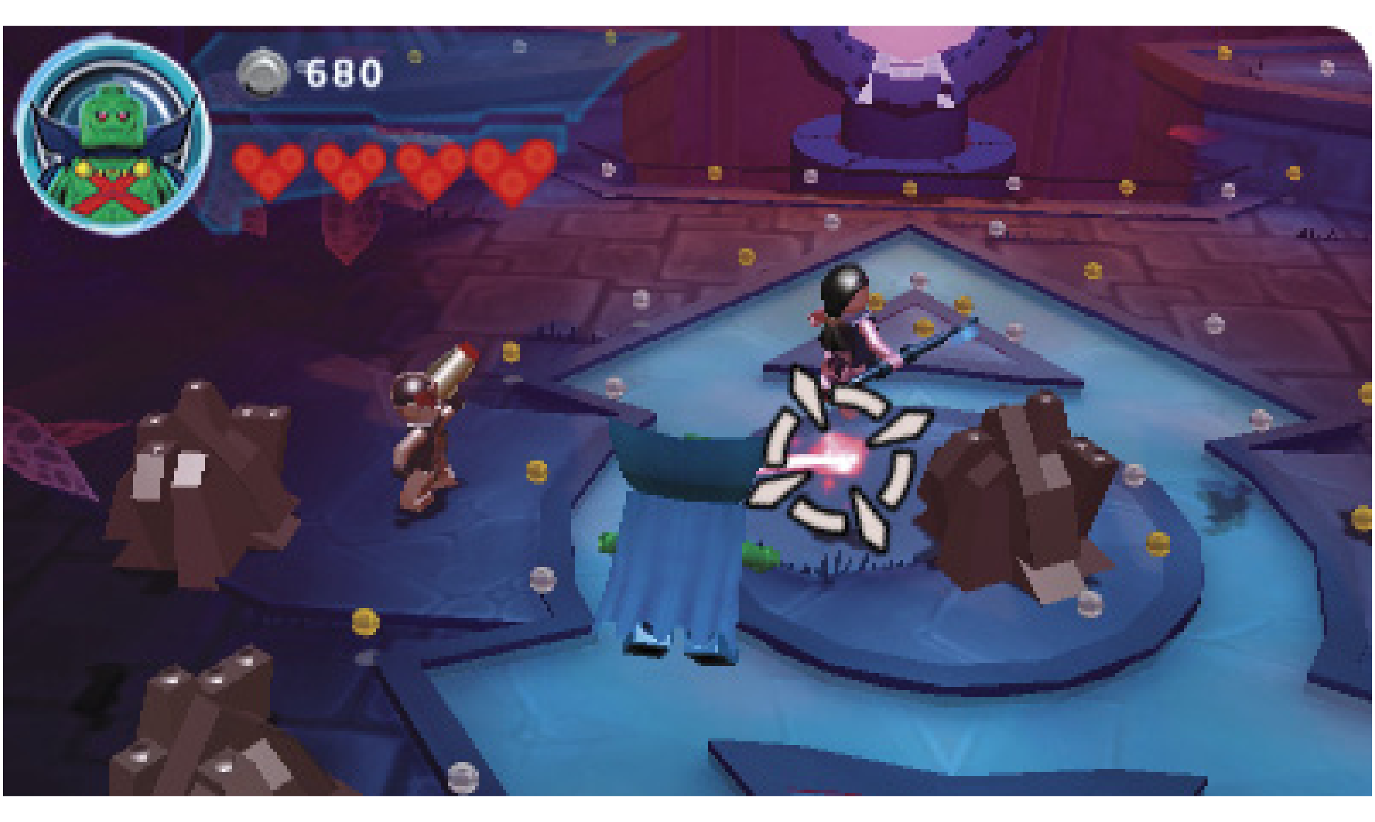


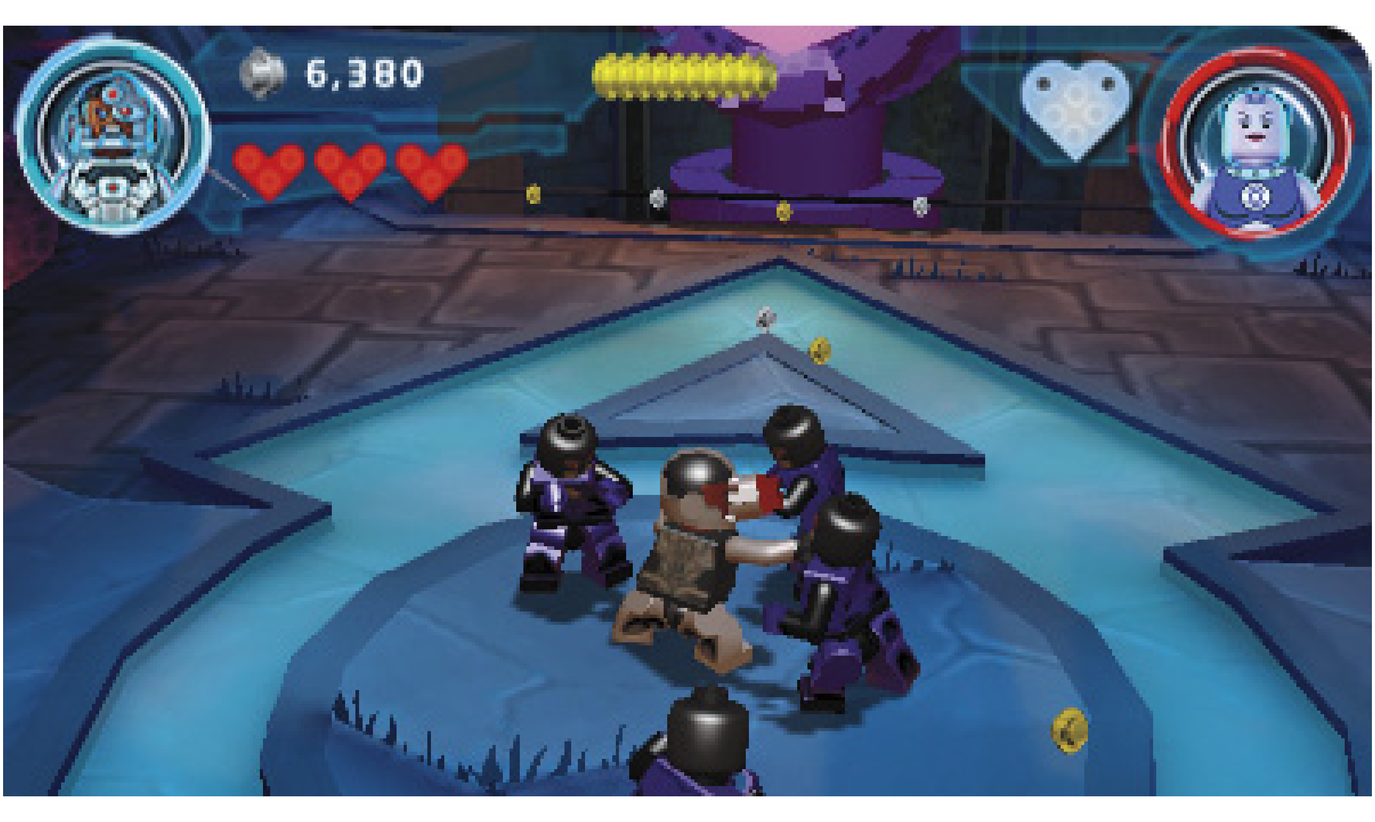




Indigo-1 does not get stunned during your attacks, so keep that in mind when you engage her. The easiest way to attack her is by hovering in the air as Martian Manhunter. That way you can use your laser to keep your distance from her.

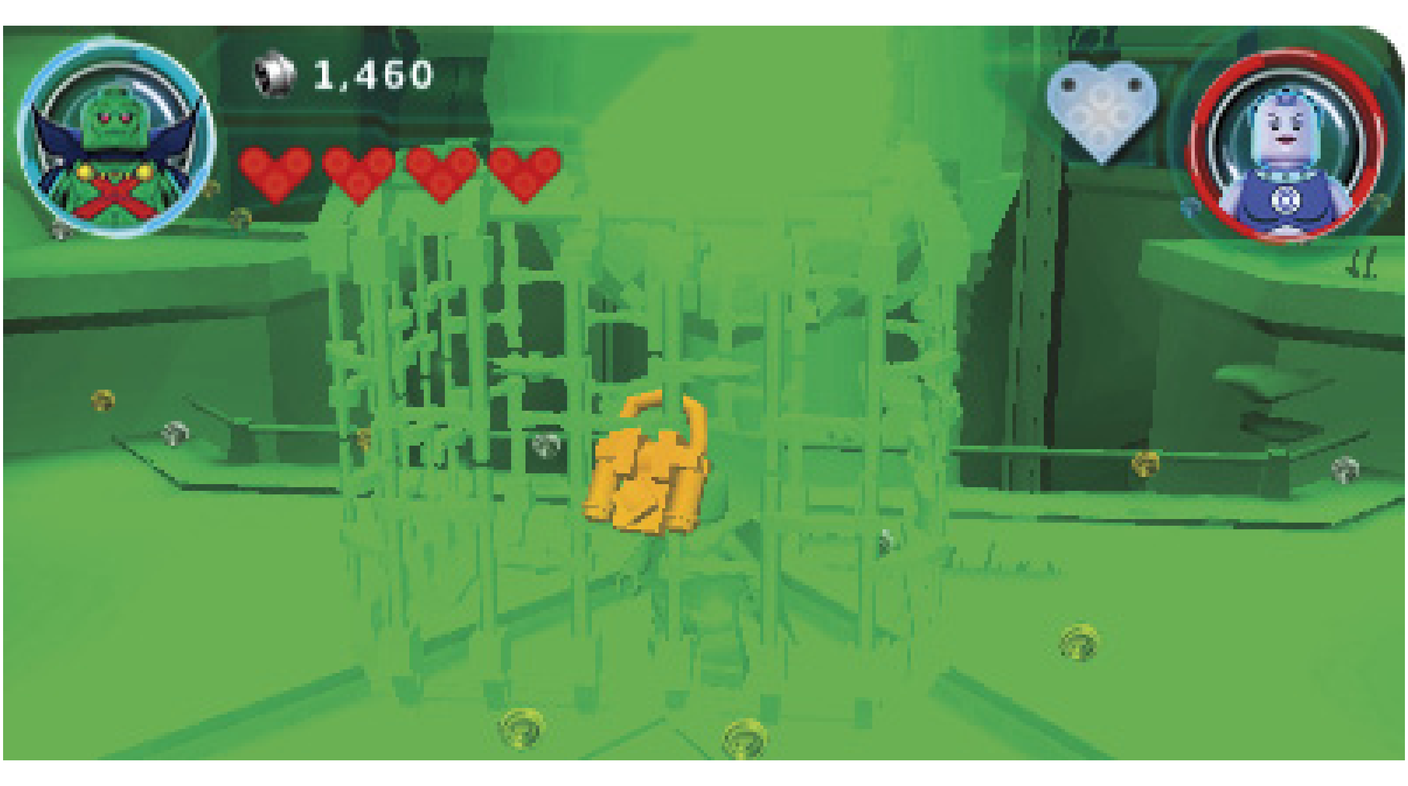
After she has taken some damage, she cuts loose cages from the ceiling. Inside are some baddies waiting to fight with you. Perform some swift counters to complete the combat challenge while dispensing some justice.





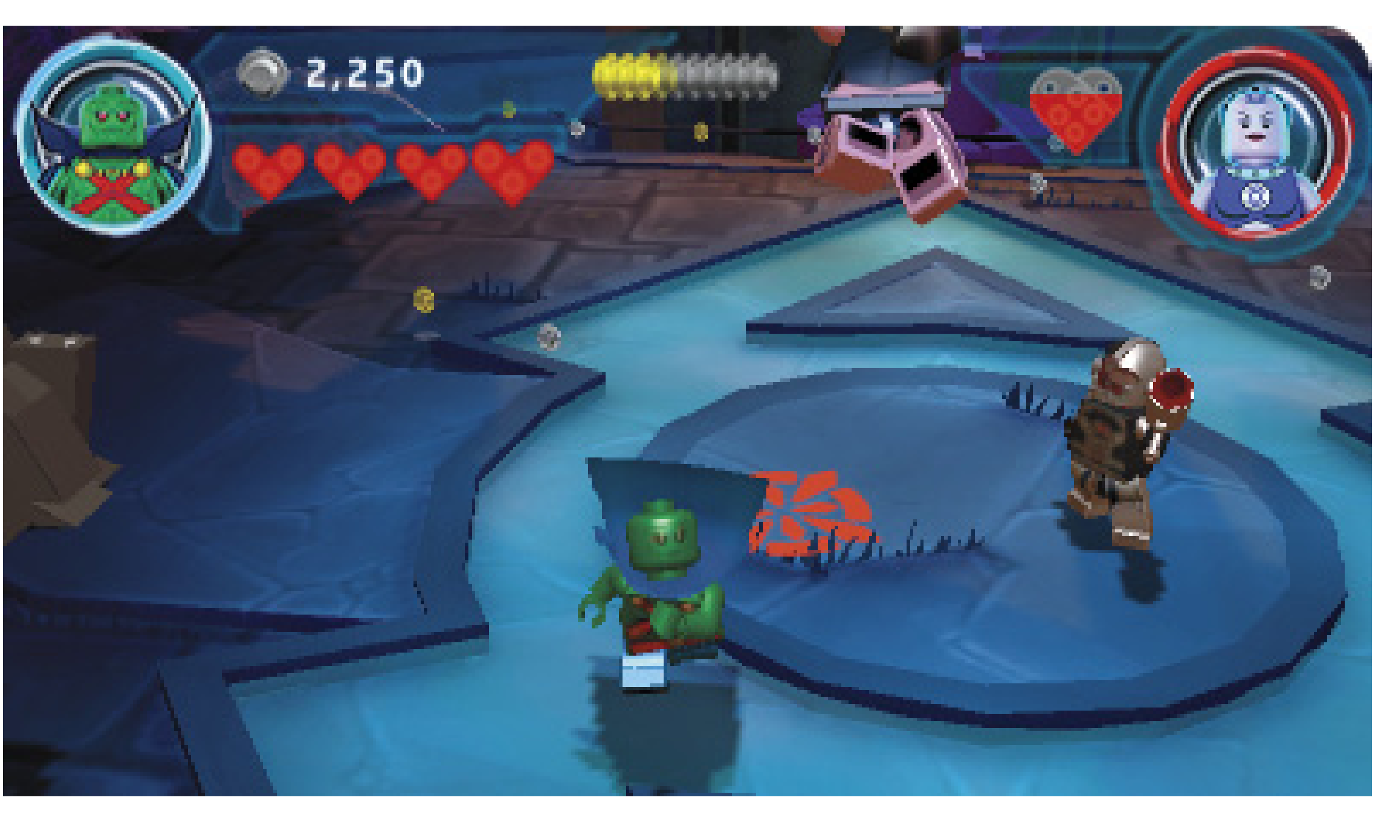
> Combat Challenge: Counters

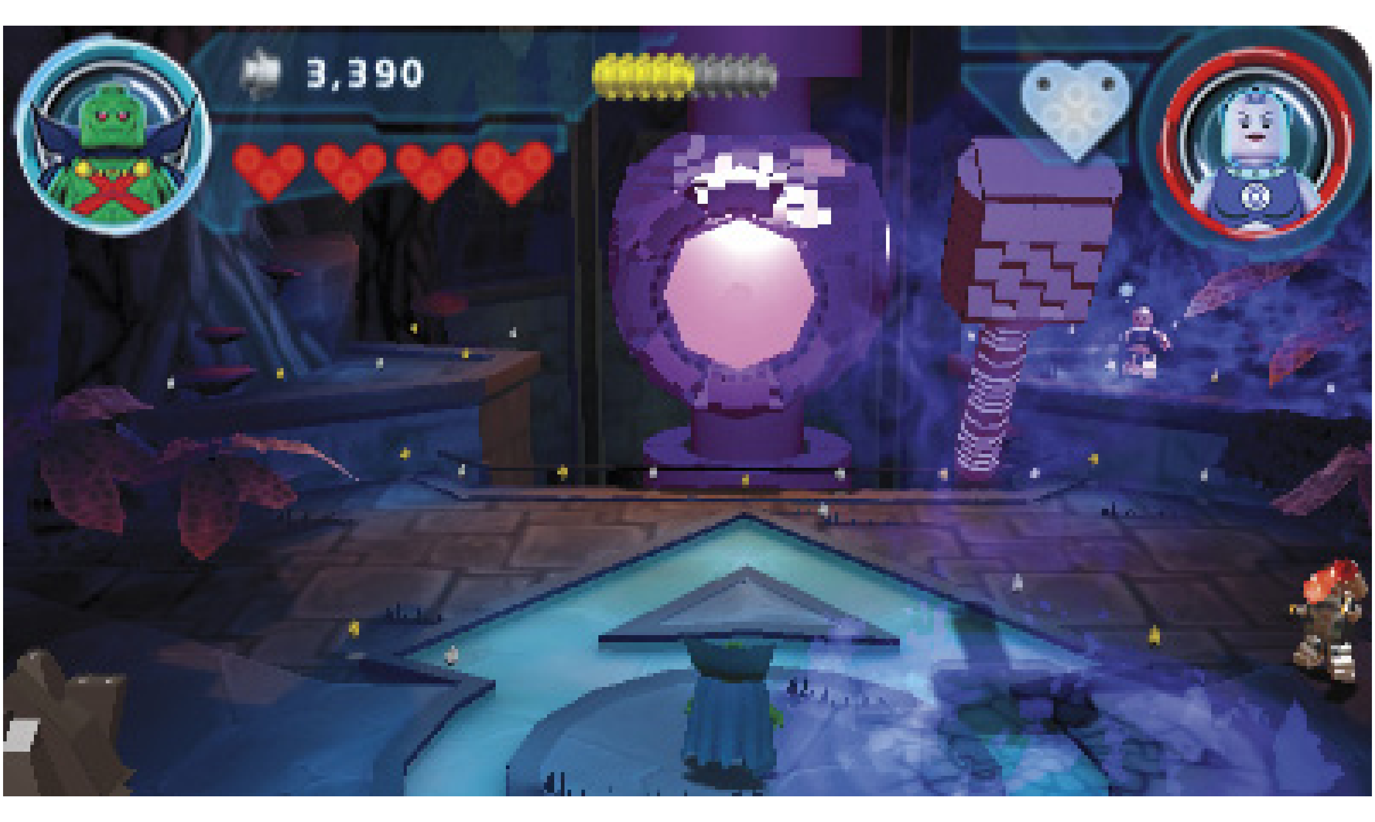
With her goons defeated, she traps your current character in a cage. To free them, use Martian Manhunter's Detective Mode to reveal a gold LEGO padlock on the cage. Use a laser to destroy it and build the bricks left behind into a piece of the Power Battery.



Even if you are imprisoned, you can still destroy the padlock from the inside.

Indigo-1 rejoins the fight. This time, she tries to ground smash you. Keep moving and pay attention to the red reticle that appears on the ground to evade her. As before, staying in the air and bombarding her with lasers is preferable.

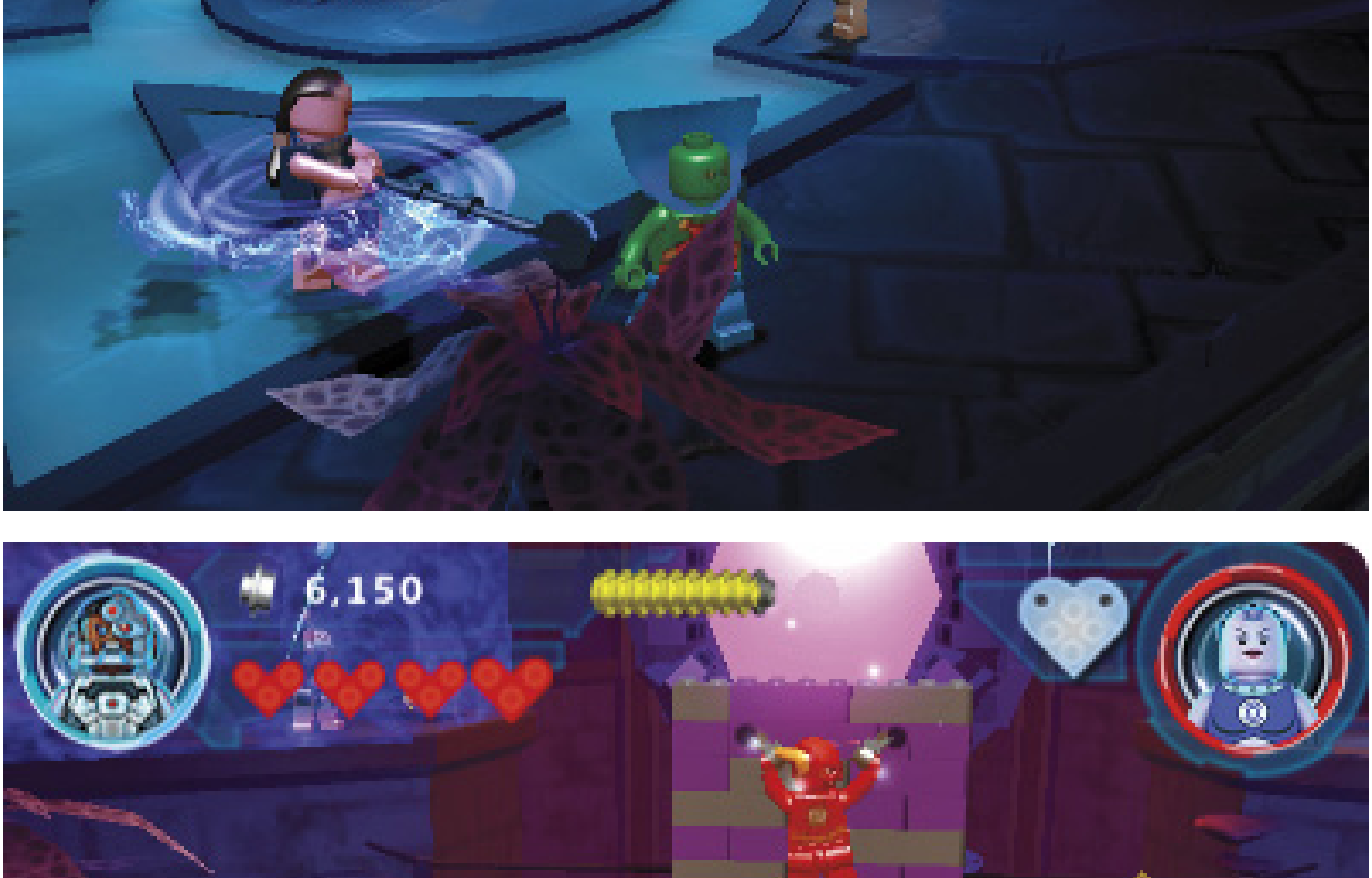


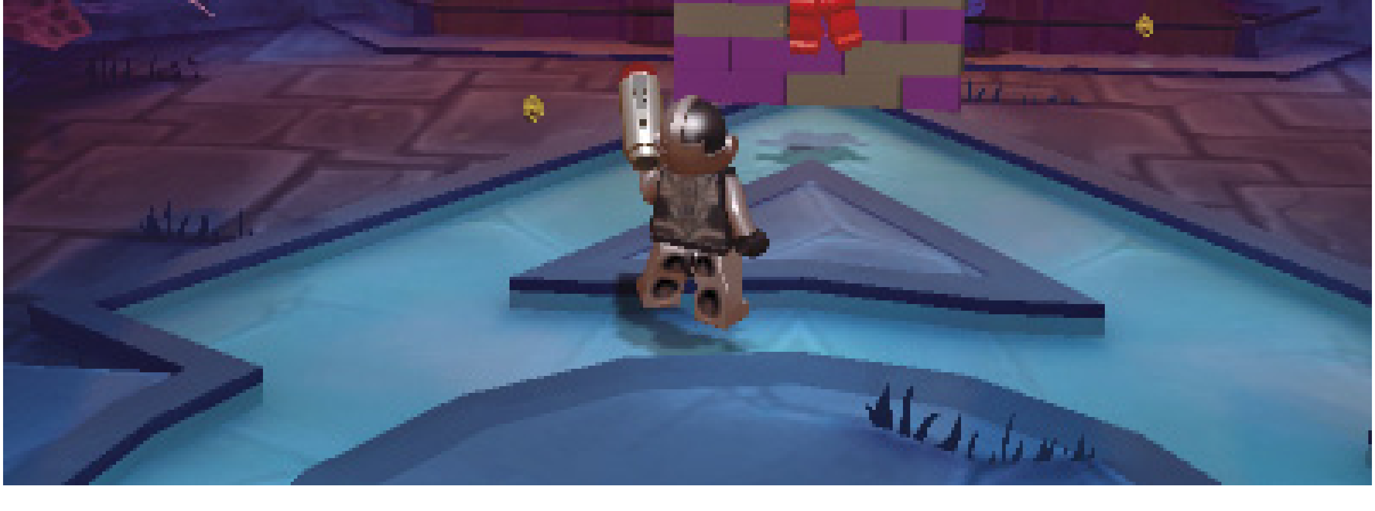


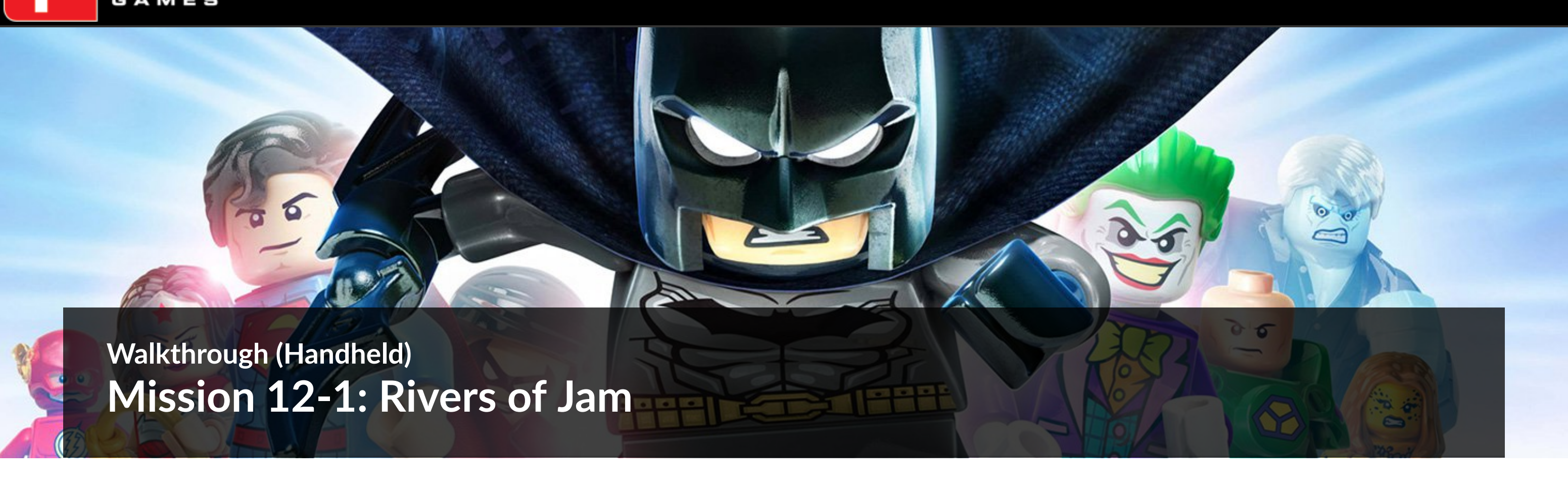
After taking some more damage, Indigo-1 retreats and drops another cage of enemies again. After you defeat the baddies, Indigo-1 unleashes a giant hammer on you. Dodge it until it shatters itself against the wall. Build the bricks left behind into part of the Power Battery.

Indigo-1 changes her attack pattern again. This time, she swings her staff in circles … until she gets dizzy, that is. Take the opportunity to attack her while she's stunned. After taking more damage, she drops more cages.

Take out the goons and then Indigo-1 unleashes another trick. This time, she takes hold of The Flash. Equip Cyborg with the Demolition Suit and destroy the silver LEGO shackles holding The Flash. Build the bricks that are left behind into the final piece of the Power Battery and end the level.







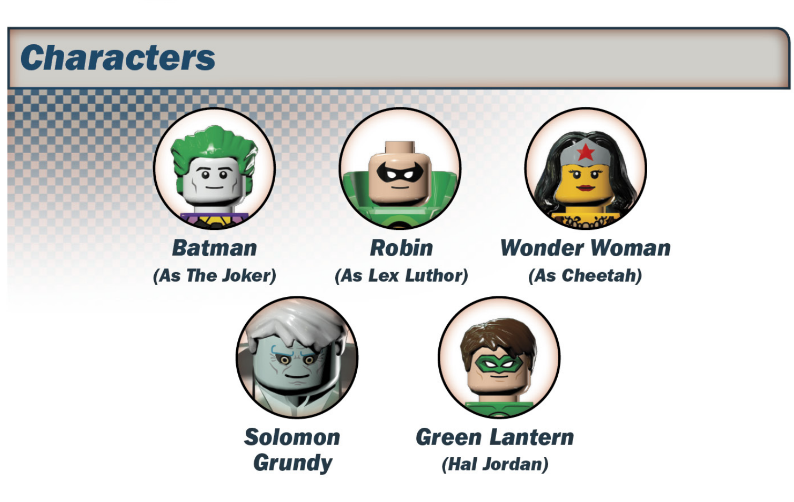
Walkthrough (Handheld)

Mission 12-1: Rivers of Jam

WALKTHROUGH 12-1 MISSION

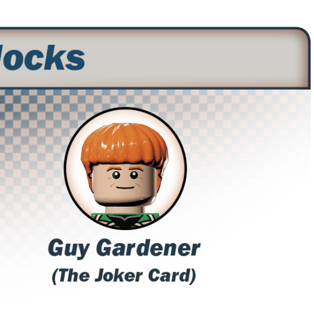
Rivers of Jam

Characters



Batman (As The Joker)
Robin (As Lex Luthor)
Wonder Woman (As Cheetah)
Solomon Grundy
Green Lantern (Hal Jordan)

Unlocks

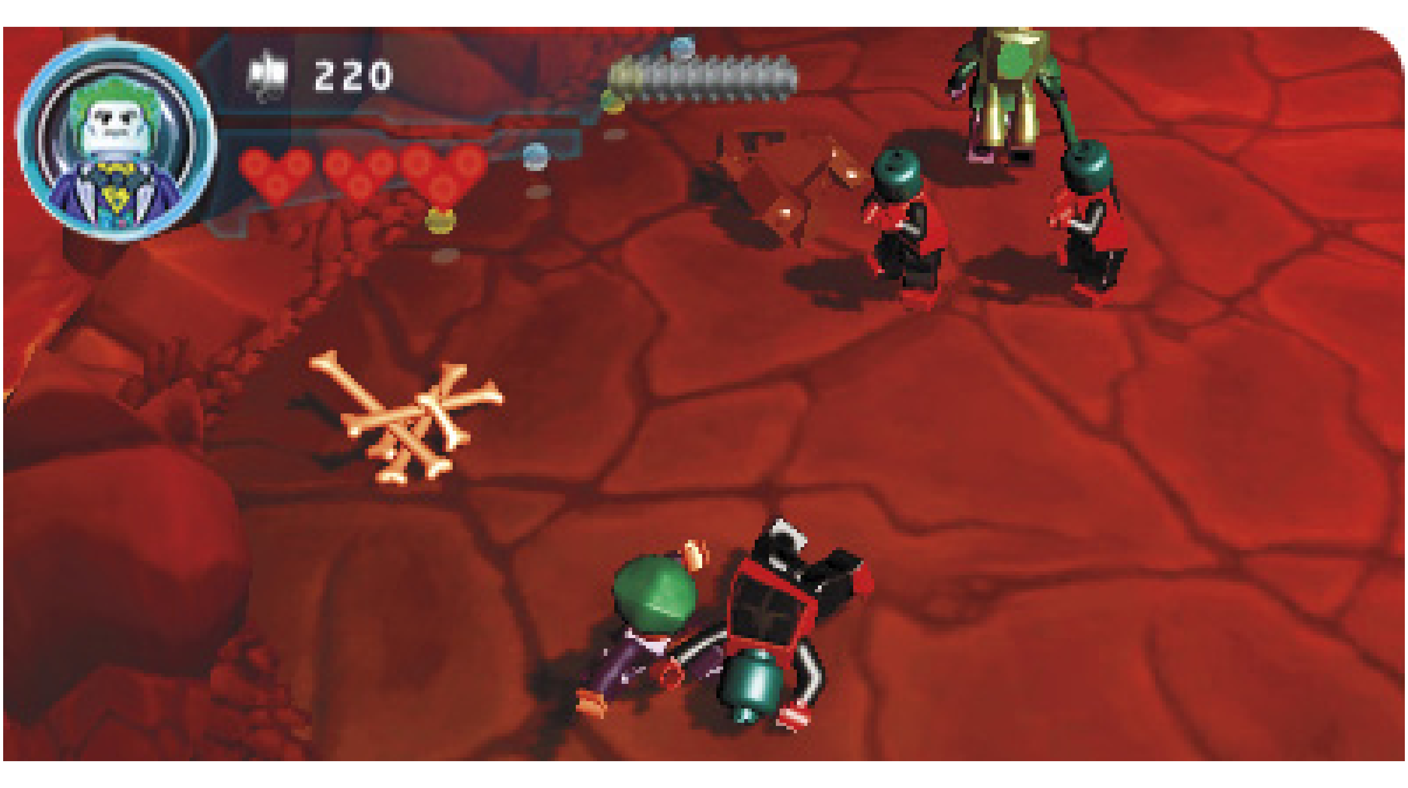


Guy Gardener (The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 15,000 studs.
Batman Smash Challenge	Any	Destroy 3 Batman props. The first Batman prop is near the force field door at the start of the level, the second is to the right of the hyper strength door near the jam, and the third prop is to the left of the statue.
Combat Challenge: Counters	Any	Perform 3 counters. At the start of the level, you're in the fight. Take a moment to repeatedly counter your foes' attacks.
The Joker Card	Free Play	After destroying the downed craft, head down the right path past the hyper strength door. Destroy the silver LEGO boulders to reveal The Joker Card.

OBJECTIVE 1: DROP THE FORCE FIELD



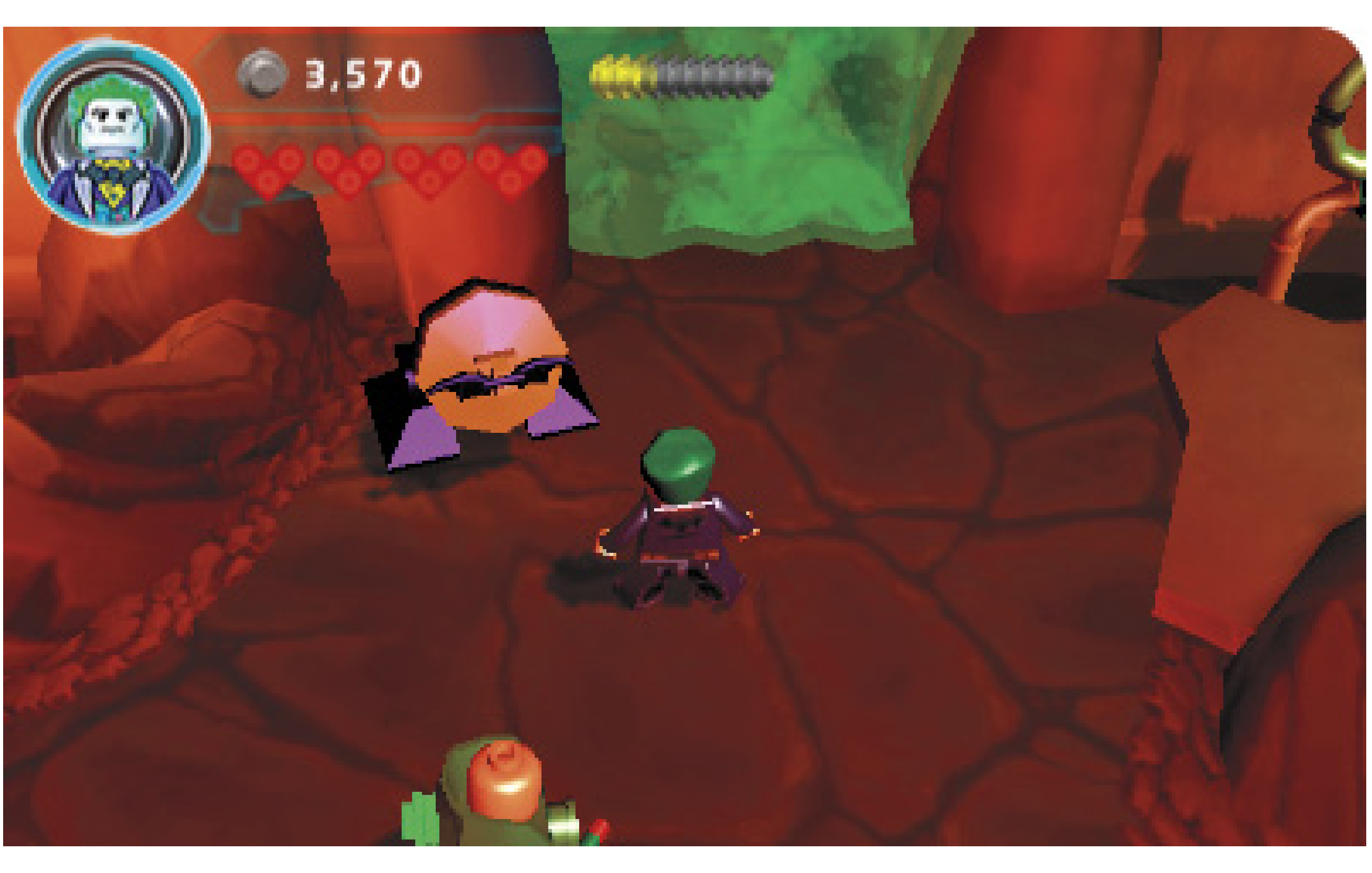
From the get-go, you are assaulted by a group of Red Lantern goons. Take them out using counters to complete the combat challenge before you move on.

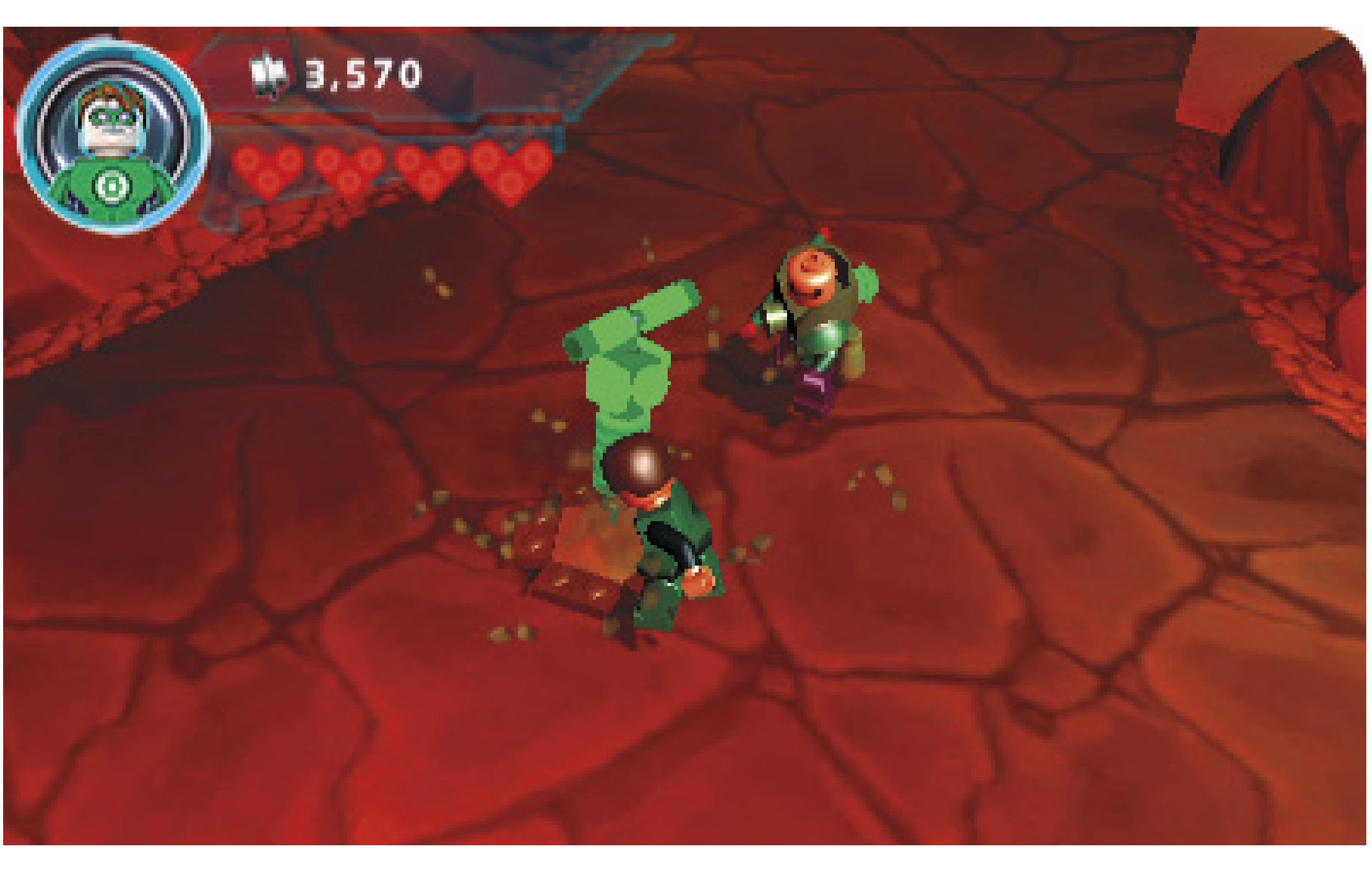
> Combat Challenge: Counters

Smash the Batman prop near the force field-protected door.

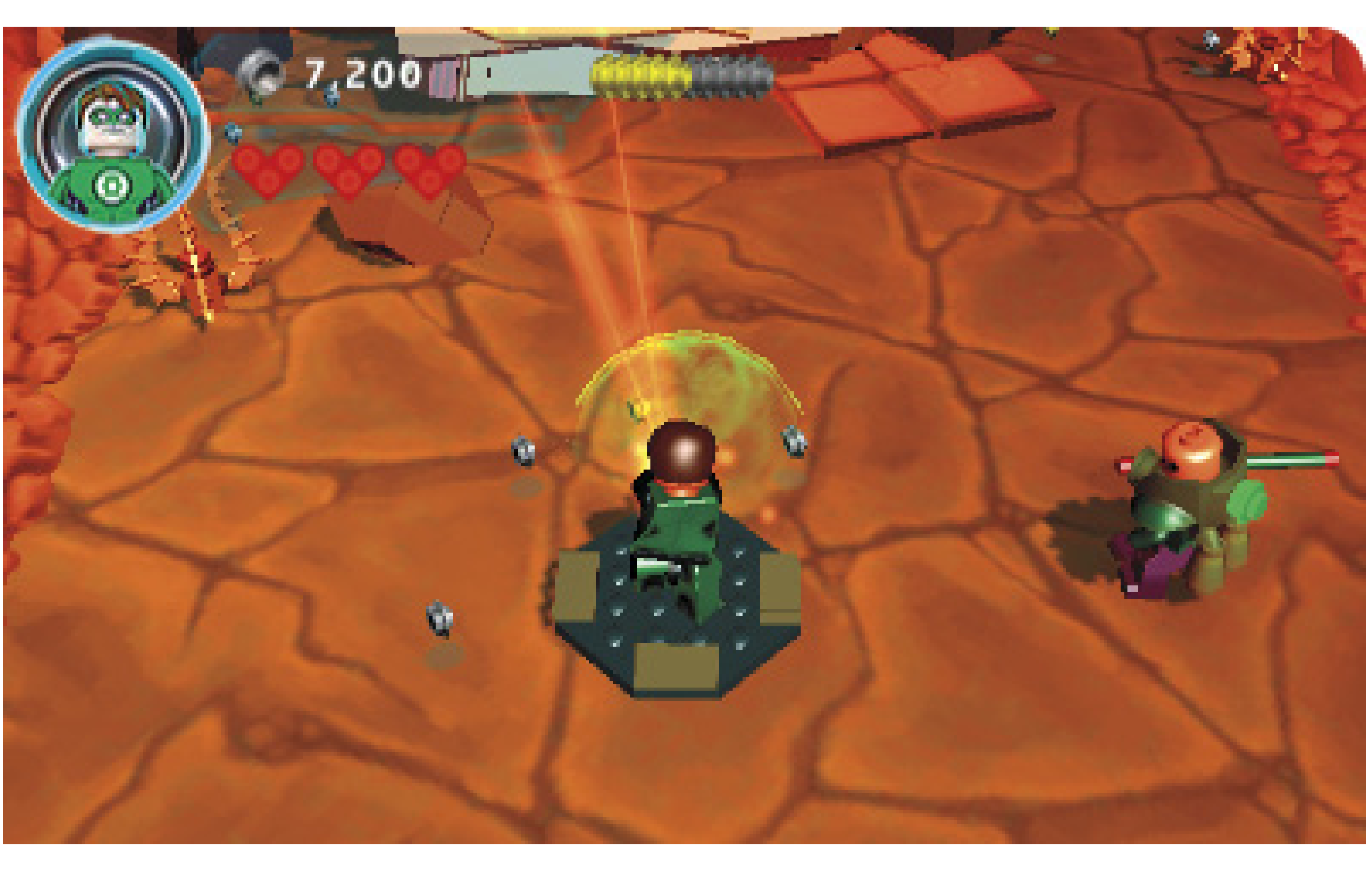
> Batman Smash Challenge: 1 / 3

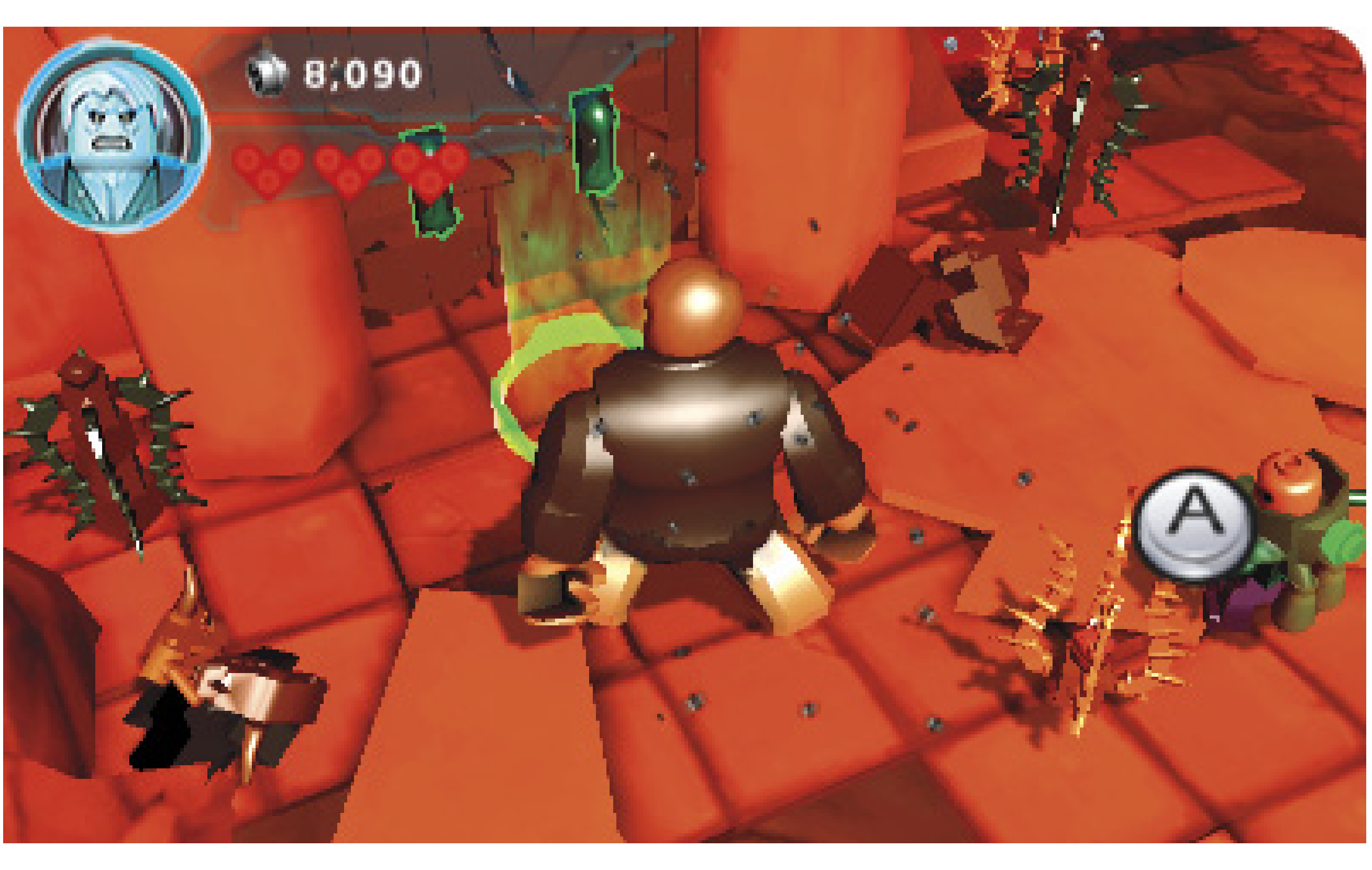
Break up the rocks to find a dig spot. Have Green Lantern dig into it to find some bricks to build a lantern pad. Interact with the pad to build a crowbar that rips the valve off the nearby wall, shutting down the force field.

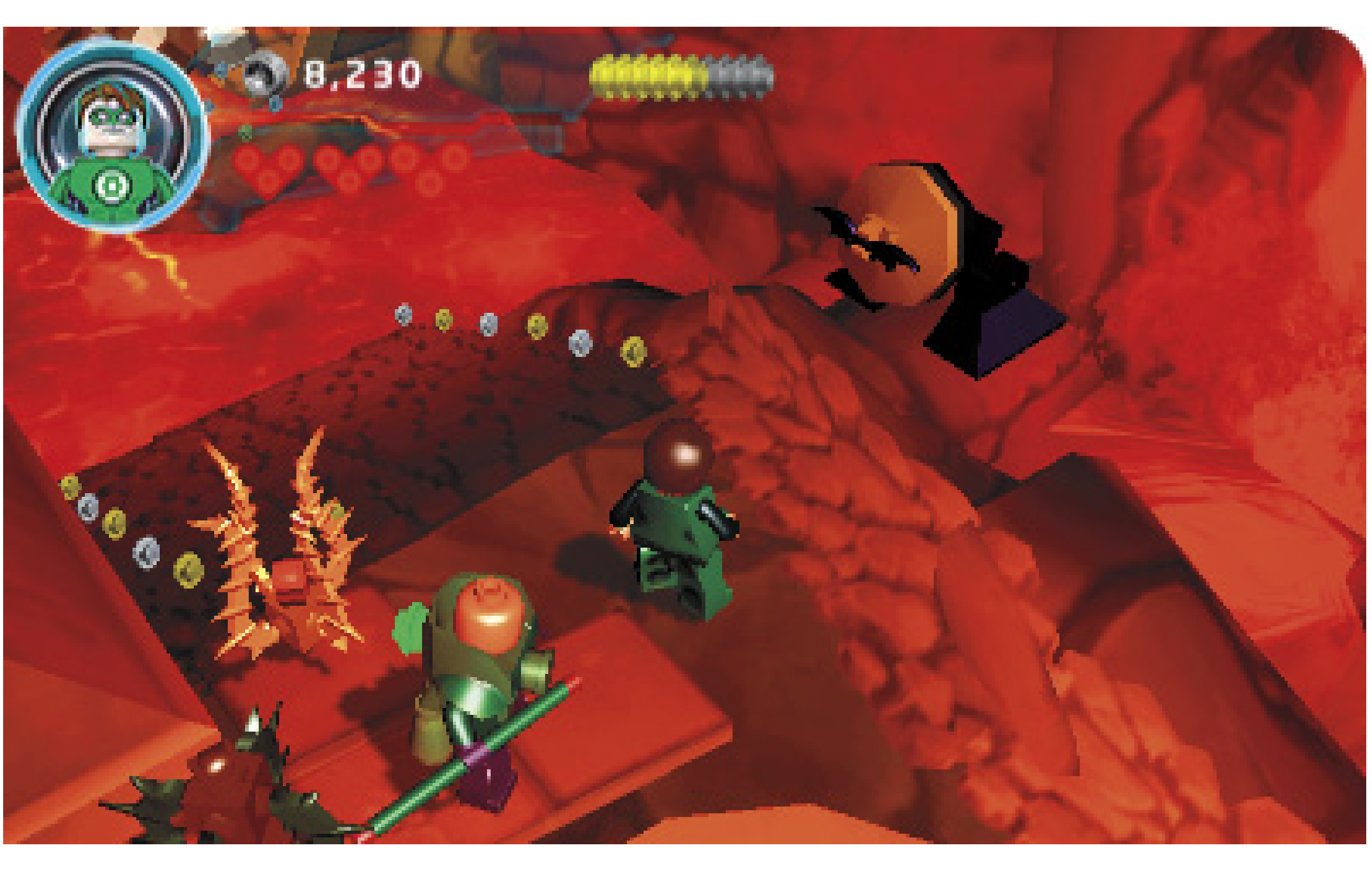




OBJECTIVE 2: BUILD THE BRIDGE







With the force field down, make your way to the north. Beat down the goons you come across and soon you have a laser to contend with. Smash up some of the nearby rocks to find bricks to build into a shield deflect pad. Use Wonder Woman to deflect the laser.

After you deflect the downed space craft's laser back at it, more goons arrive on the scene. Deal with them and then have Solomon Grundy pull at the nearby hyper strength handles to rip the door from its hinges.

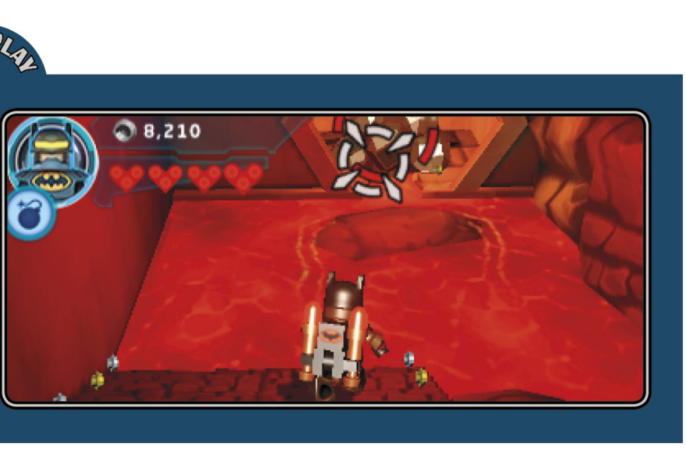
Along the right side, you find a Batman prop to smash.

> Batman Smash Challenge: 2 / 3

FREE PLAY

During Free Play, head down the stairs on the right side of the hyper strength door. At the end of the path, there are some silver LEGO boulders. Have a character with explosives destroy the silver LEGO to reveal The Joker Card.

The Joker Card

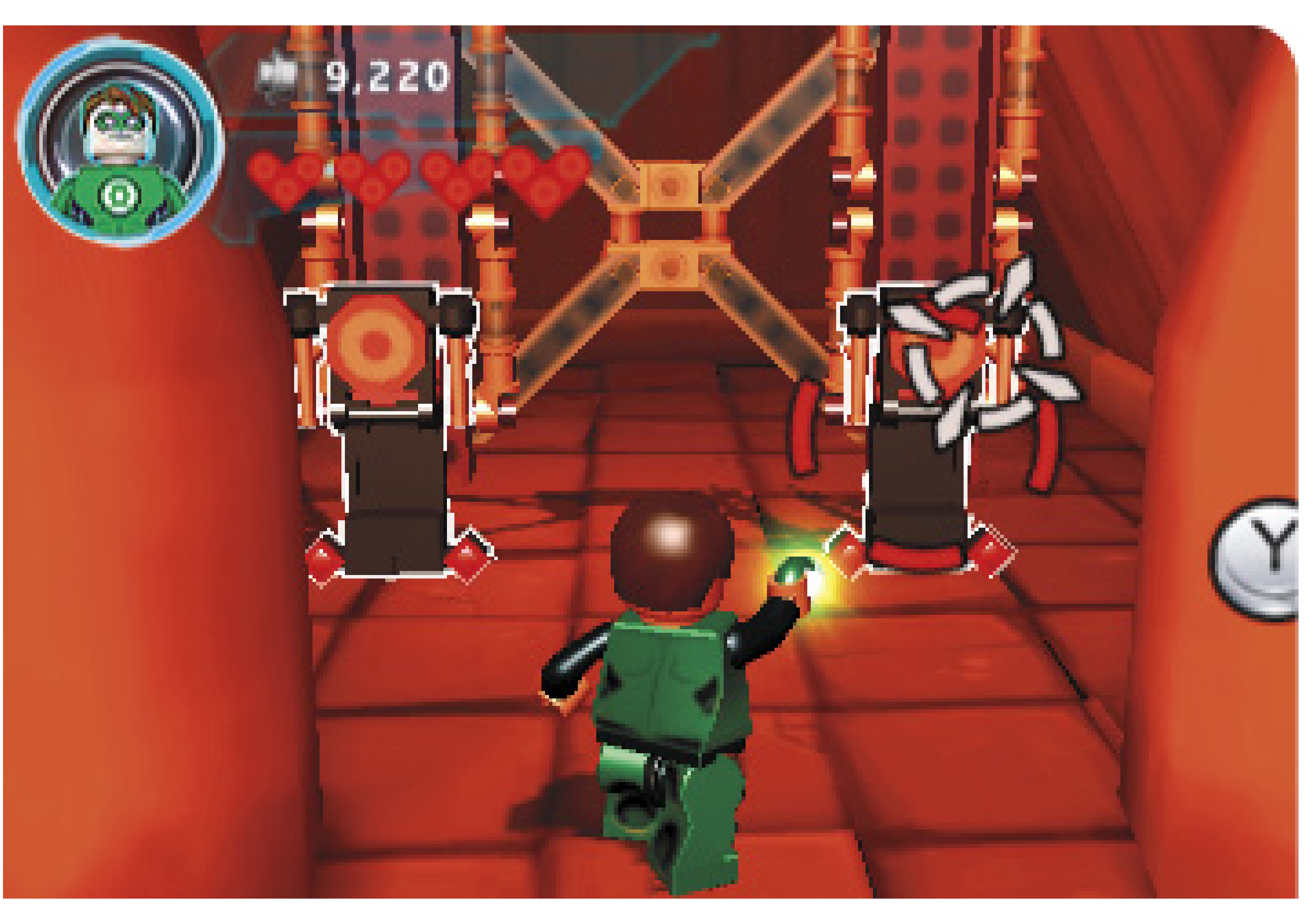


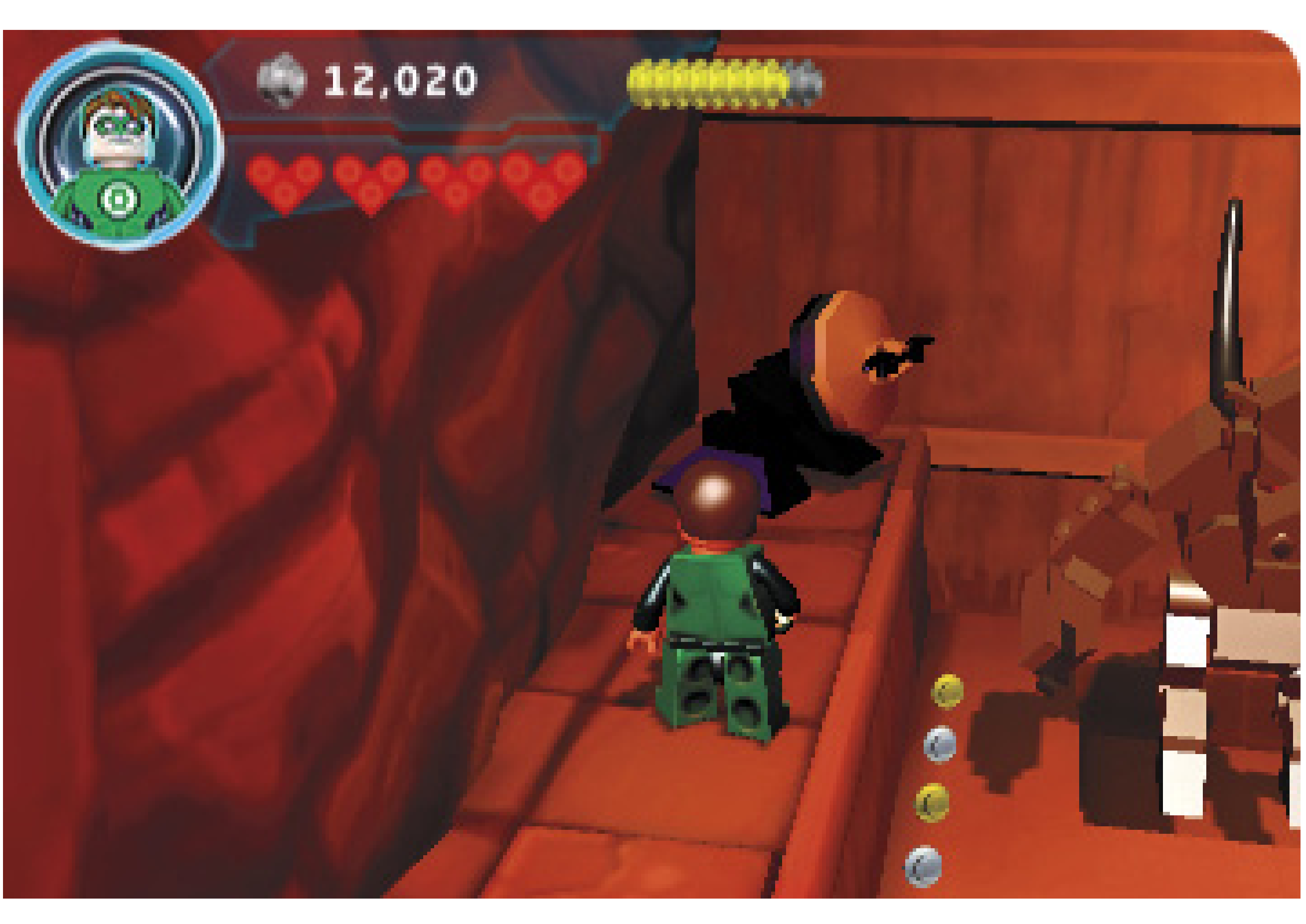
Behind the door that Solomon Grundy tore loose, you find two targets. Shoot them with a ranged attack to bring down the stairs.

Ascend the stairs and smash the statue for some LEGO bricks. Build these bricks into a sphere spot. Use Green Lantern to spin the sphere spot to extend a bridge across the chasm to the right of where the statue stood.

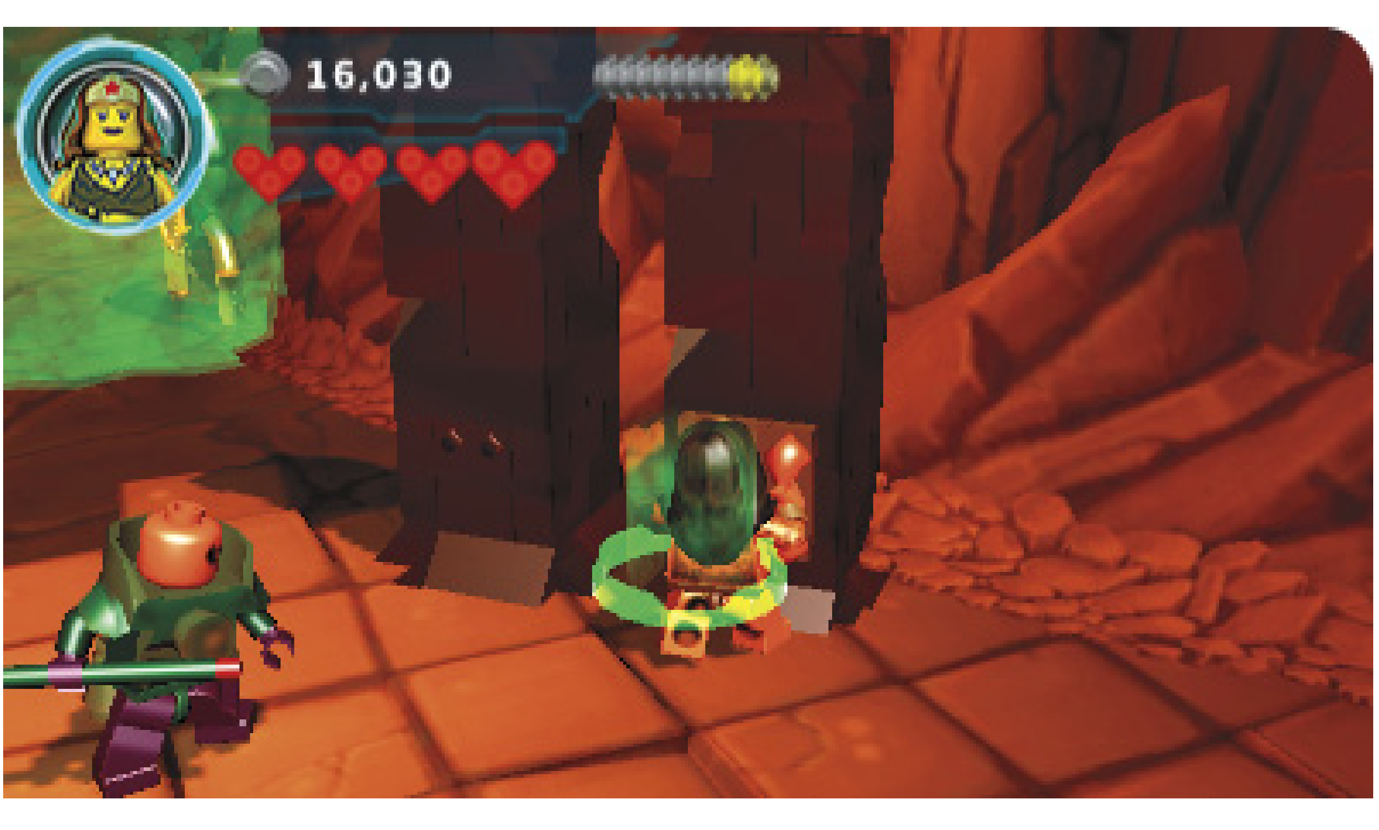
Don't forget to smash the Batman prop to the left of the statue after you climb the stairs!

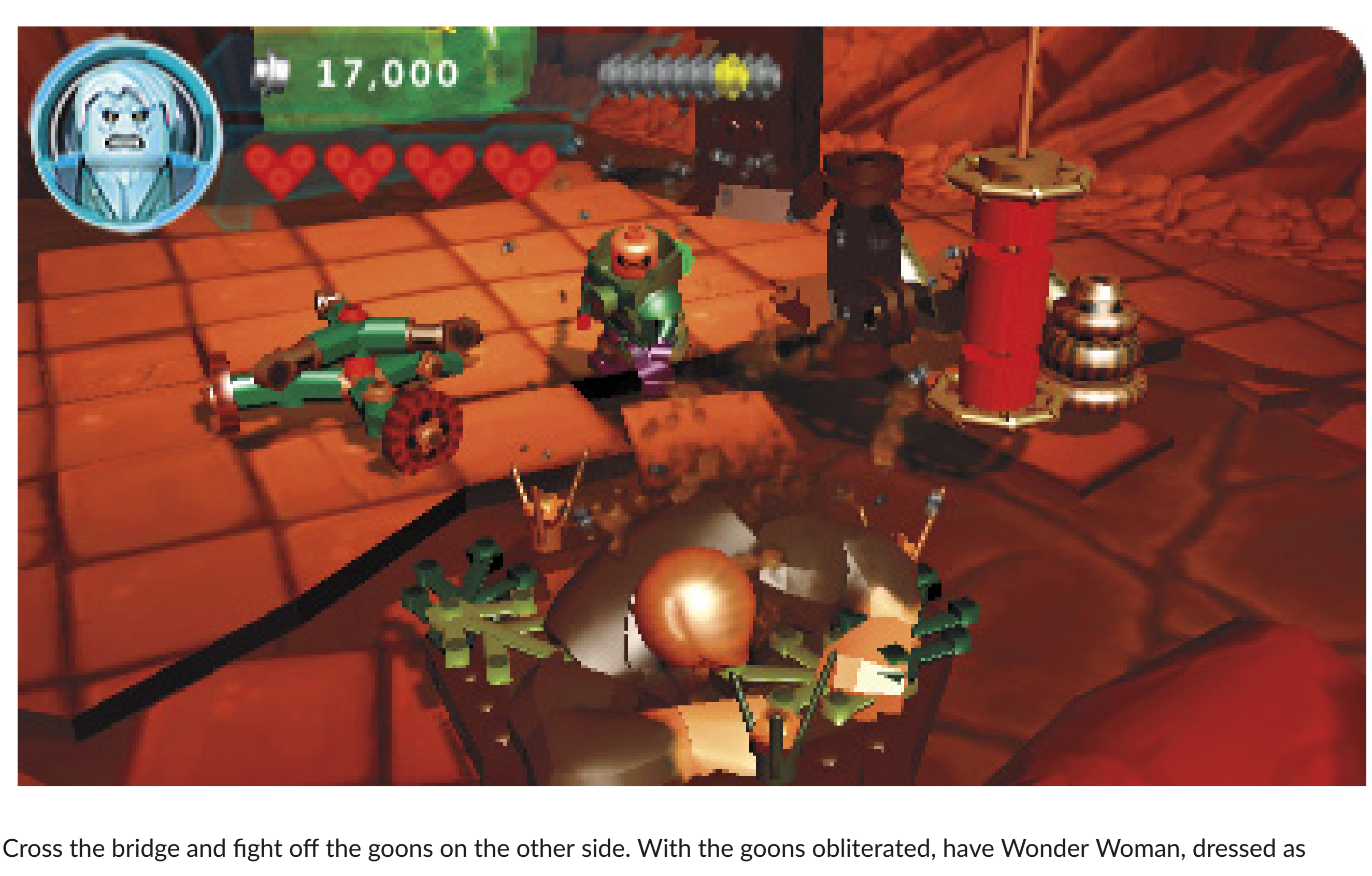
> Batman Smash Challenge: 3 / 3





OBJECTIVE 3: DROP THE FORCE FIELD, PART 2





Cross the bridge and fight off the goons on the other side. With the goons obliterated, have Wonder Woman, dressed as Cheetah, pull the super-strength handles to obtain bricks that can be built into a sprinkler.

After the sprinkler has watered the area, a swamp access point appears. Pass through it with Solomon Grundy to get some bricks. Build the bricks into a drill that brings down the force field leading to the north. Head north to exit the level.

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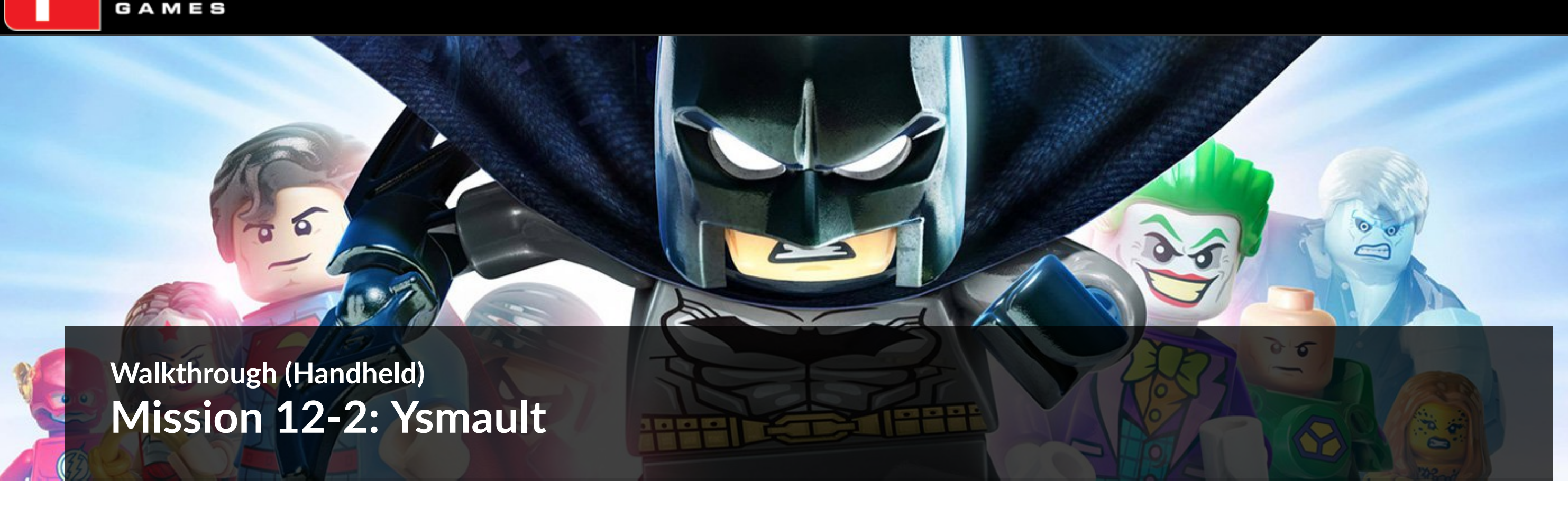
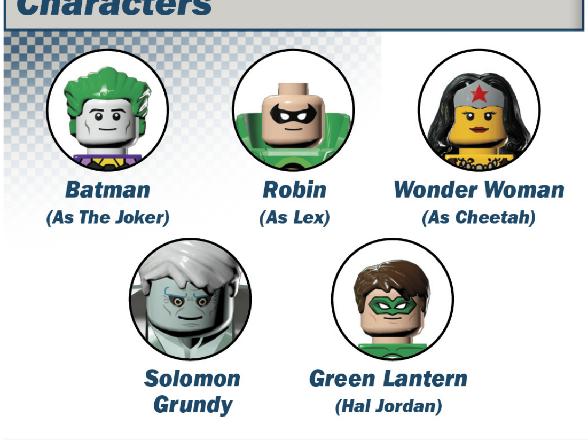


Walkthrough (Handheld)

Mission 12-2: Ysmault

12-2 WALKTHROUGH MISSION Ysmault

Characters



Batman (As The Joker)

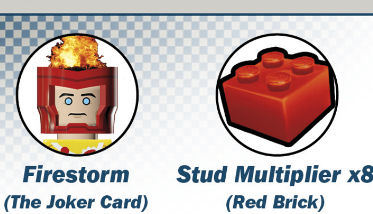
Robin (As Lex)

Wonder Woman (As Cheetah)

Solomon Grundy

Green Lantern (Hal Jordan)

Unlocks



Firestorm (The Joker Card)

Stud Multiplier x8 (Red Brick)

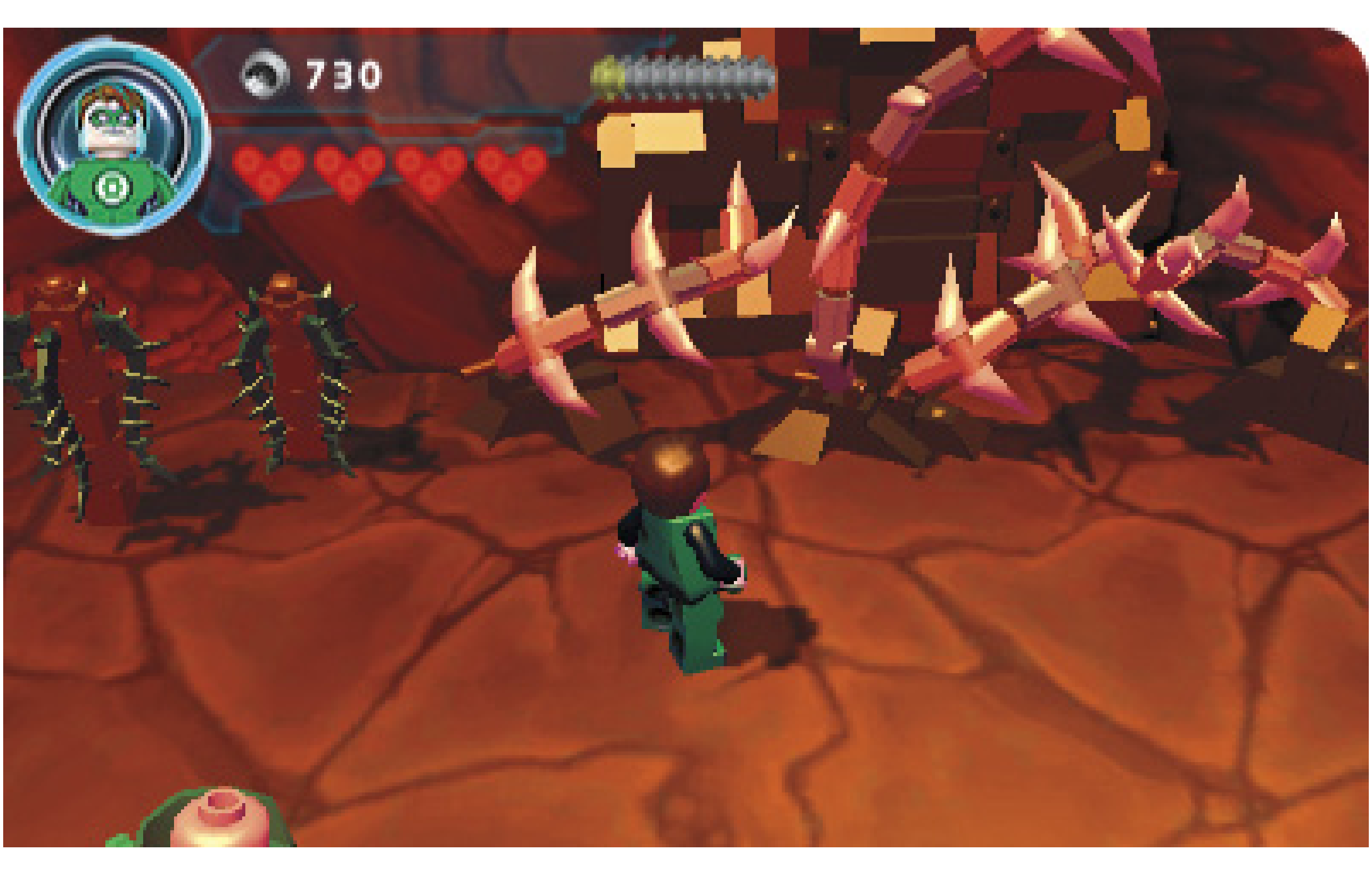
Gold Brick Challenges

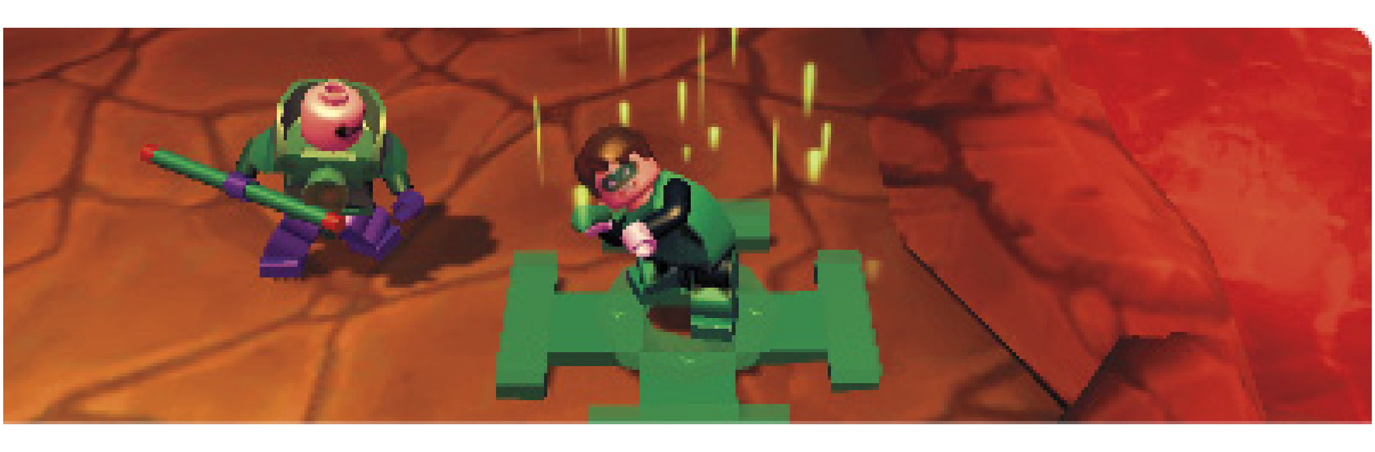
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 21,000 studs.
Red Brick	Free Play	After raising the ship, cross over it and destroy the silver LEGO rock to find a skull. Place the skull on the skeleton against the back wall and the Red Brick appears.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. Take out all of the baddies in the beginning of the level with ground finishers to complete the challenge.
The Joker Card	Any	After the mind control sequence, follow the path around the bend. Look for the pile of bones to the left. Smash them and dig the spot for some bricks. Build them to reveal The Joker Card.

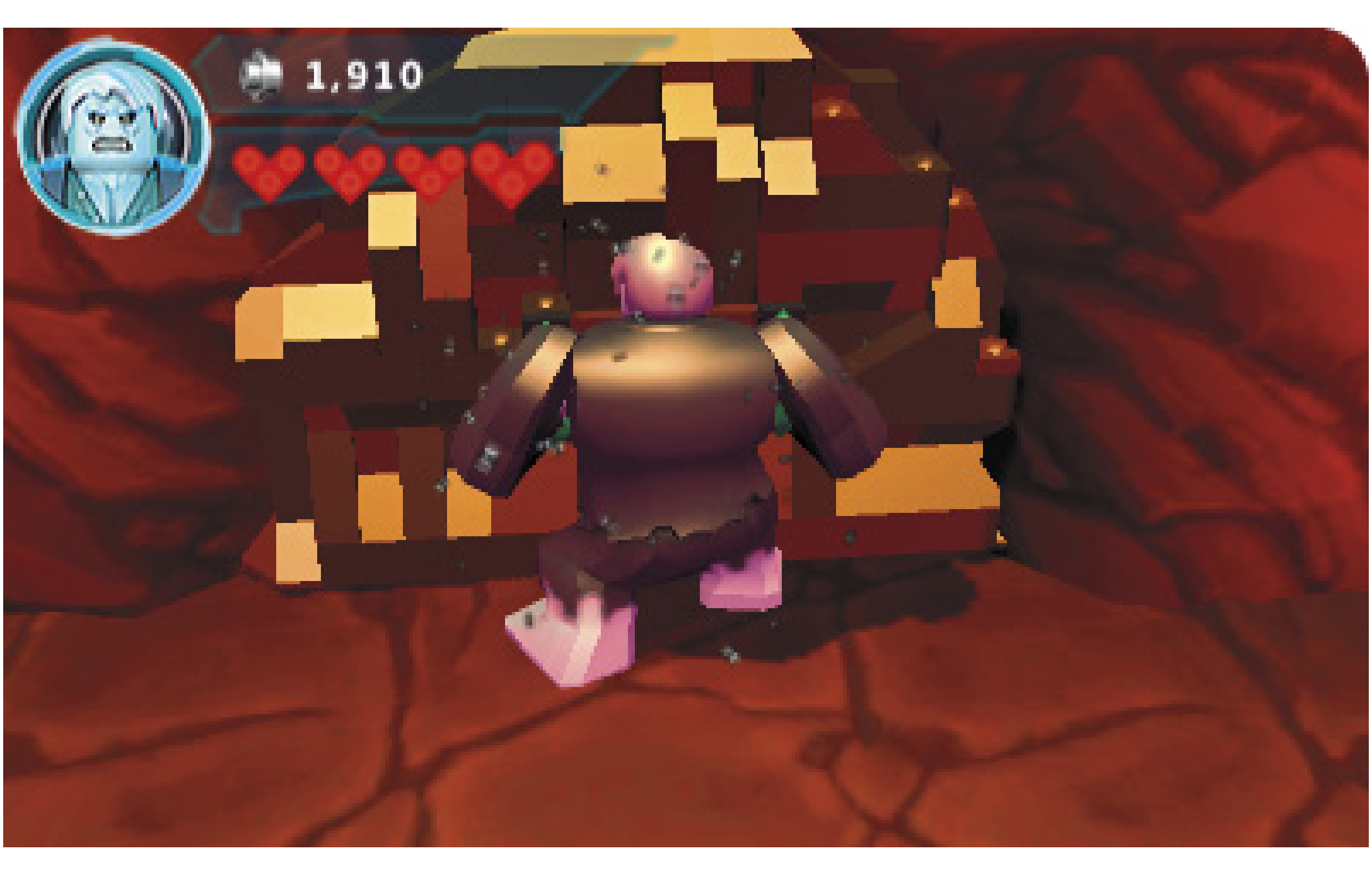
OBJECTIVE 1: RAISE THE SHIP

Take down the goons in astounding fashion by using ground finishers. This earns you the combat challenge reward. Once the baddies are taken care of, bust up the thorns along the back wall.

> Combat Challenge: Finishers





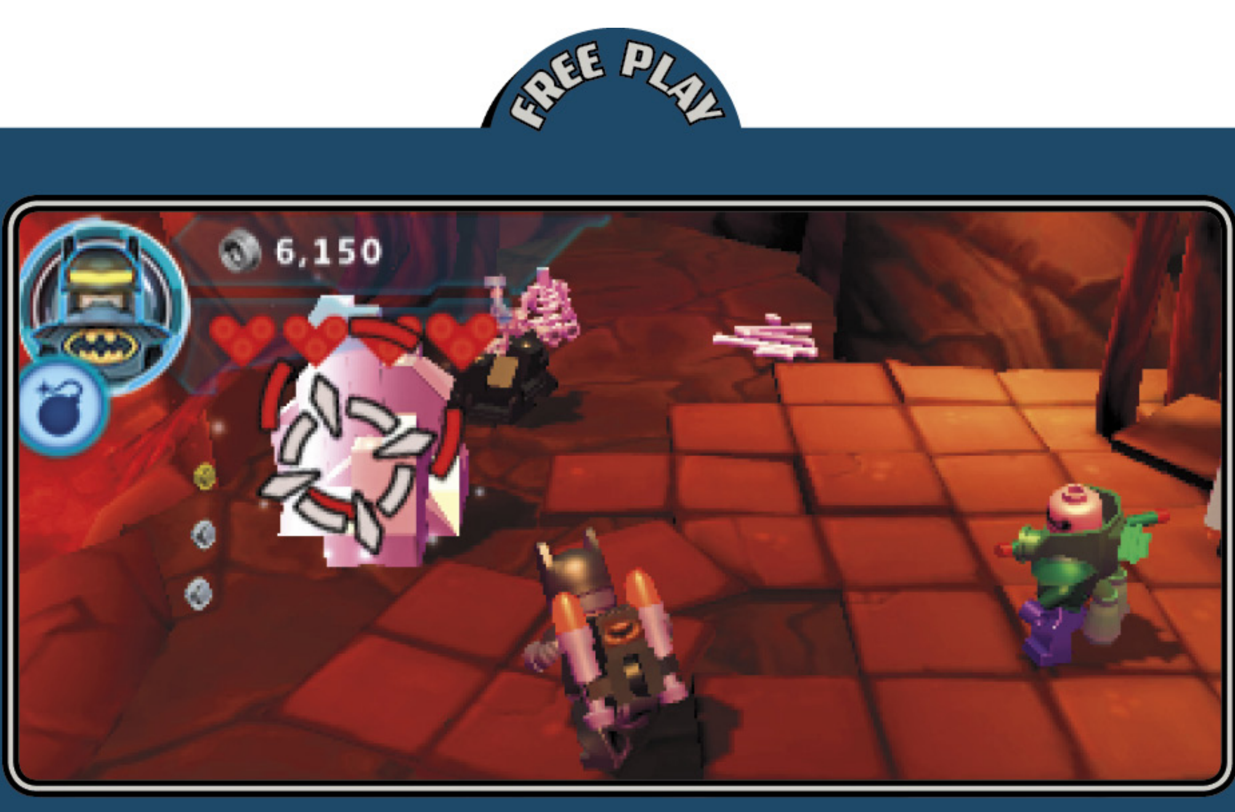


Build the LEGO bricks into hyper strength handles. Have Solomon Grundy pull on them to rip the wall away. Inside of the cave, you find a statue, smash it up to find some bricks.

Use the bricks to build a lantern pad. Have Green Lantern interact with the pad to raise a boat from the sea of jam to the right. Cross over the boat and beat down the goons that ambush you.

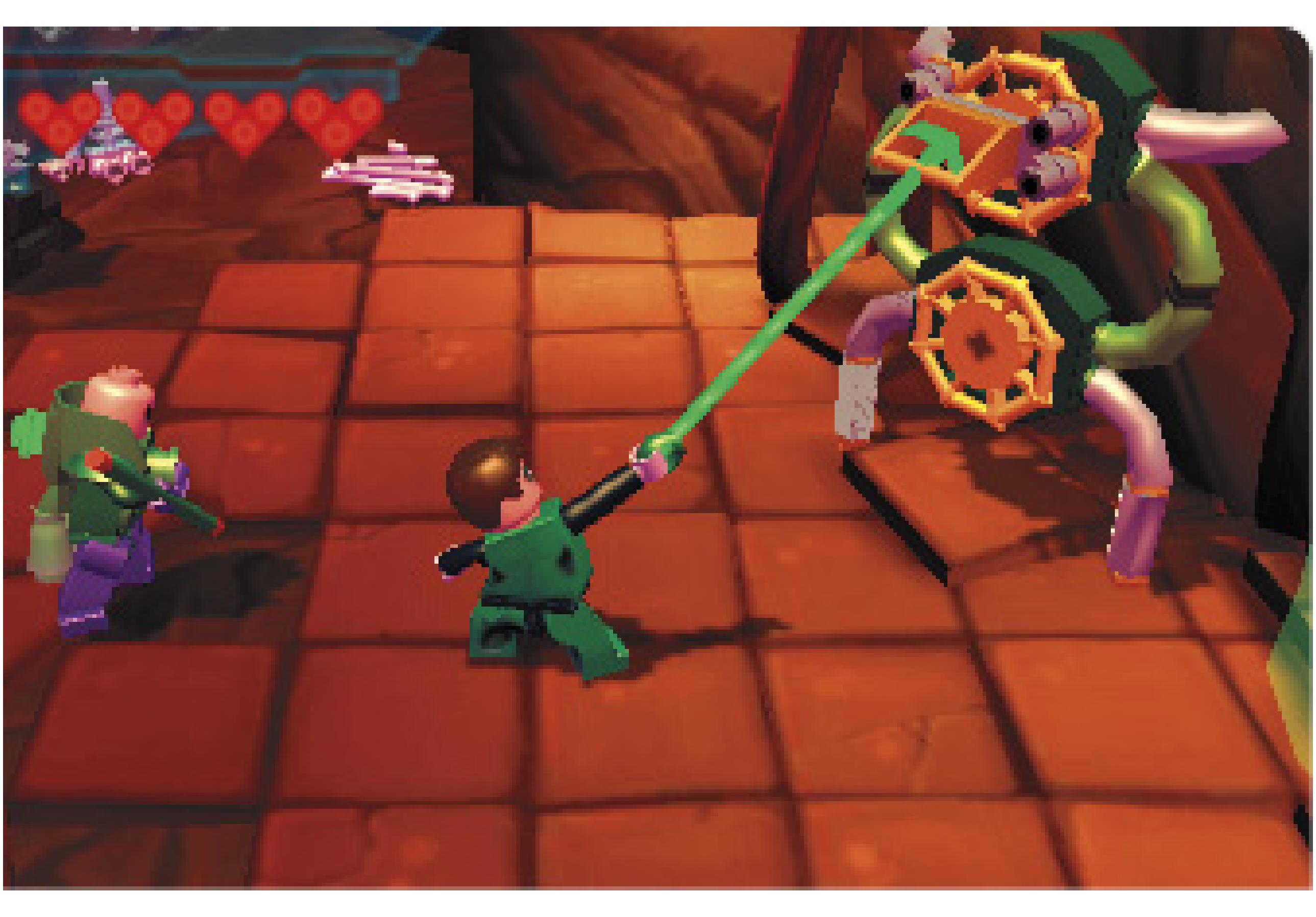
OBJECTIVE 2: BRING DOWN THE FORCE FIELD

FREE PLAY



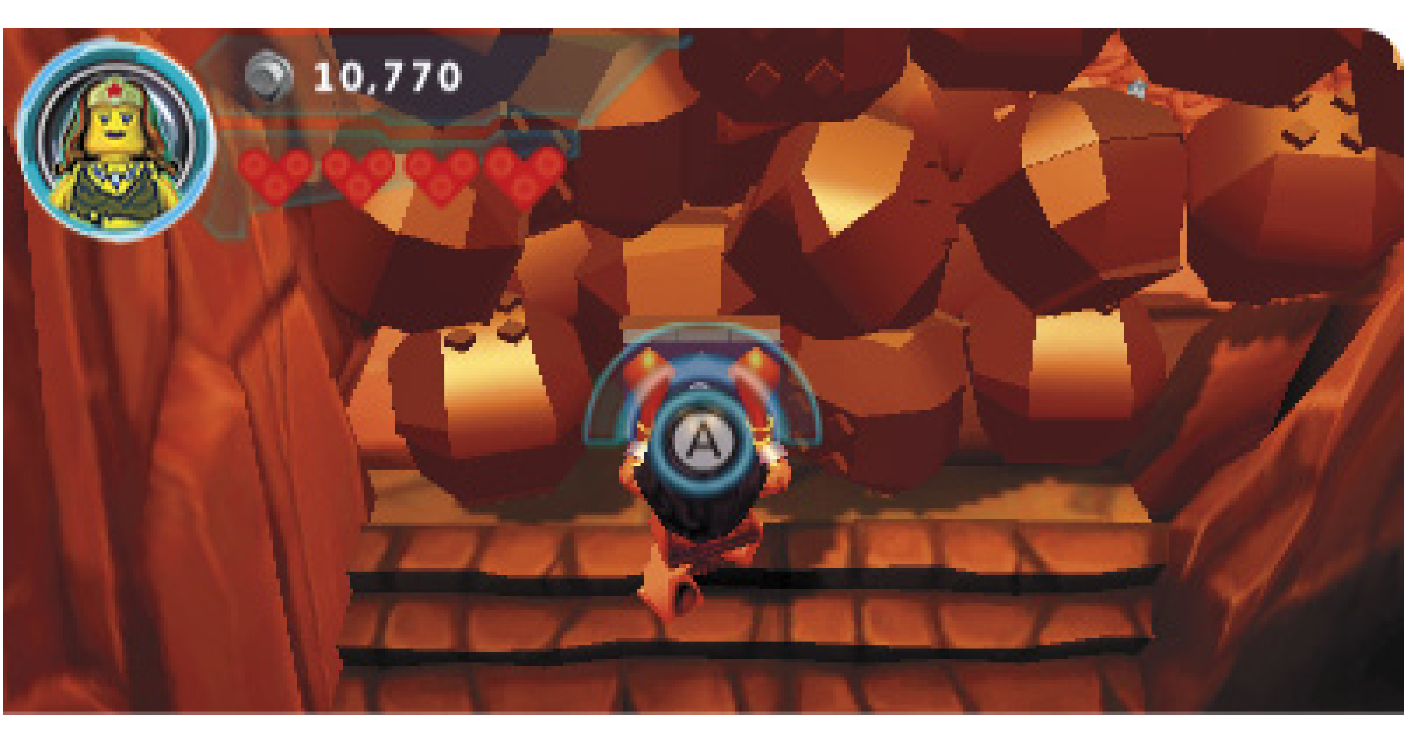
During Free Play, have a character with explosives destroy the silver LEGO rock near the skeletons. The explosive leaves a skull behind. Pick up the skull and place it on the skeleton against the back wall. The Red Brick appears nearby.

Red Brick

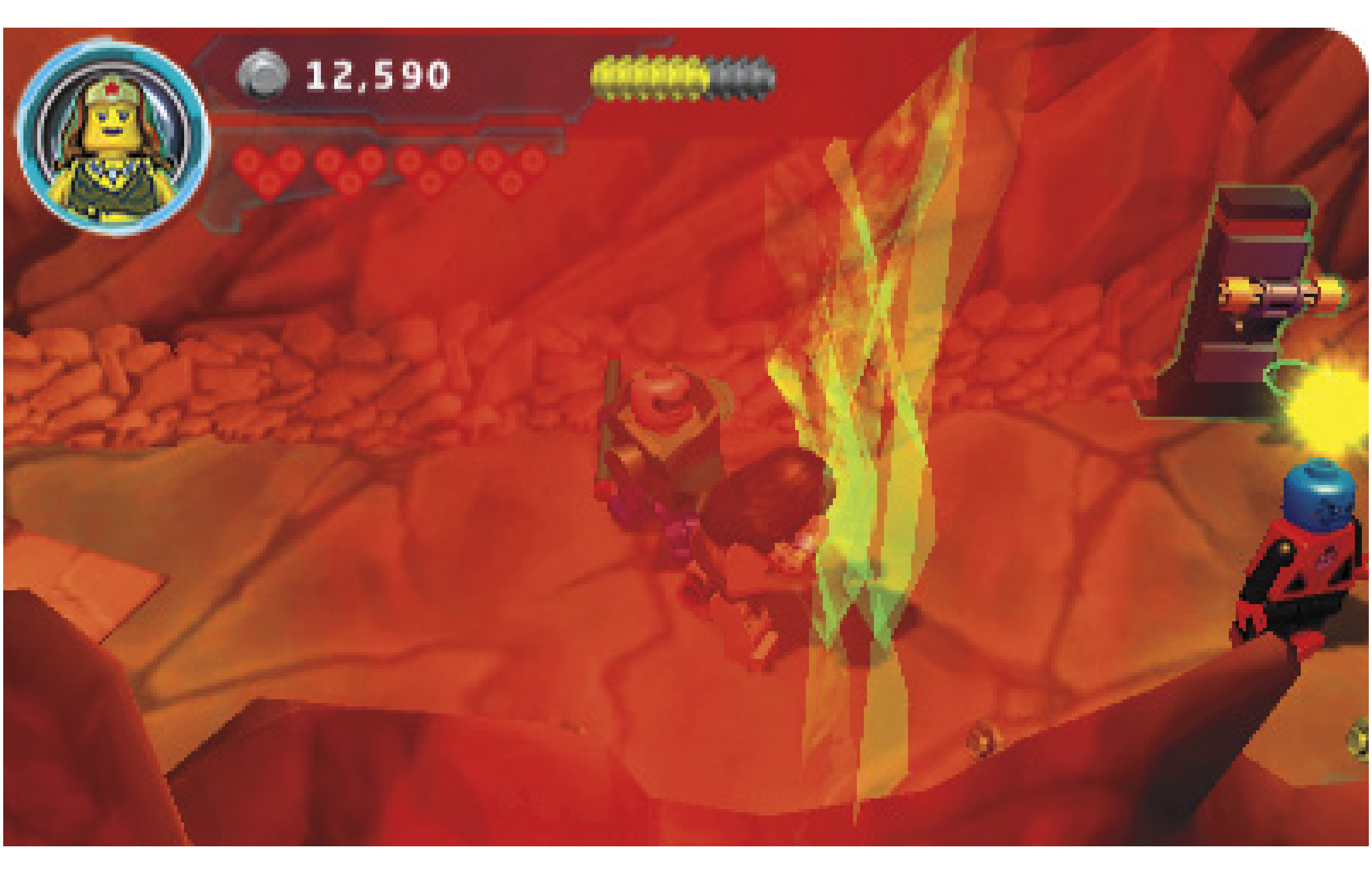


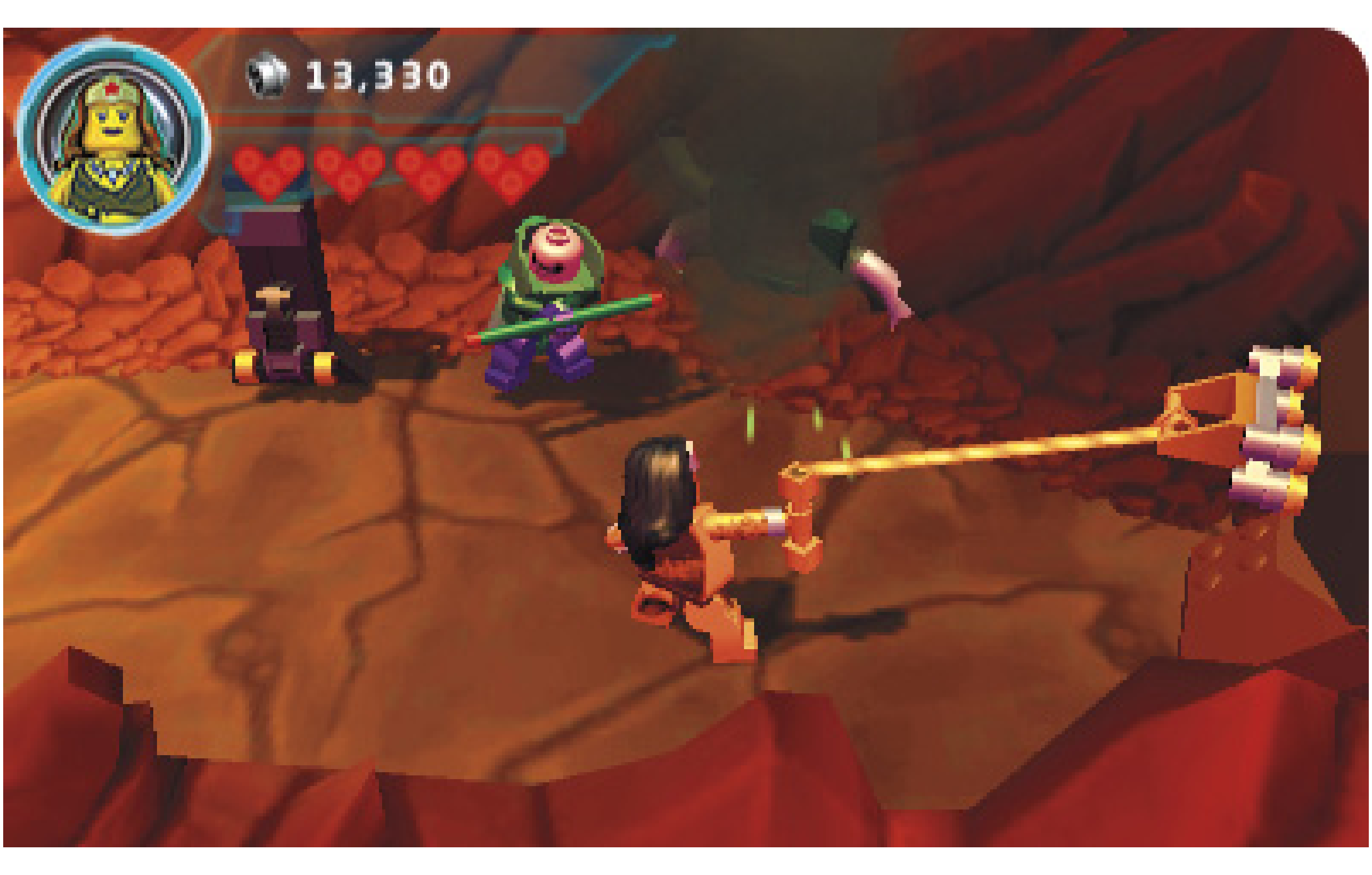
Smash the rocks near the mechanism beside the force field. Some bricks spill out of them that form a grapple handle. After building the handle, pull on it to destroy the mechanism and bring down the force field.

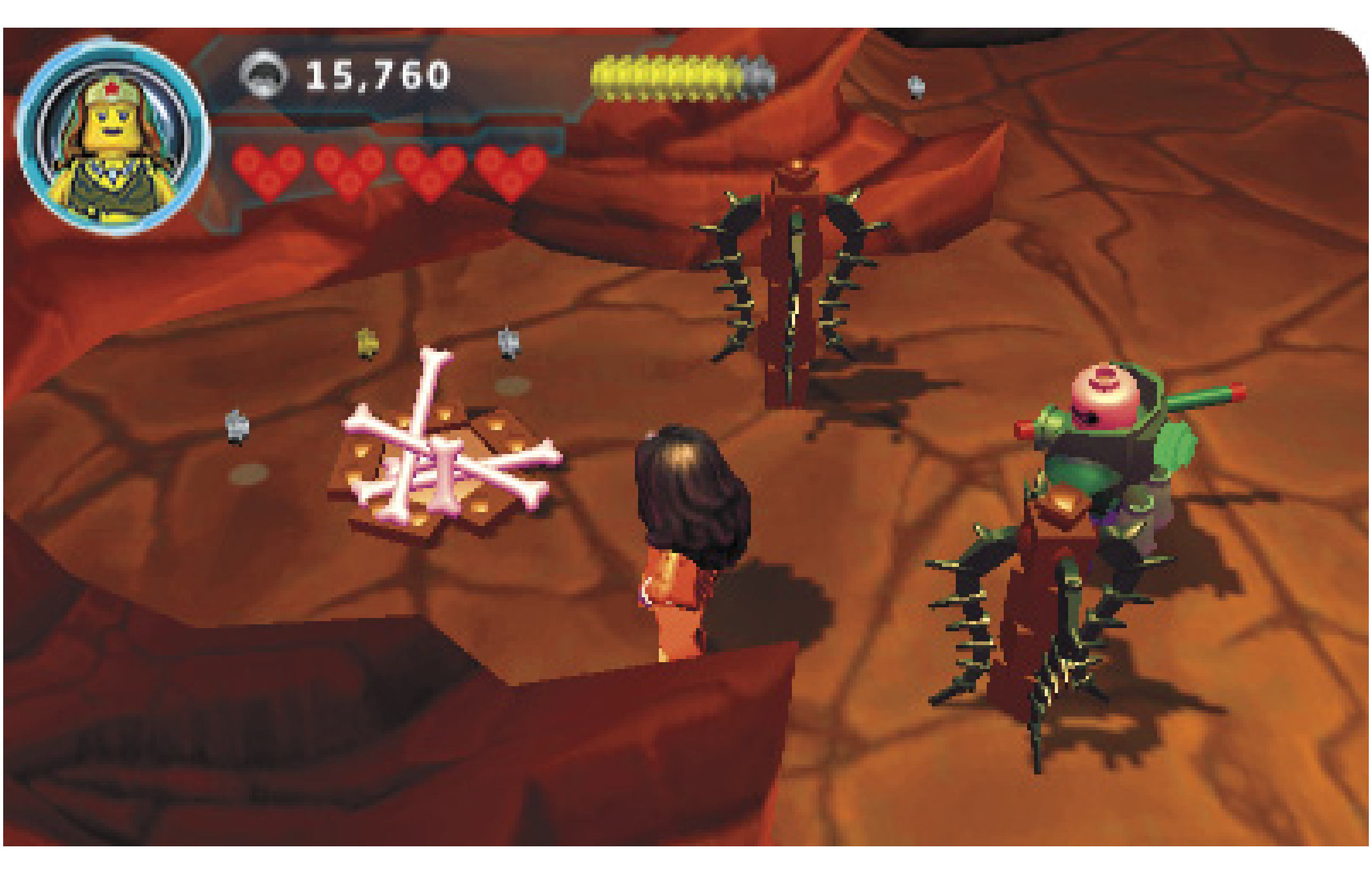
OBJECTIVE 3: SHUT DOWN THE PIPES



With the force field down, head up the stairs until you come to a set of super-strength handles. Have Wonder Woman rip at them to clear the path.





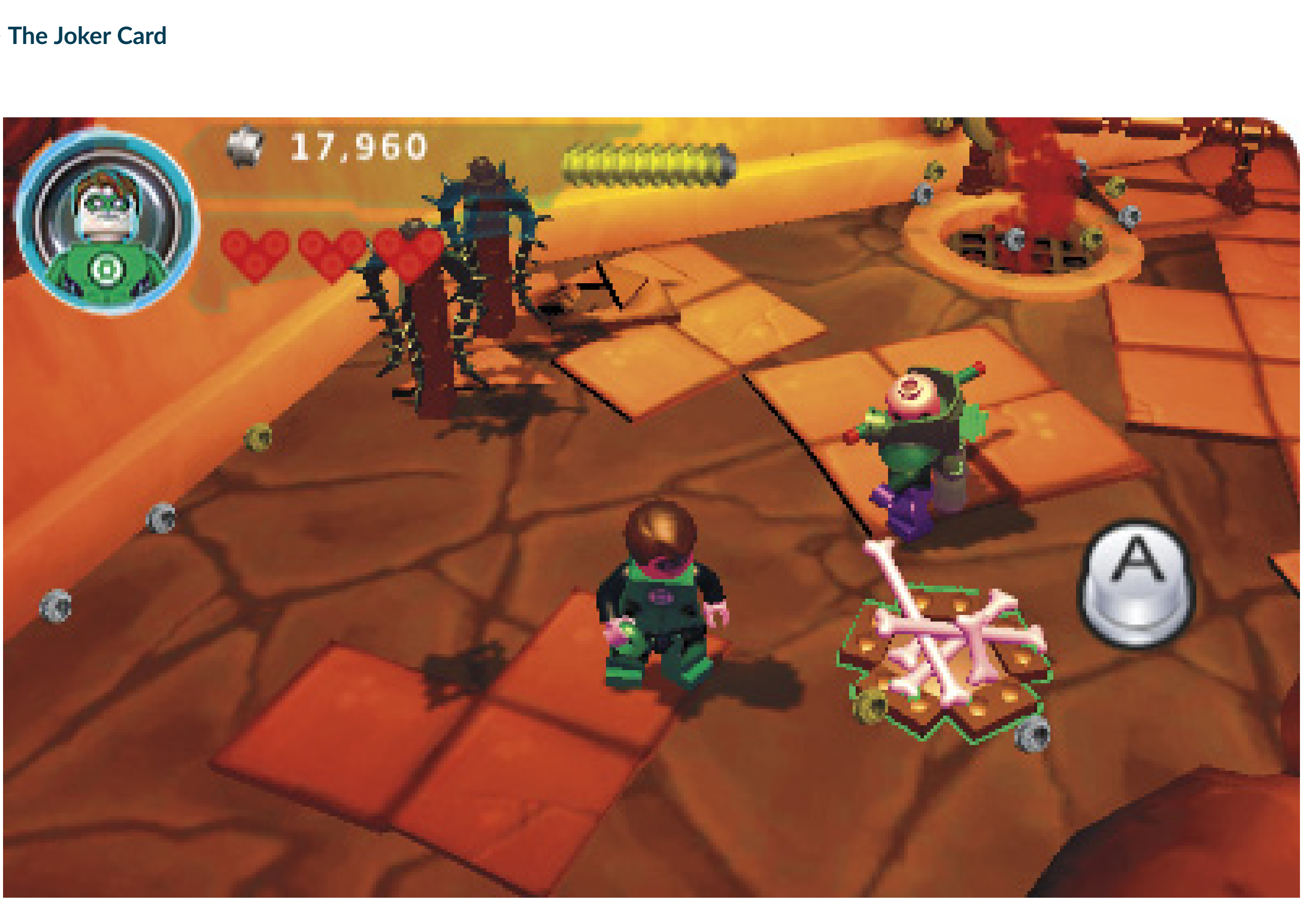


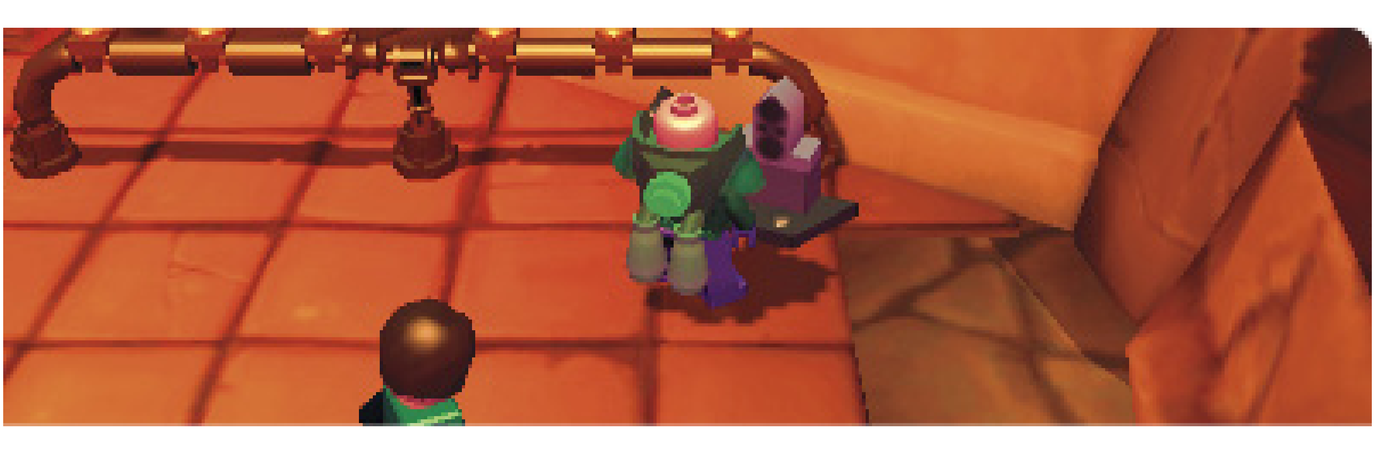
Continue past the boulders and beat down the goons. When you come to a force field, have Wonder Woman use her mind control on the goon on the other side to have him throw the switch.

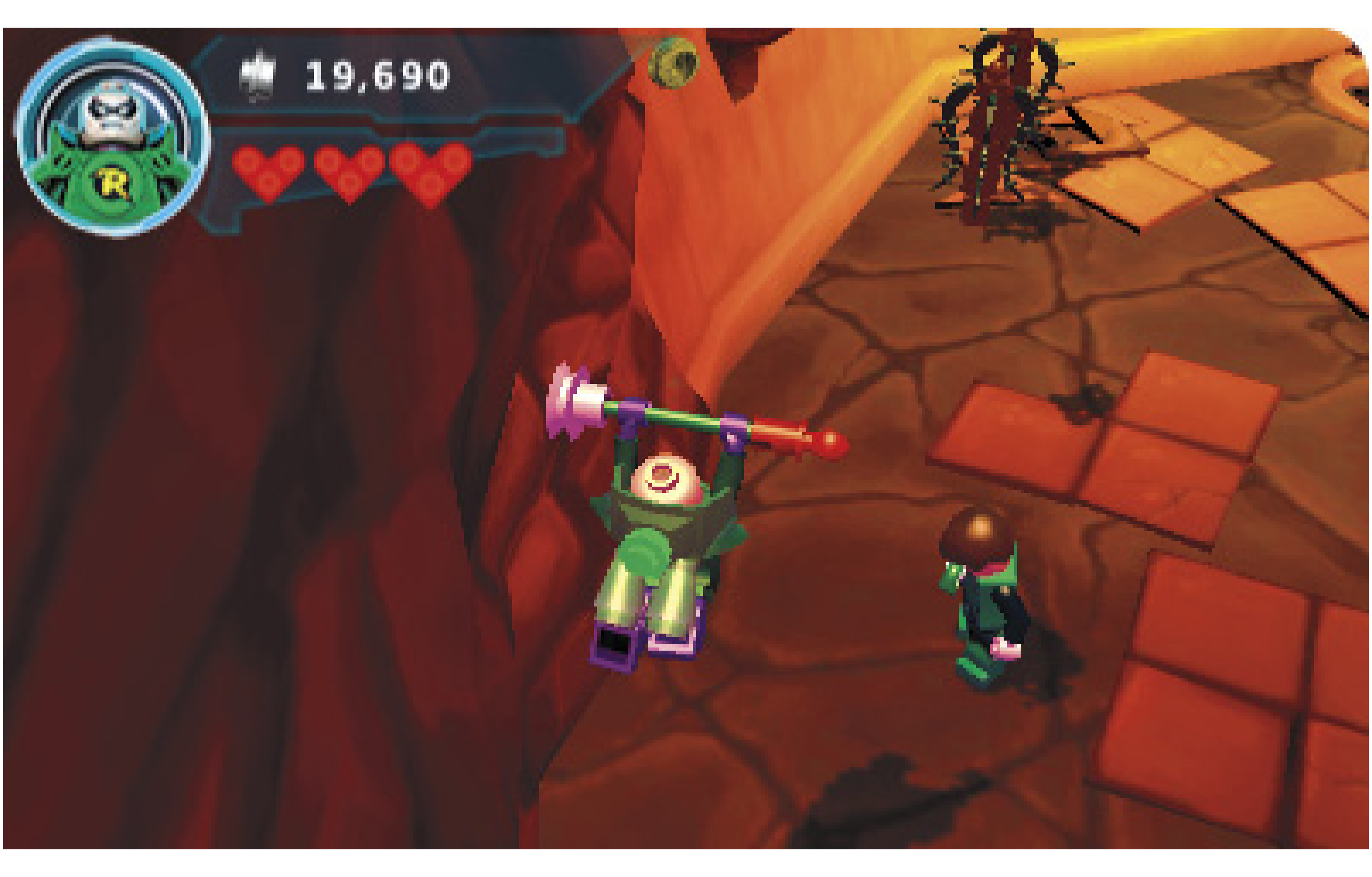
Take hold of the grapple handle and rip at it to clear the path. Continue onward.

At the bend in the path, you are confronted by more goons. Once they've been dealt with, look for a pile of bones in the left corner. Clear them to find a dig spot. Dig into it to find some bricks to build a pipe nearby. Build the pipe to reveal The Joker Card.

> The Joker Card







Continue along the path until you come to an area with a pool of jam. Locate the pile of bones and clear them away to access the dig spot. Dig into the spot to reveal some bricks. Build the bricks into a valve cover to shut down the nearby pipe that is spraying along the back wall.

There are some twirl poles on the left side. Have Robin swing on them to drop down a valve handle.

Carry the handle to the upper right corner and place it onto the valve. Turn the valve to shut down the flow of the pipes. Head north to end the level.

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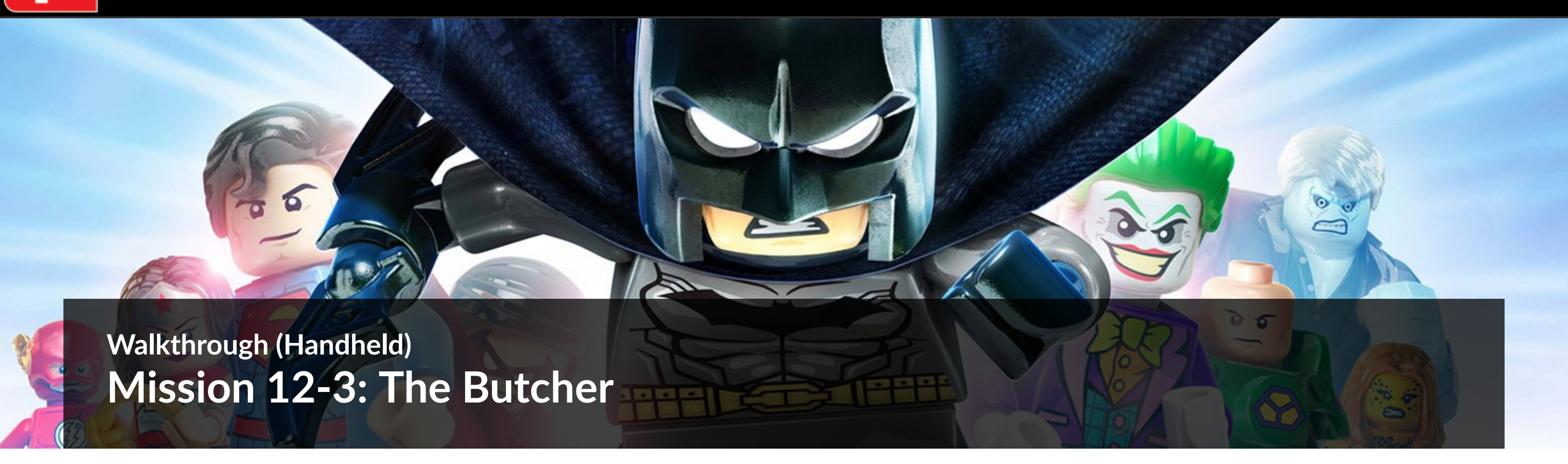
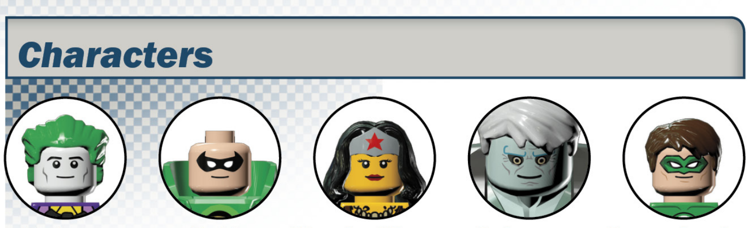


WALKTHROUGH 12-3 MISSION

The Butcher

Characters



Batman (As The Joker)

Robin (As Lex Luthor)

Wonder Woman (As Cheetah)

Solomon Grundy

Green Lantern (Hal Jordan)

Unlocks

Vibe (The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 5,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first Joker prop is on the right side against the back wall, the second is along the front edge, and the third is on the left side of the arena.
Combat Challenge: Counters	Any	Perform 3 counters. Make sure to counter all attacks and this challenge is yours.
The Joker Card	Any	Lure The Butcher into destroying the cage on the right side of the arena. The Joker Card is hidden within.

OBJECTIVE 1: DEFEAT THE BUTCHER!

The Butcher is a menacing force by itself, but facing the onslaught of goons just ups the ante! Make sure you counter your foes to complete the combat challenge.

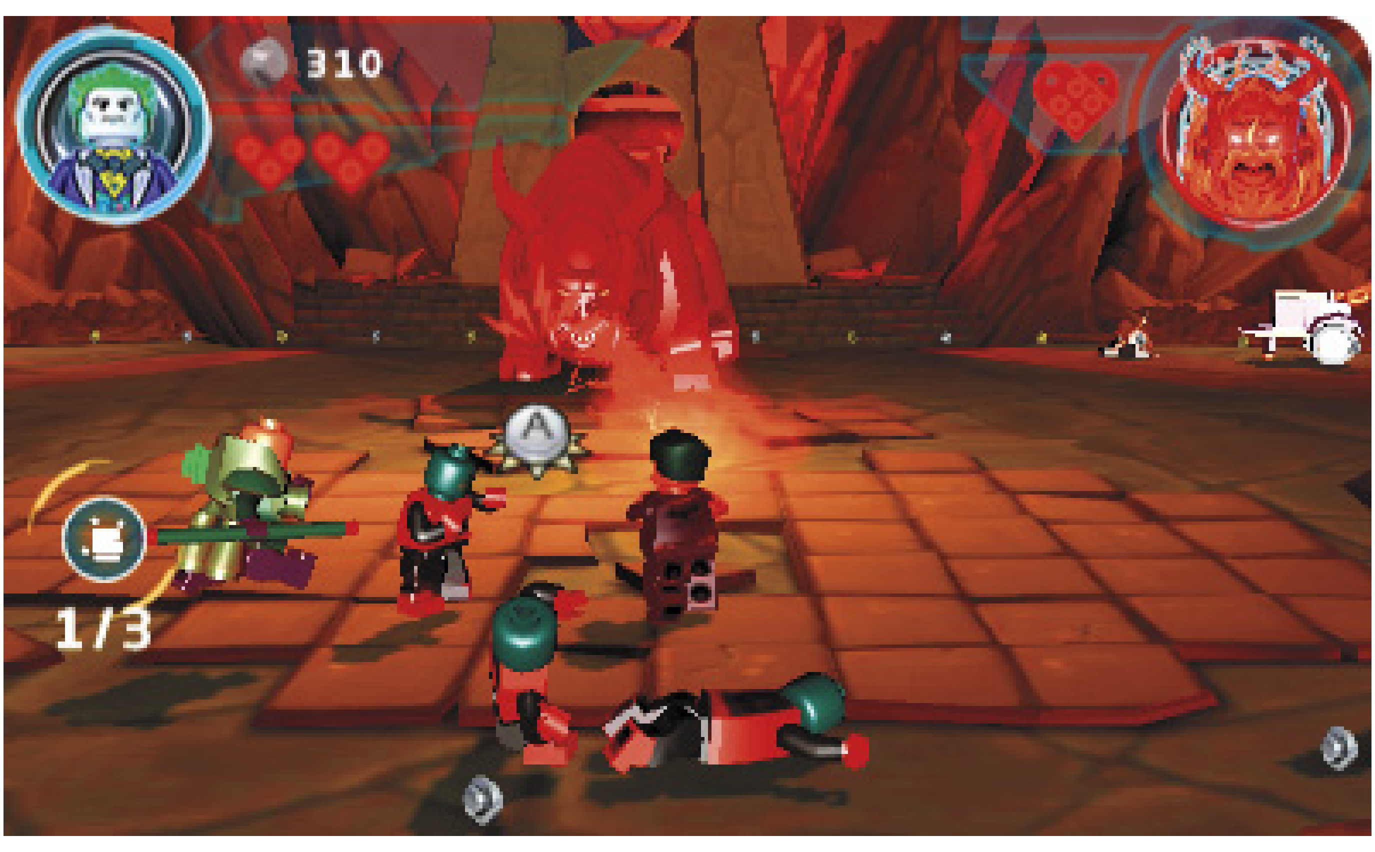
> Combat Challenge: Counters

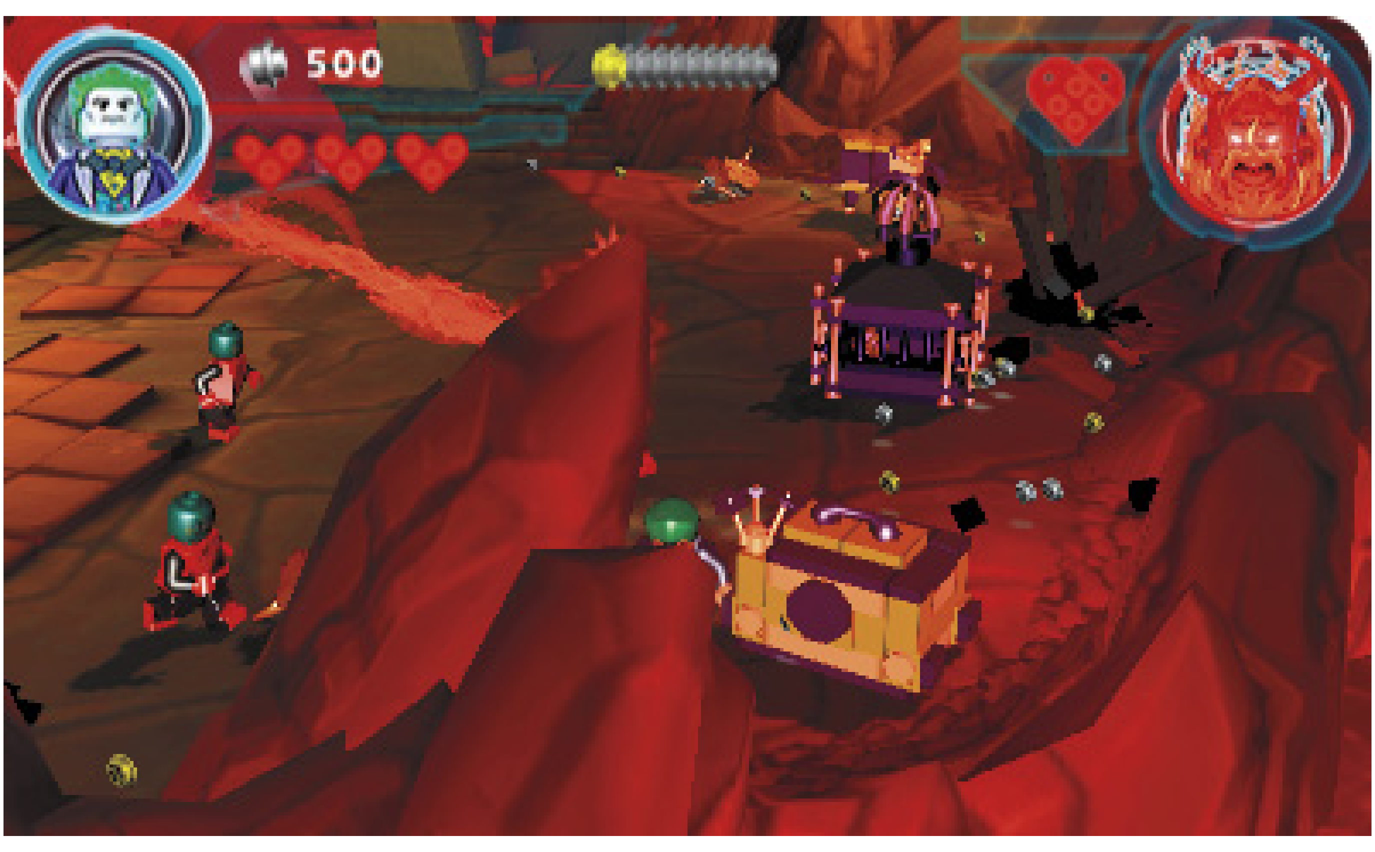
Along the right side of the arena, there are two Joker props. One is along the back wall and one is along the front edge. Smash them both.

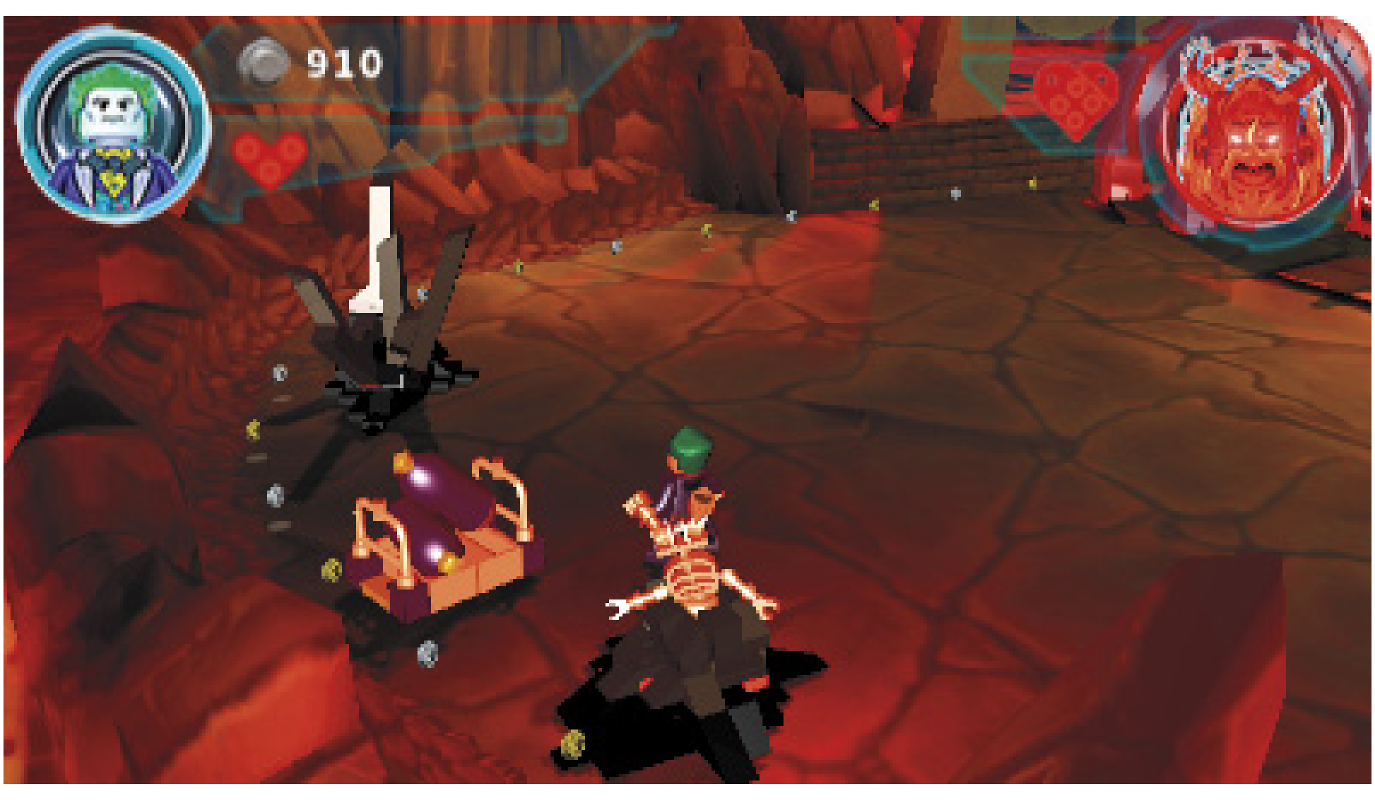
> The Joker Smash Challenge: 2 / 3

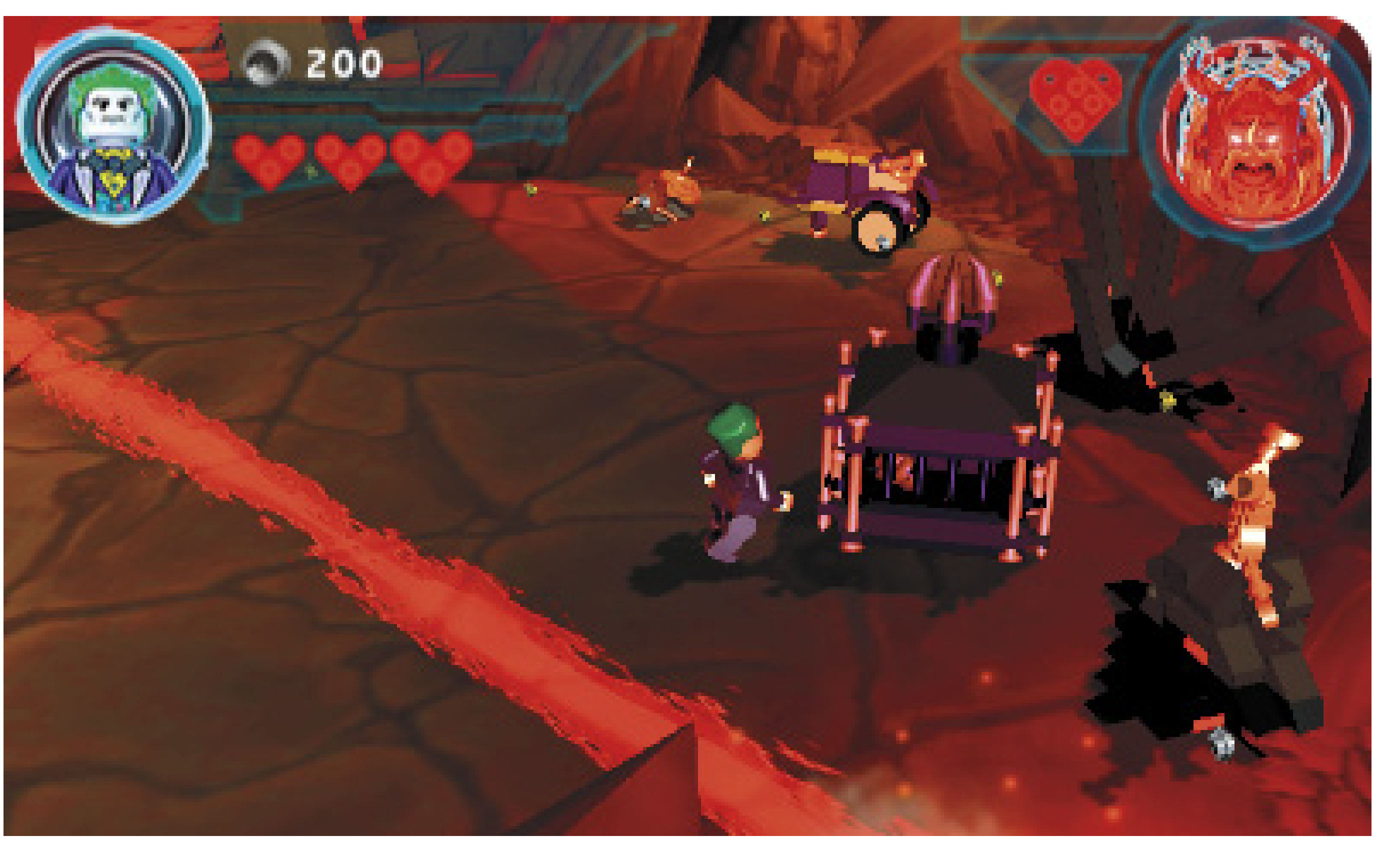
Lure The Butcher into destroying the purple cage on the right side of the room. When he fires his energy beam, run behind the cage so that the beam destroys it. The Joker Card emerges from it.

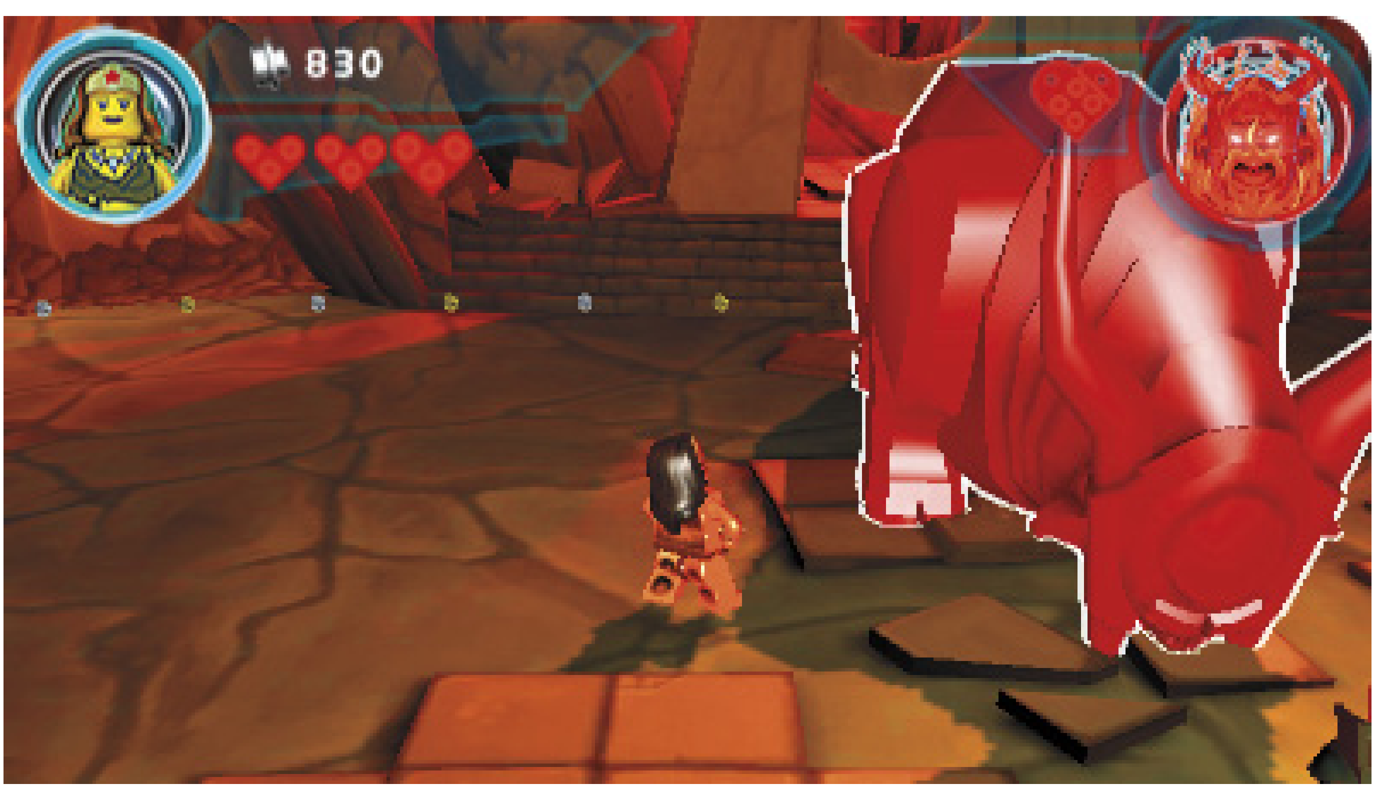
> The Joker Card

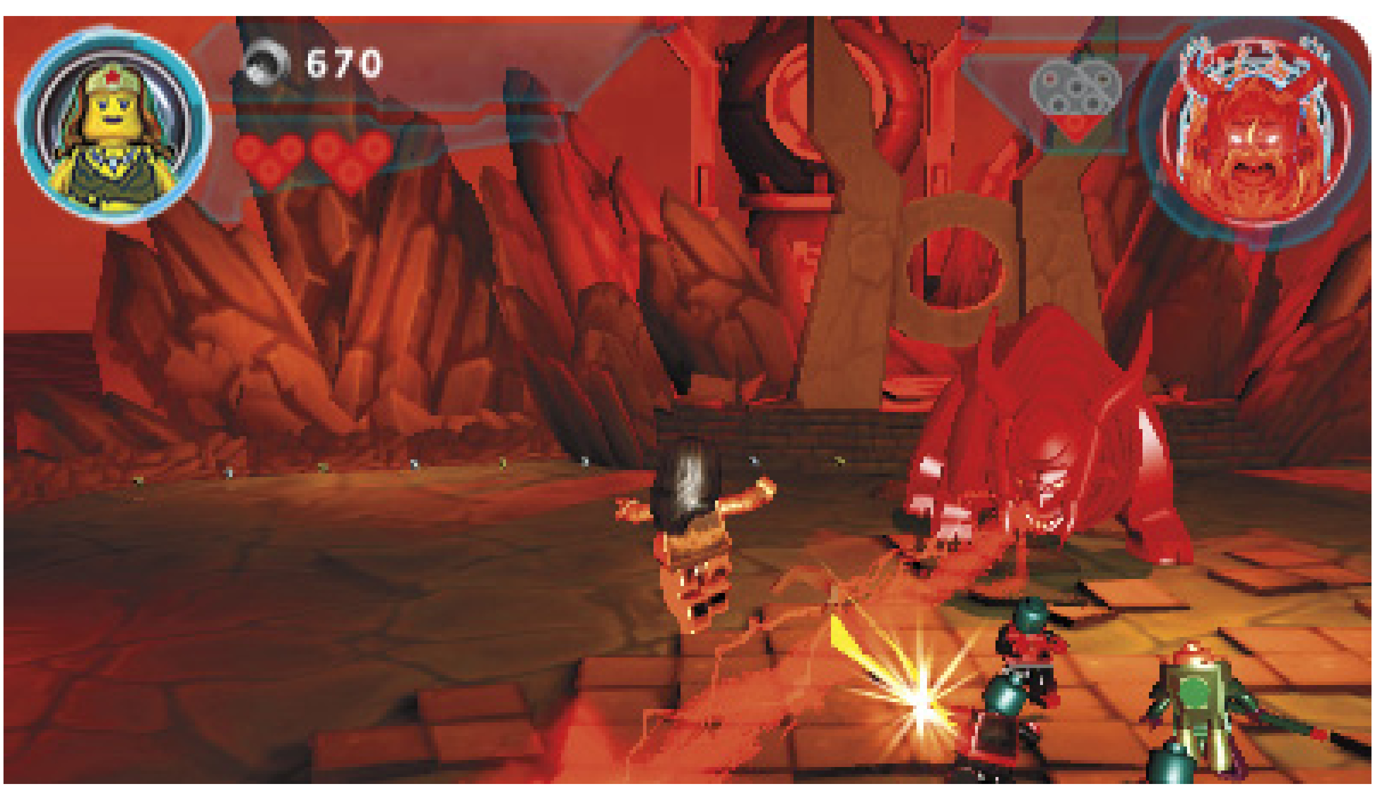












On the left side of the arena, there is another Joker prop. Smash it!

> The Joker Smash Challenge: 3 / 3

After defeating all of the goons, The Butcher tries to ram you. Get out of his way!

When the beast returns, he winds up stuck in the ground. Unleash your fury on him until he recovers.

After he recovers he charges you again. This time, when he misses he won't get stuck. Instead, more goons join him. It's a tough fight, but keep repeating the cycle and staying on your toes until the beast falls.

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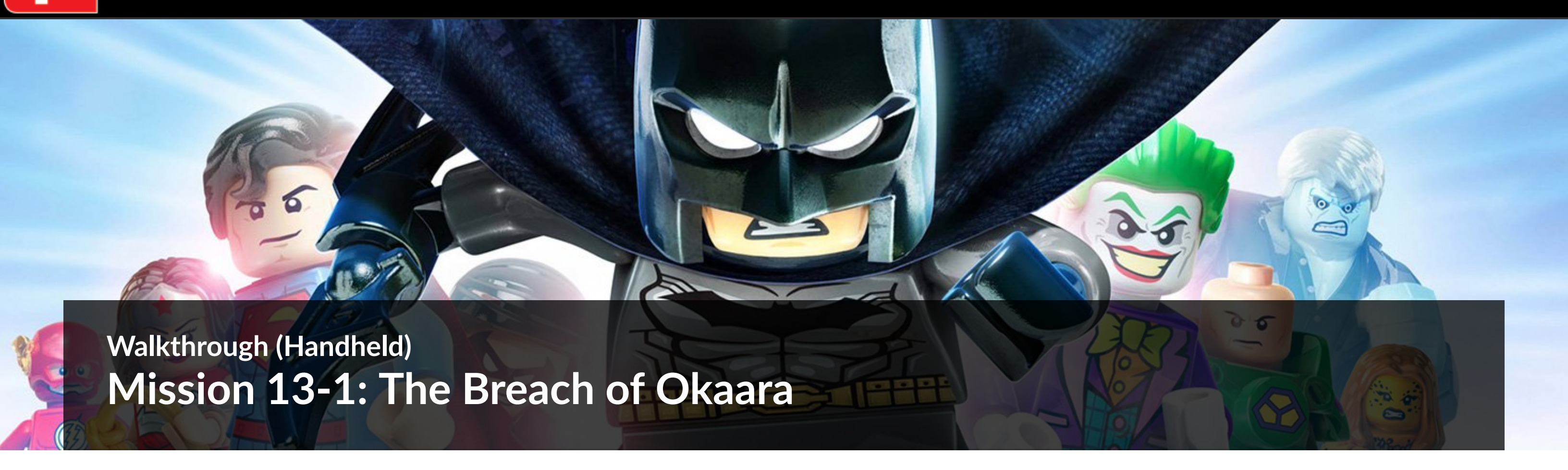
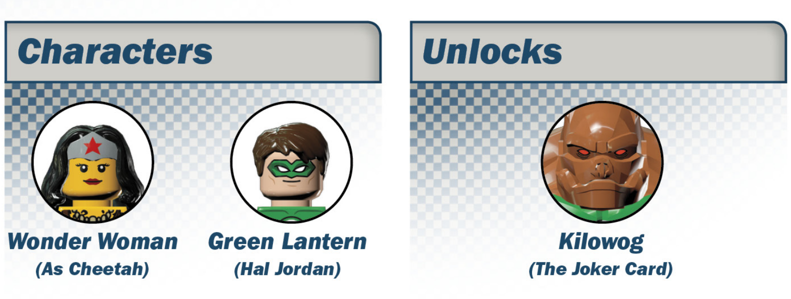


WALKTHROUGH
13-1
MISSION

The Breach of Okaara



Characters

Wonder Woman (As Cheetah)

Green Lantern (Hal Jordan)

Unlocks

Kilowog (The Joker Card)

Gold Brick Challenges

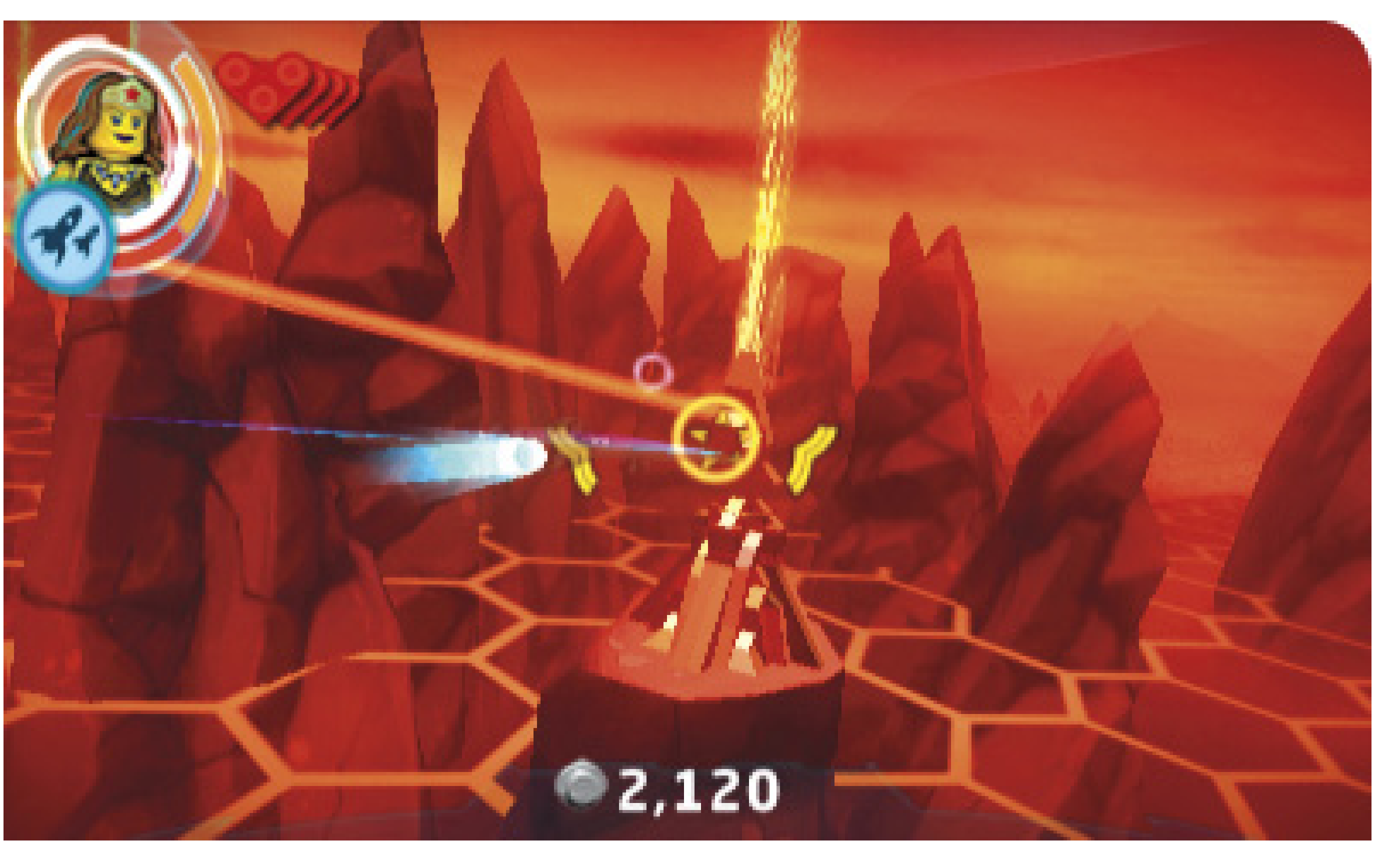
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 17,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first prop is just after the first generator on your right, the second is on the right side as you pass through the avalanche, and the third requires you to bypass the fourth generator. It's at the bottom of the ravine.
Space Combat Challenge	Any	Destroy 25 enemy ships. There are plenty of enemies here, but the issue is racking up the score before the fourth generator is destroyed. If you have trouble with this, hold off on destroying the fourth generator until you've completed the challenge.
The Joker Card	Any	After passing through the tunnel at the first generator, look for a LEGO rock to your right. Destroy it to reveal The Joker Card.

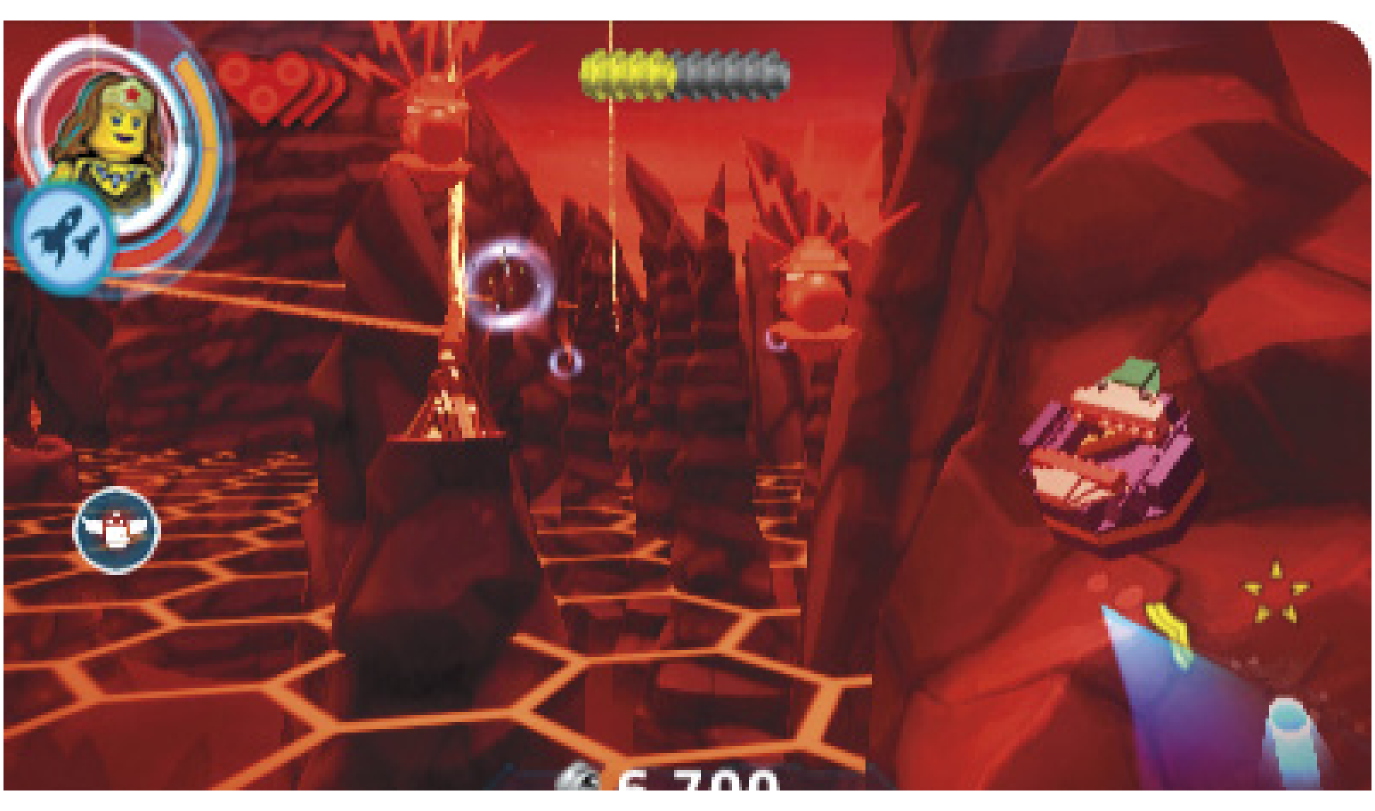
OBJECTIVE 1: DESTROY THE FORCE FIELD GENERATORS

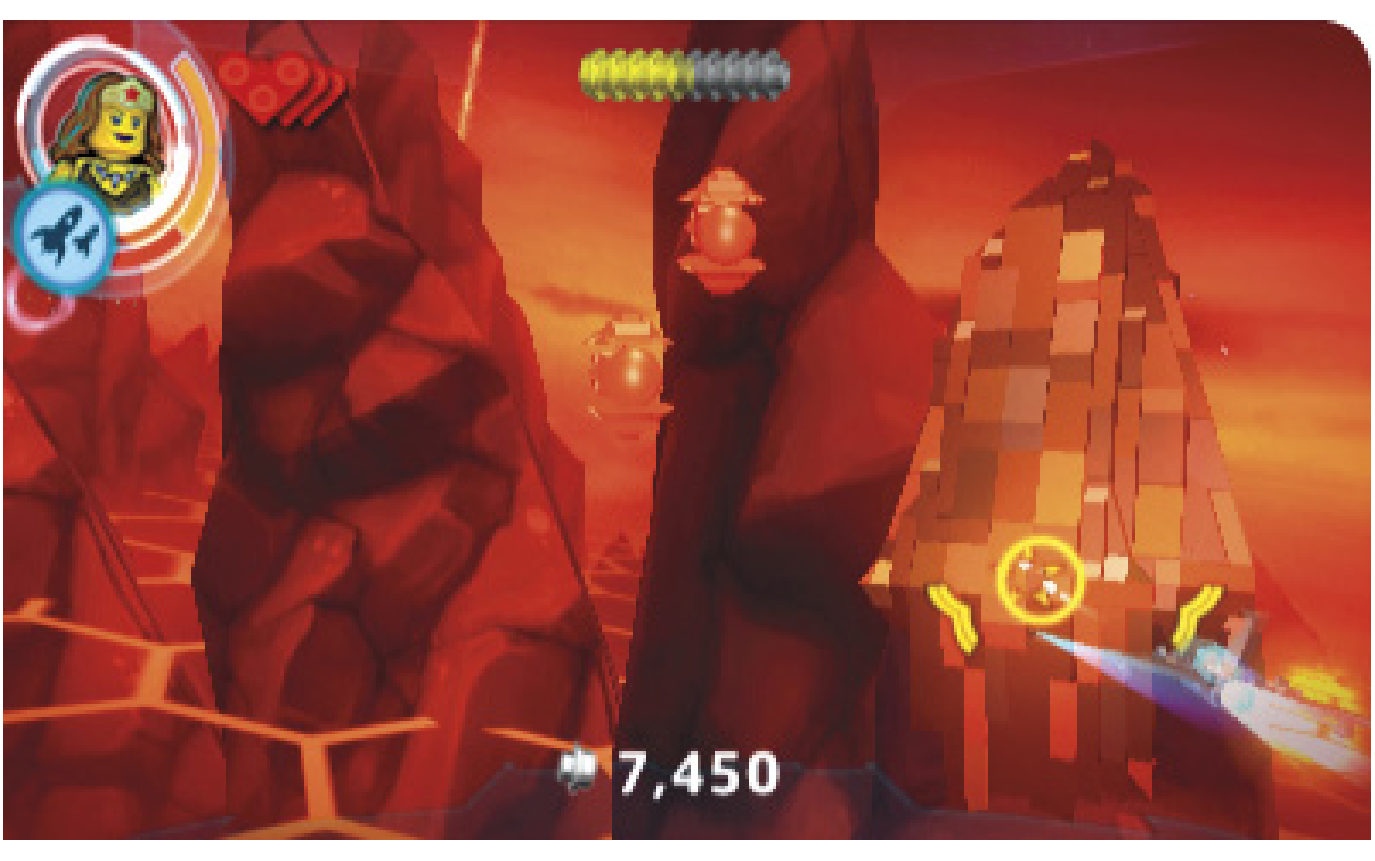
The first generator appears very quickly. Look for the telltale energy beam shooting into the sky above it. Fire on the structure to destroy it!

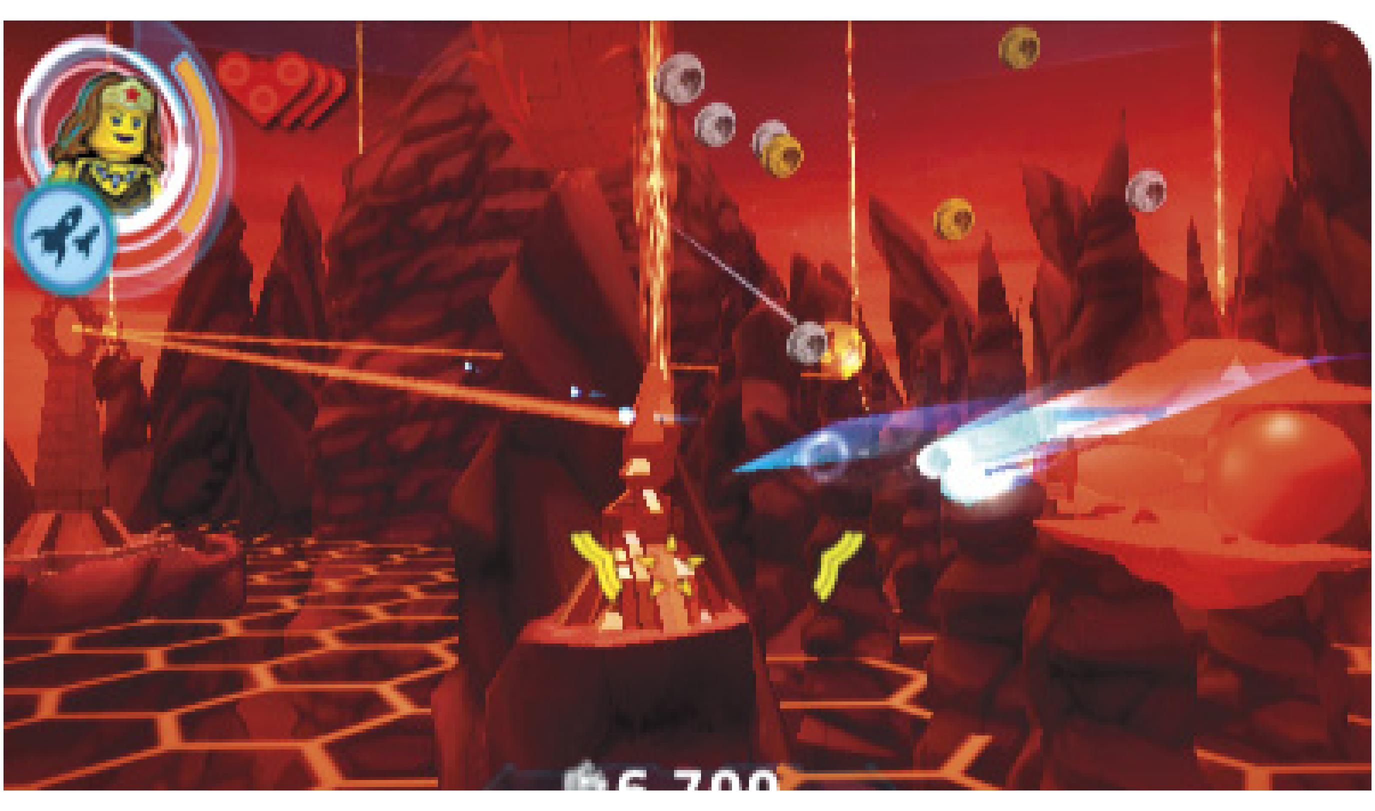
After passing through the tunnel after the first generator, look for a LEGO rock to your right. Destroy it to reveal the The Joker Card.

> The Joker Card









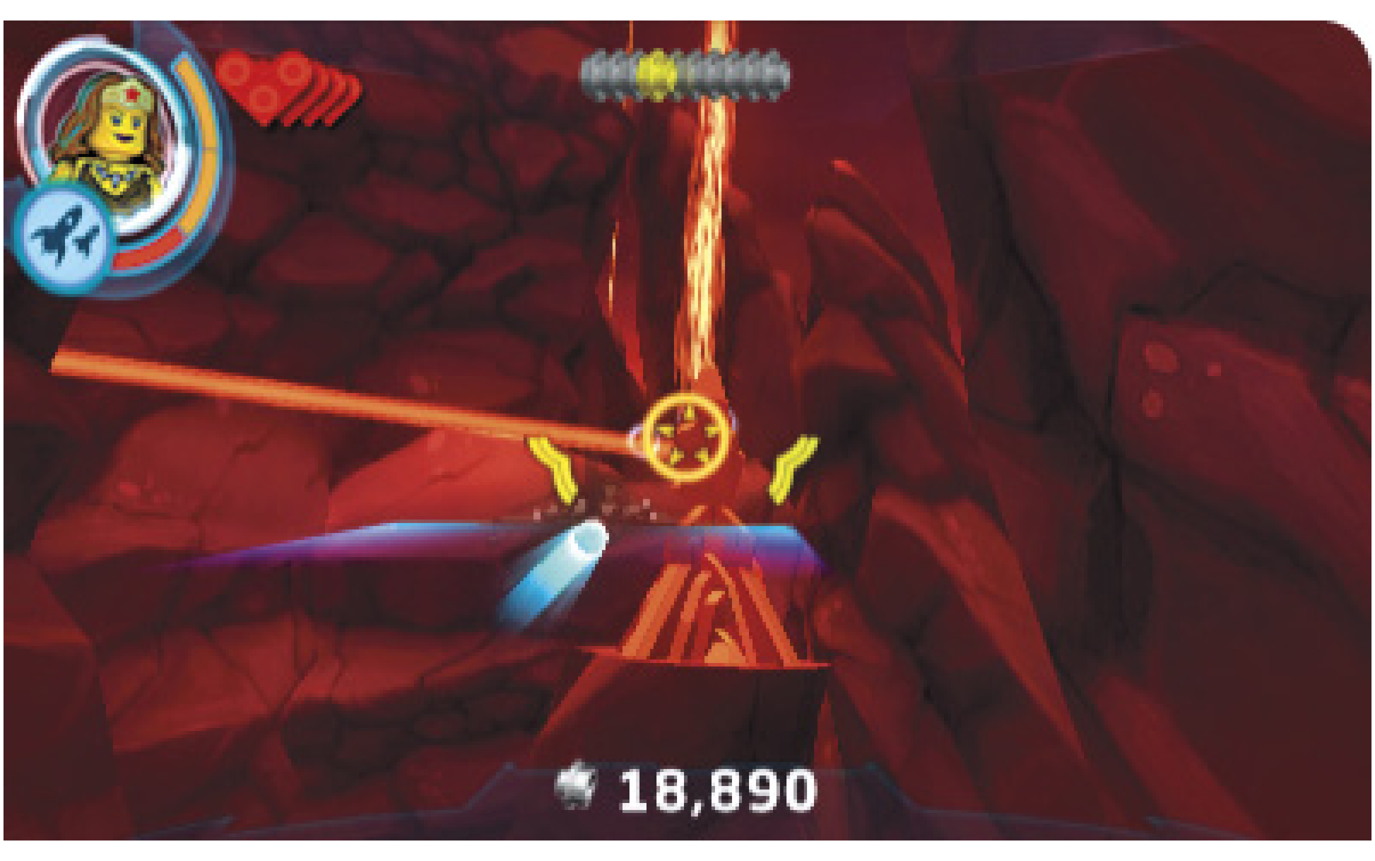
Not long after the LEGO rock, a Joker prop comes into view attached to a rock to your right.

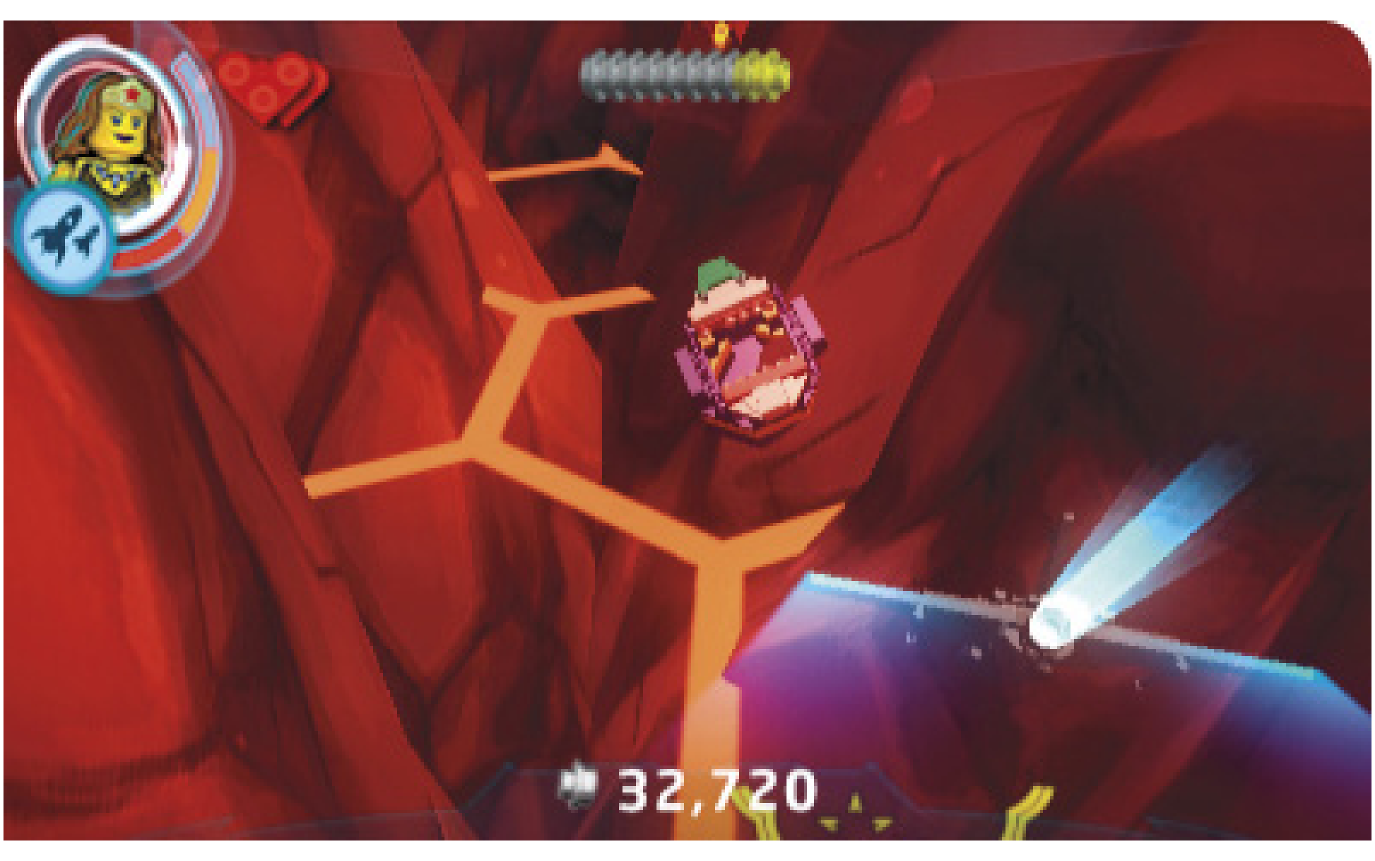
> The Joker Smash Challenge: 1 / 3

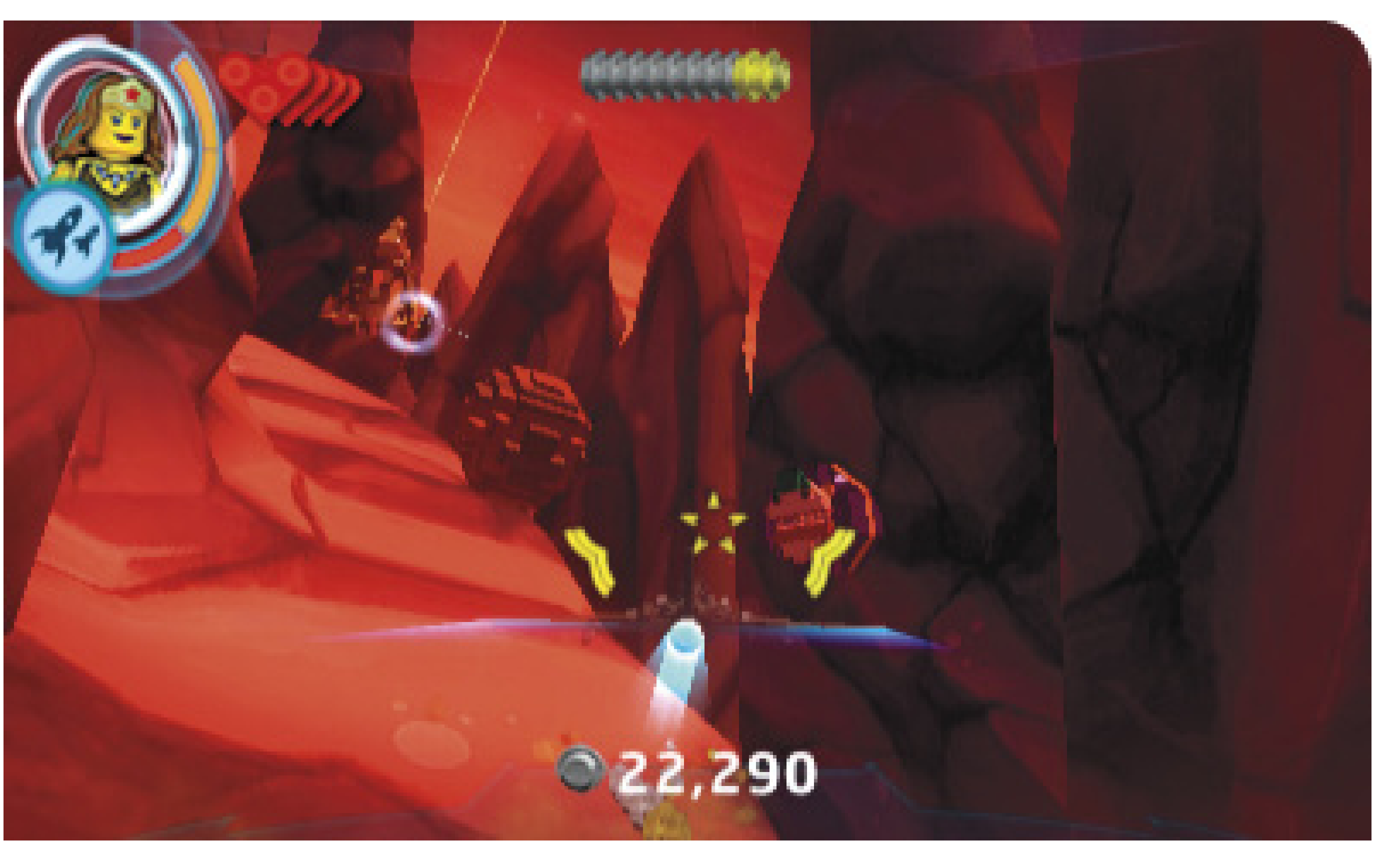
After The Joker prop, the second generator comes into view. Shut it down.

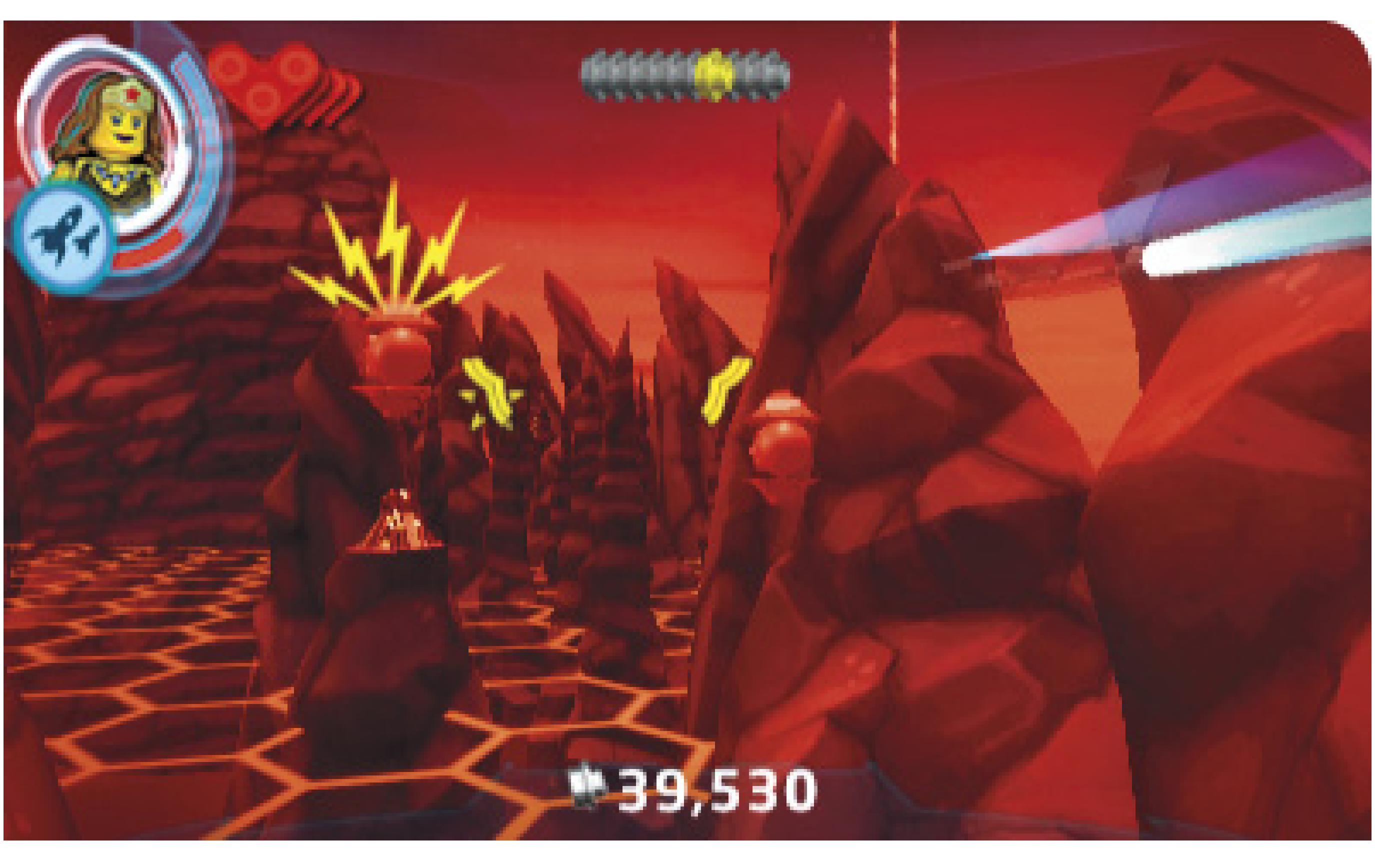
A quick bob and weave through the cliffs and the third generator is in view.

Destroy the falling boulders while passing through the canyon to gather more studs.The second Joker prop is found on the right mountainside.









> The Joker Smash Challenge: 2 / 3

The fourth and final generator comes into view after the avalanche. Do not destroy it yet! Instead, fly past it and complete any remaining challenges, because you'll loop back around.

A sharp descent follows the fourth generator. At the bottom of the ravine is the third and final Joker prop.

> The Joker Smash Challenge: 3 / 3

If you're having trouble completing the space combat challenge, continue to circle the area until you have done so.

> Space Combat Challenge

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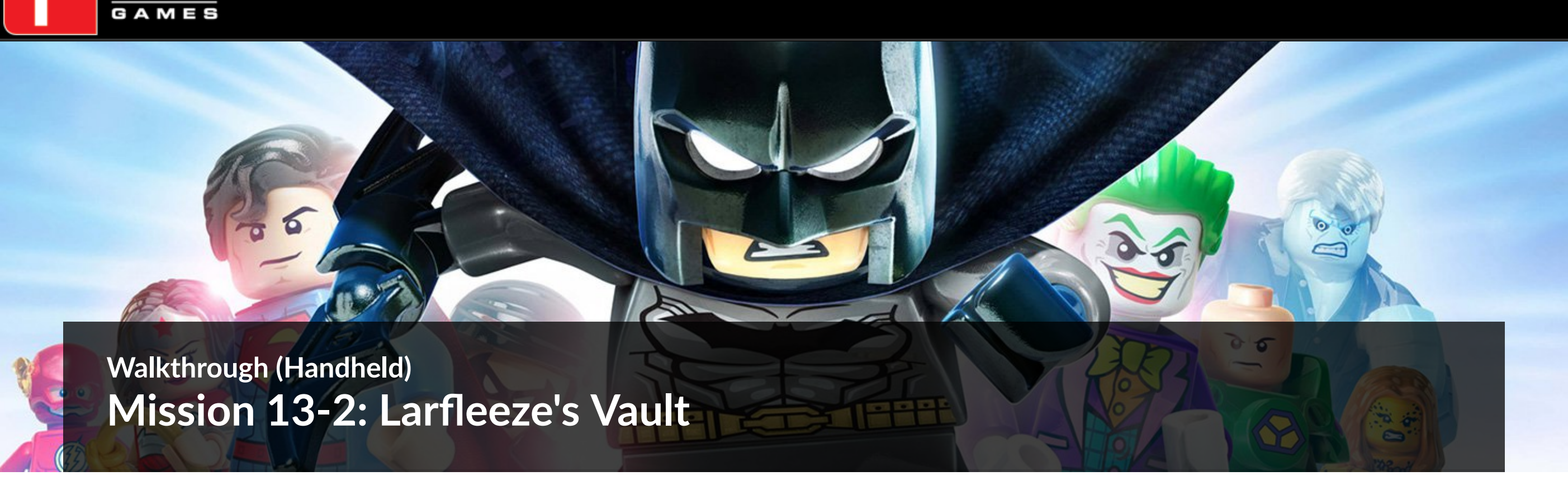


Walkthrough (Handheld)

Mission 13-2: Larfleeze's Vault

WALKTHROUGH 13-2 MISSION

Larfleeze's Vault

Characters

Wonder Woman (As Cheetah)
Solomon Grundy
Batman (As The Joker)
Robin (As Lex Luthor)
Green Lantern (Hal Jordan)

Unlocks

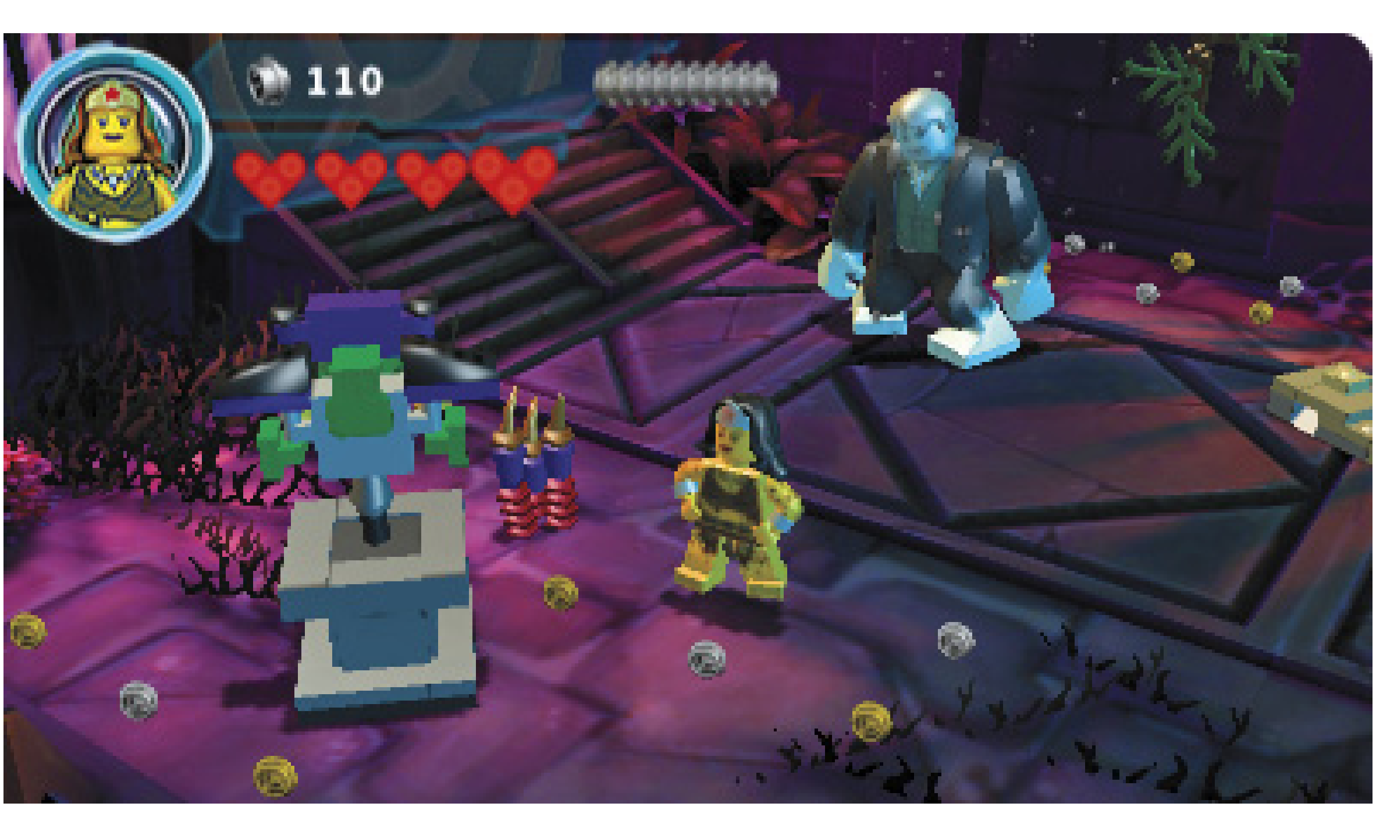
John Stewart (The Joker Card)
One Hit Kills (Red Brick)

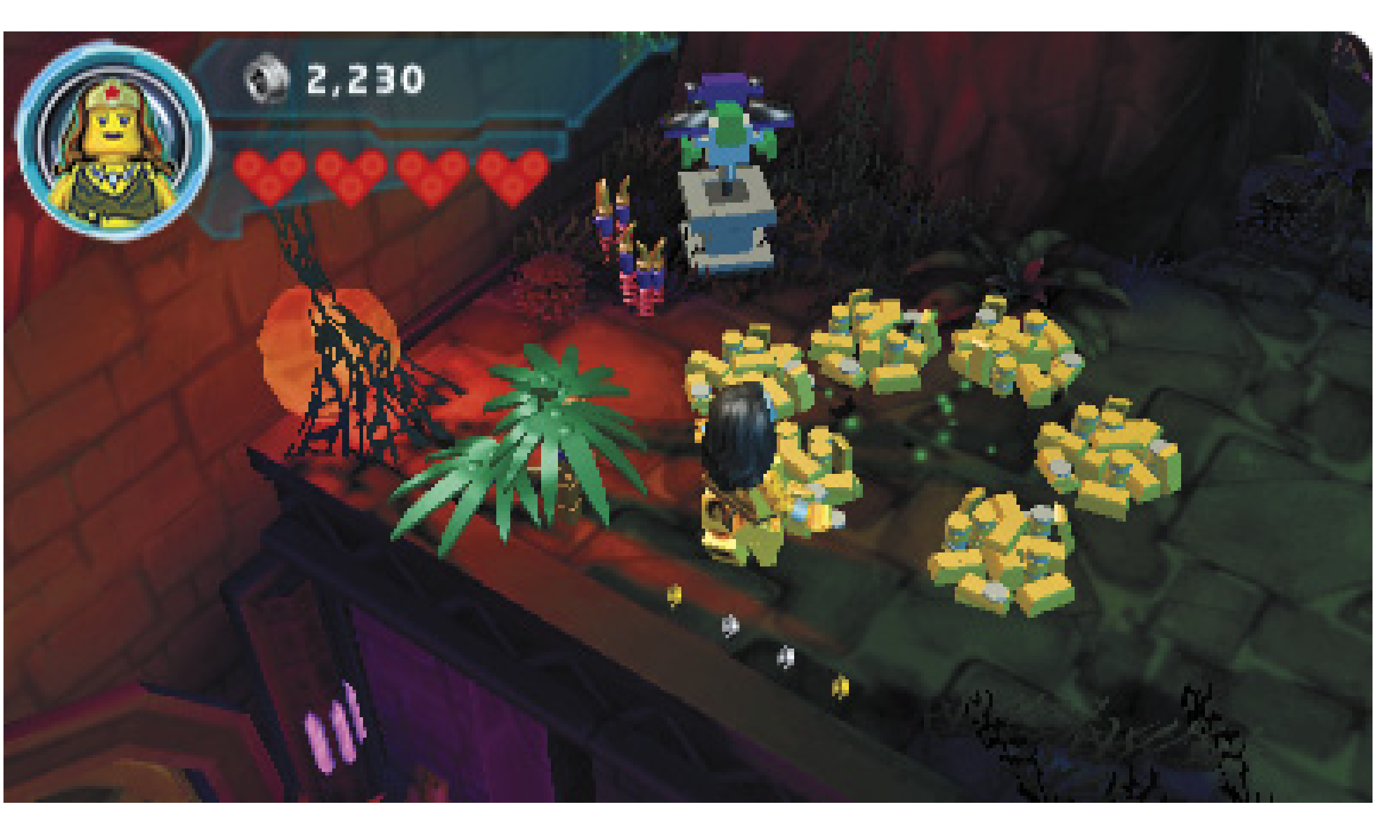
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 30,000 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first prop is at the entrance to the level, the second prop is high above the entrance on a platform, and the third is in the corner across from the vault.
Red Brick	Free Play	During Free Play, fly straight up at the start of the level. Atop the platform along the back wall, use Detective Mode to discover another pile of stones. Break the stones to reveal some bricks. Build the bricks into a lantern pad. Interact with it to reveal the Red Brick.
The Joker Card	Any	Fly up to grab it from between the hands of the giant statue.

OBJECTIVE 1: BUILD THE BRIDGES

At the start of the level, there is a Lex Luthor prop in the lower left corner.





> Lex Luthor Smash Challenge: 1 / 3

Fly up and onto high platform atop the back wall. There is a Lex Luthor prop there to smash.

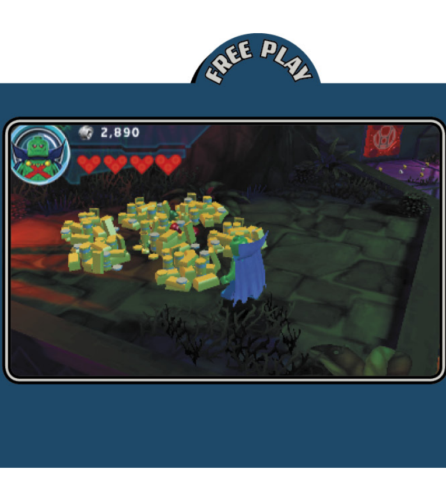
> Lex Luthor Smash Challenge: 2 / 3

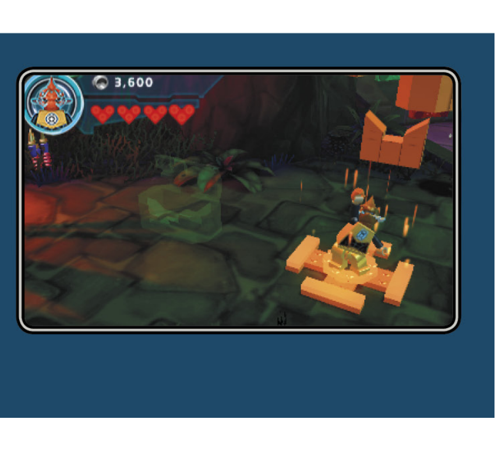
FREE PLAY

During Free Play, use Detective Mode on the circle of stones to make an extra stone appear. Smash the stones to reveal some bricks that can be built into an orange lantern pad.

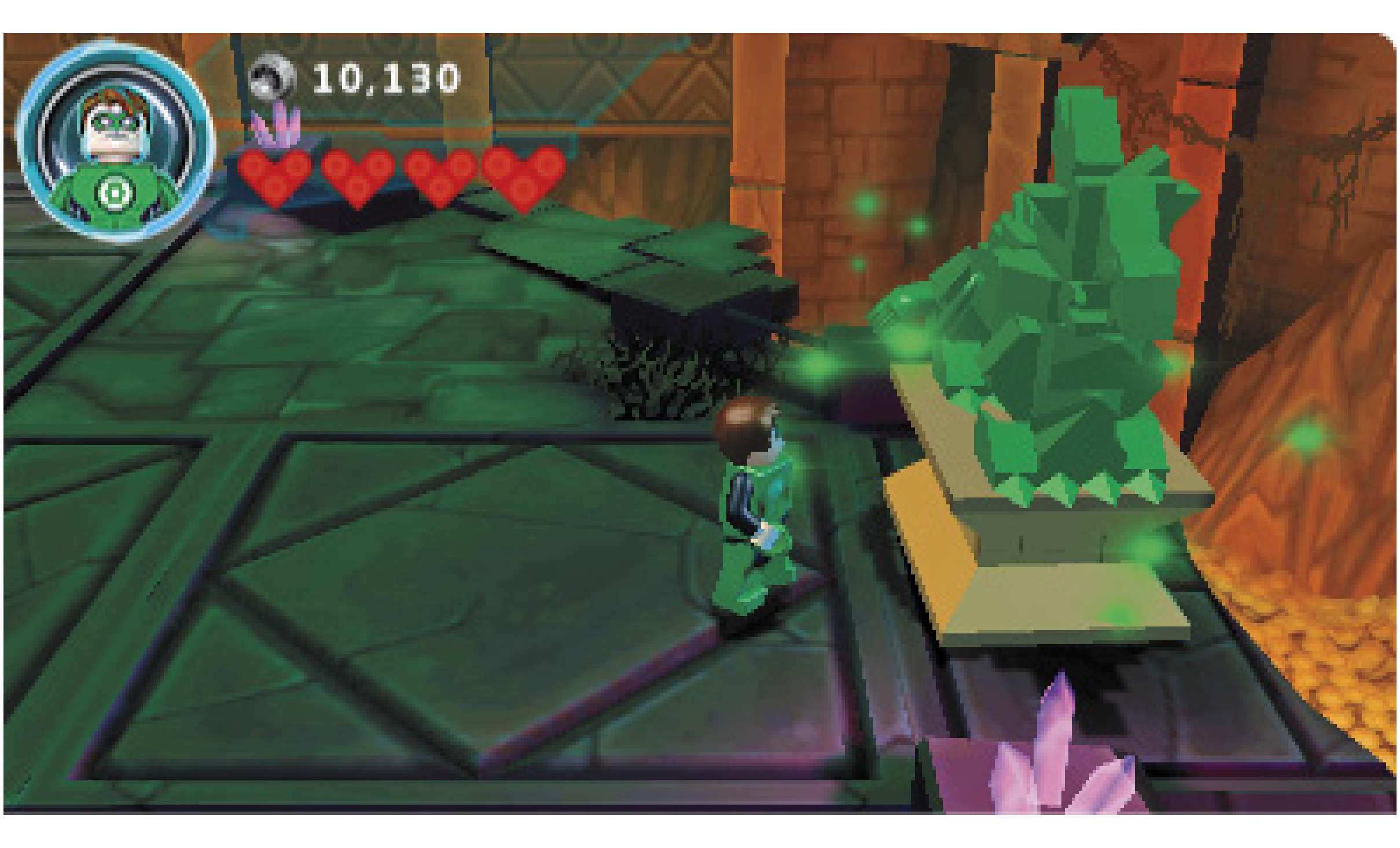
Interact with the orange lantern pad to build a treasure chest. The Red Brick emerges out of the chest.

> Red Brick



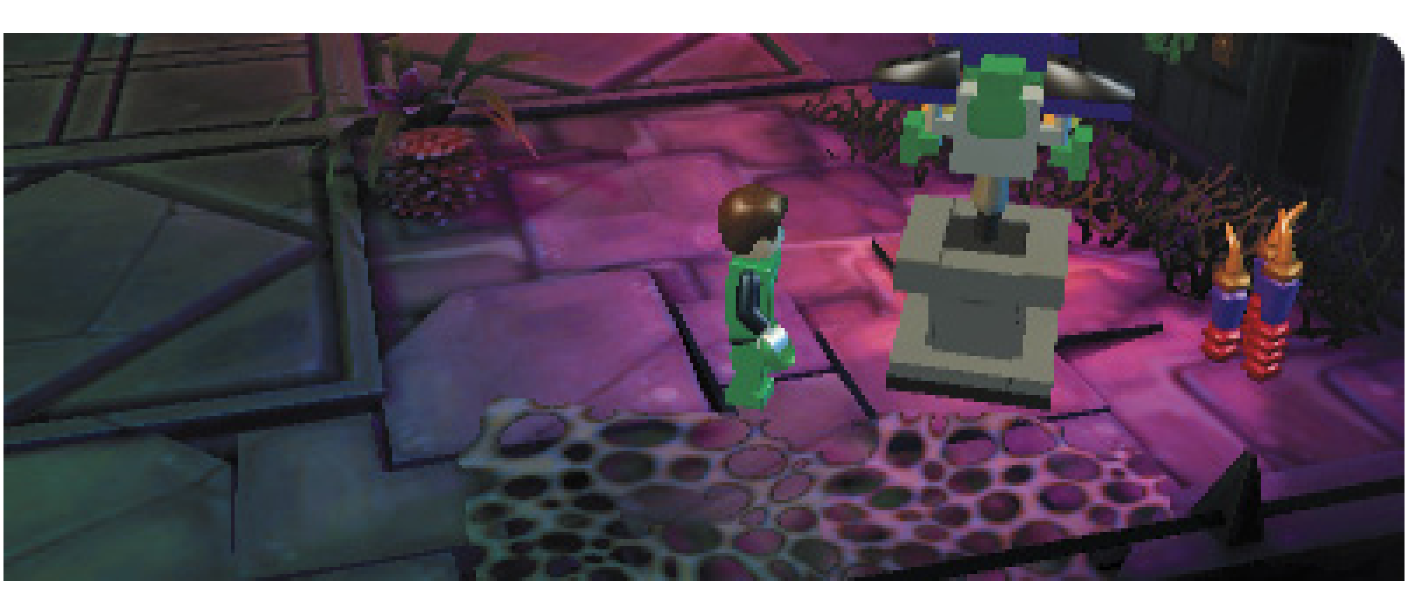


Cross the bridge to the right. You come to an open platform with two green LEGO statues. Shatter them both to reveal bricks to build into green lantern pads. Interact with both of the green lantern pads to form bridges across the chasms at the northwest and east sides of the platform.



OBJECTIVE 2: OPEN THE RIGHT HAND

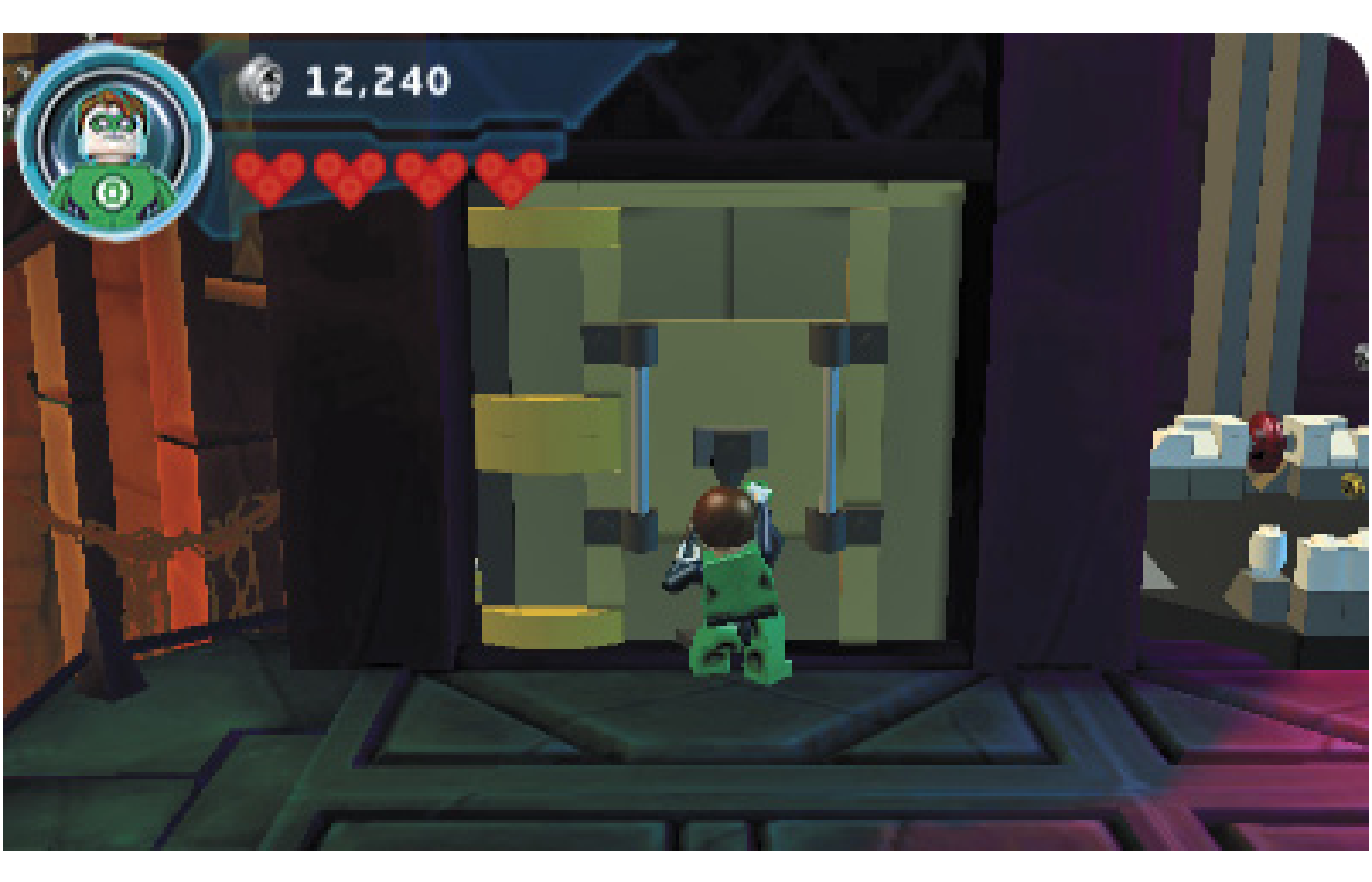
Cross the newly formed bridge to the east. After crossing the bridge, smash the Lex Luthor prop in the southeast corner of the area.

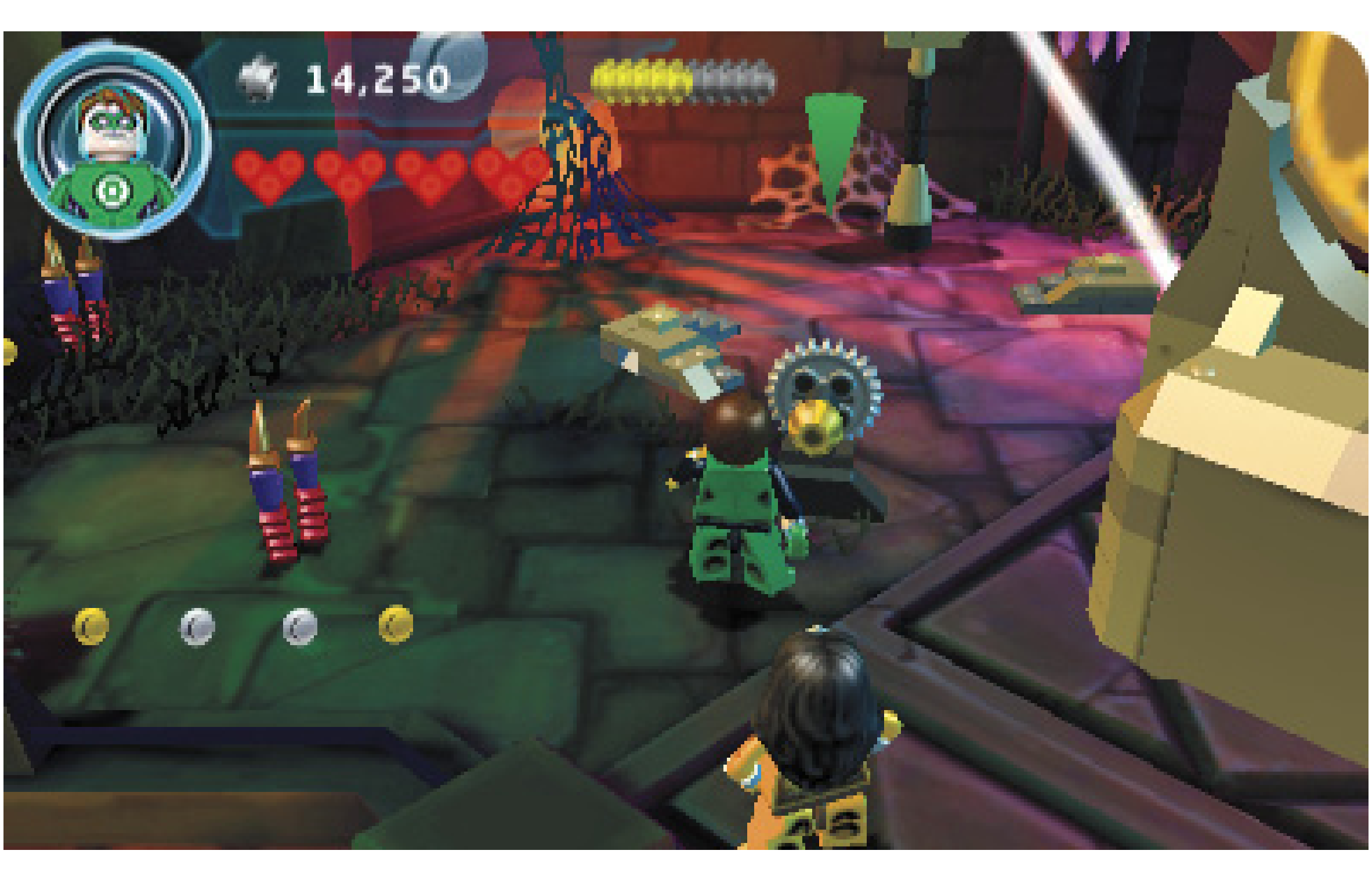


> Lex Luthor Smash Challenge: 3 / 3

On the north end of the platform, there is a vault. Turn the valve to open it. Once inside, smash the treasure and pull on the handle at the back of the vault. The handle activates the nearby elevator. Grab the key that is left behind.

Use the elevator to reach the floor above. Once there, place the key into the gear to the left of the Okaara symbol and use it to reveal some hyper strength handles.





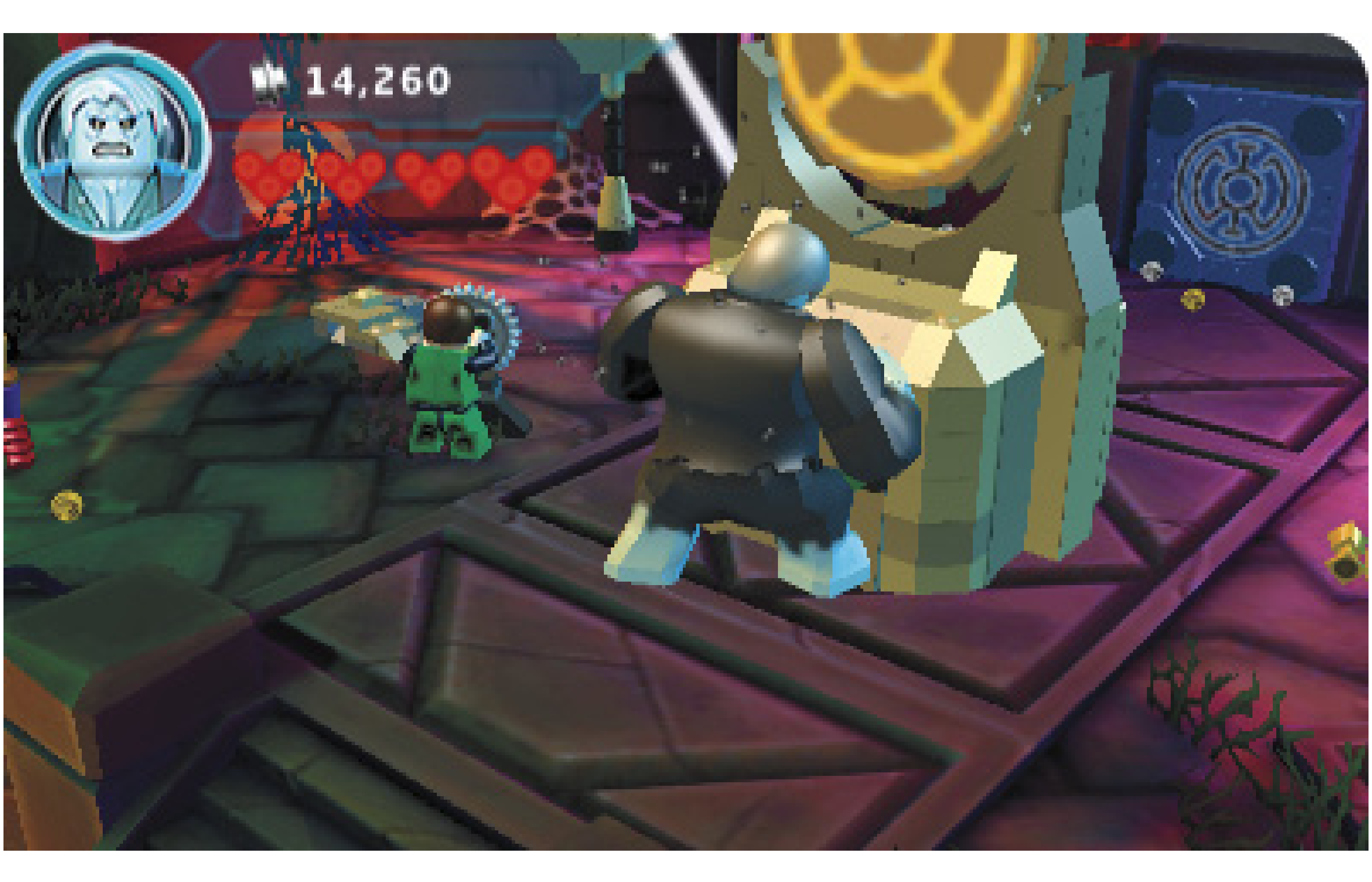
> You cannot fly while holding onto the key. If you drop the key, it returns to the vault.

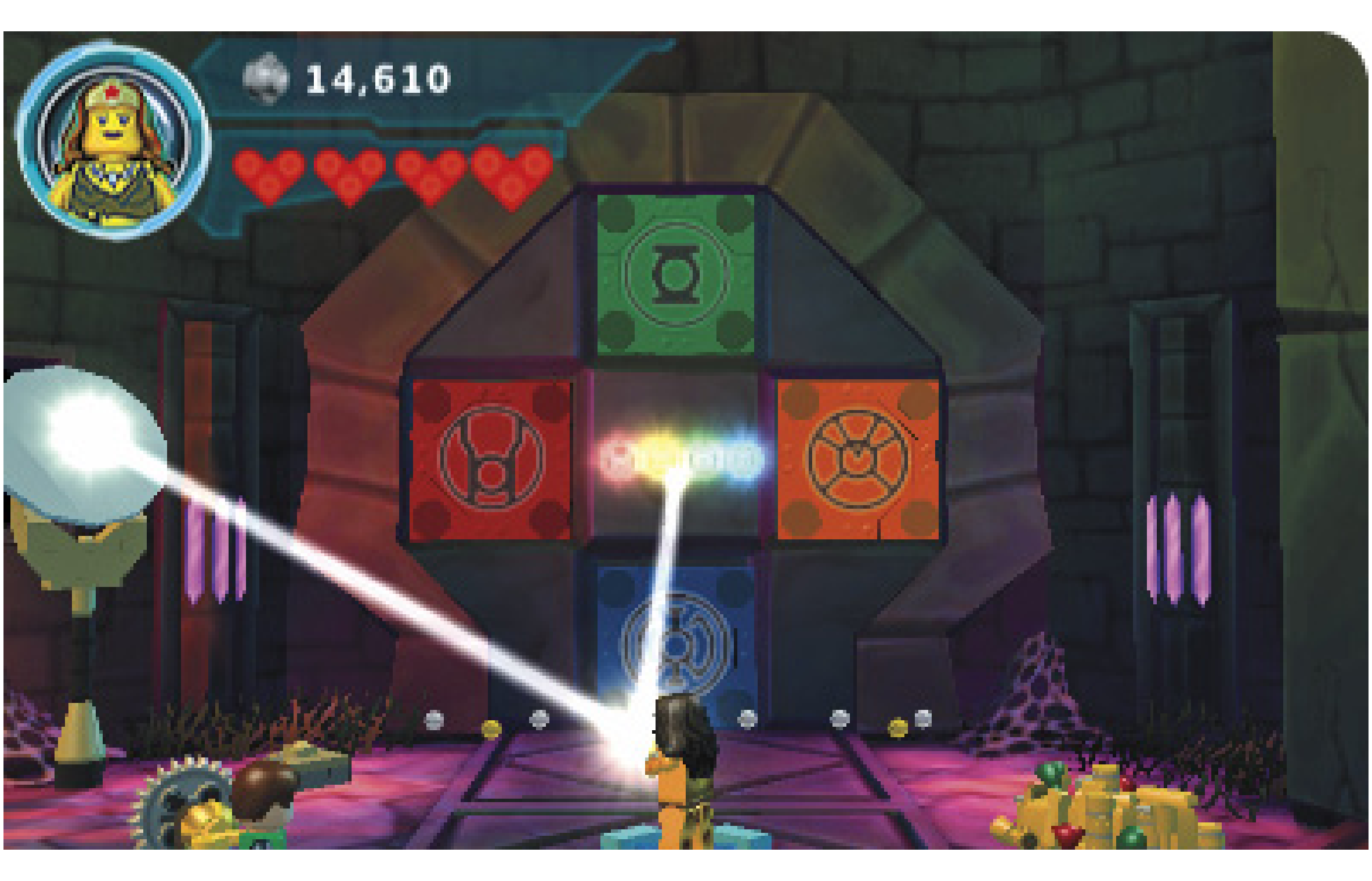
Have Solomon Grundy rip the statue apart with the handles to reveal some bricks that can be built into a shield deflect pad.

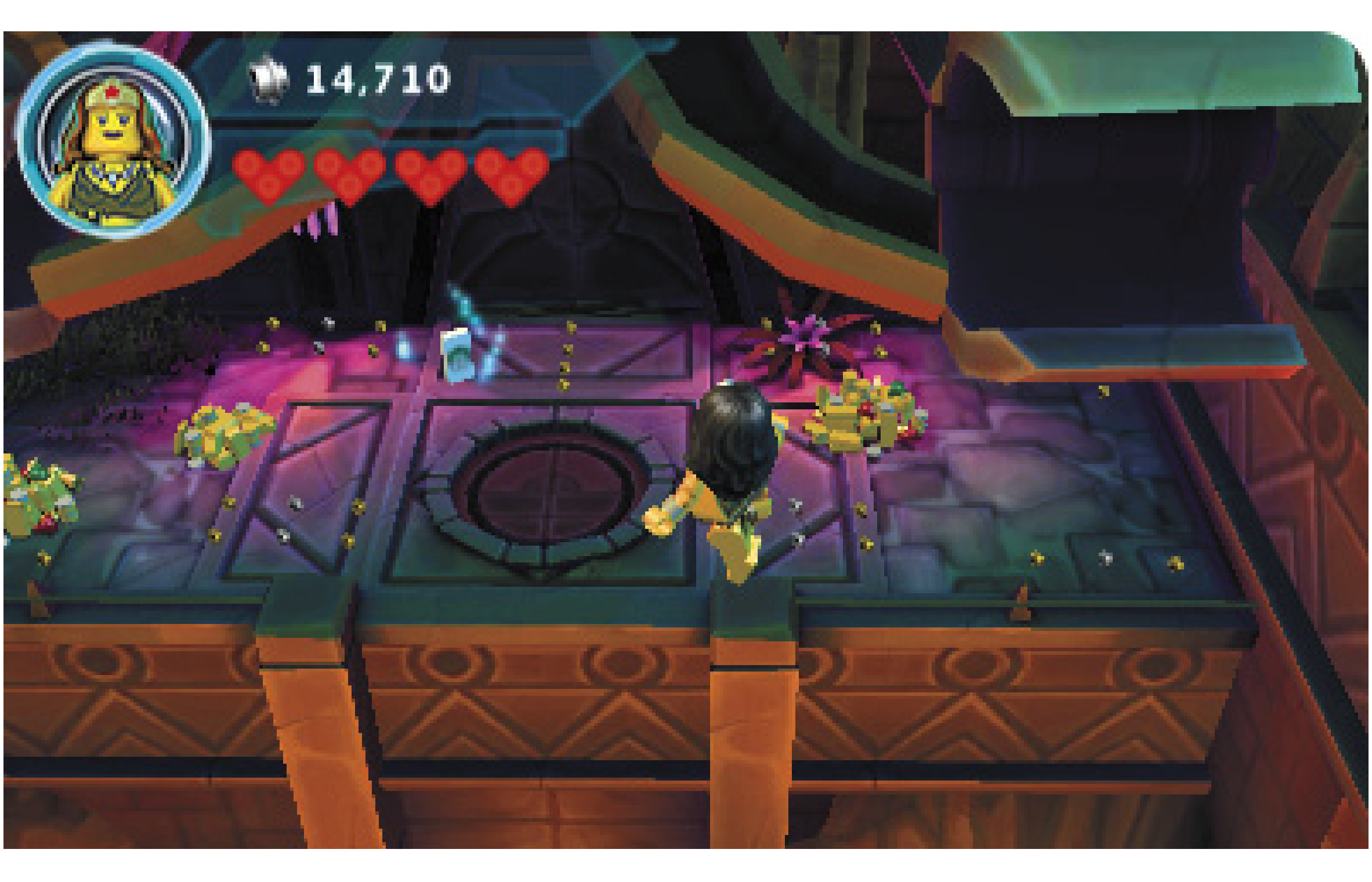
Use the shield deflect pad to reflect the beam of light at the colored tiles on the wall. In the center of the four tiles is a color sequence. Follow the sequence from left to right by shining the light onto the tiles in order. This causes the giant statue on the back wall to open one of its hands.

Between the giant statue's hands The Joker Card is hovering in mid-air. Have a flying character snatch it.

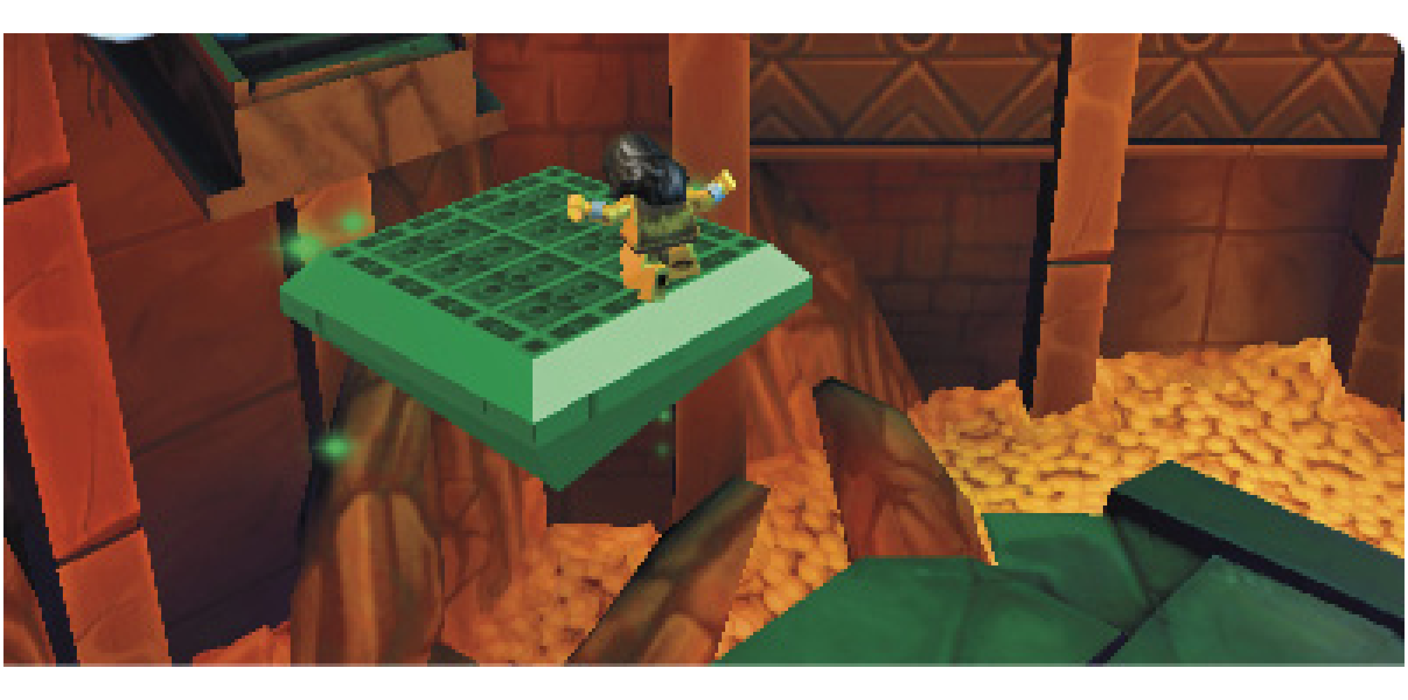
> The Joker Card







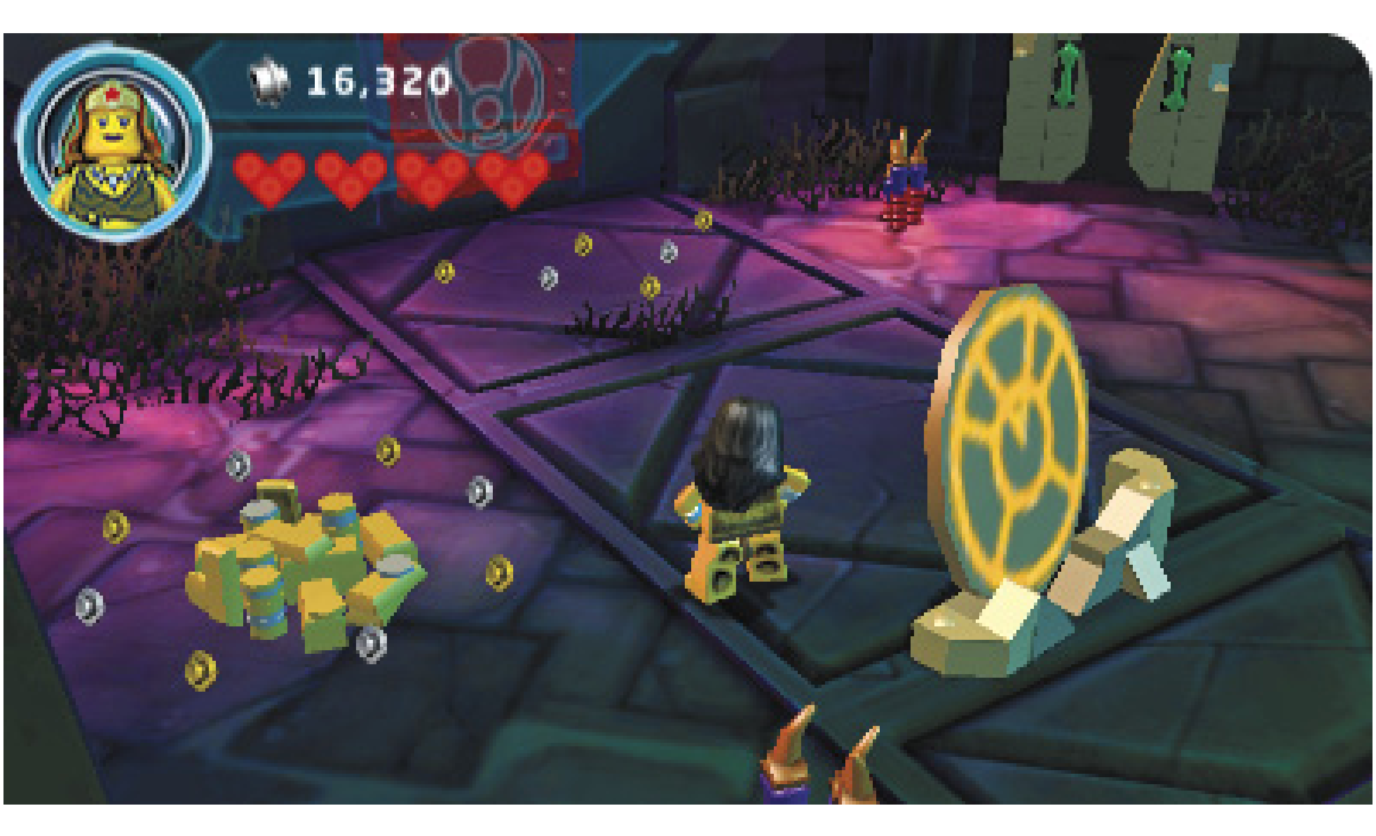
OBJECTIVE 3: OPEN THE LEFT HAND

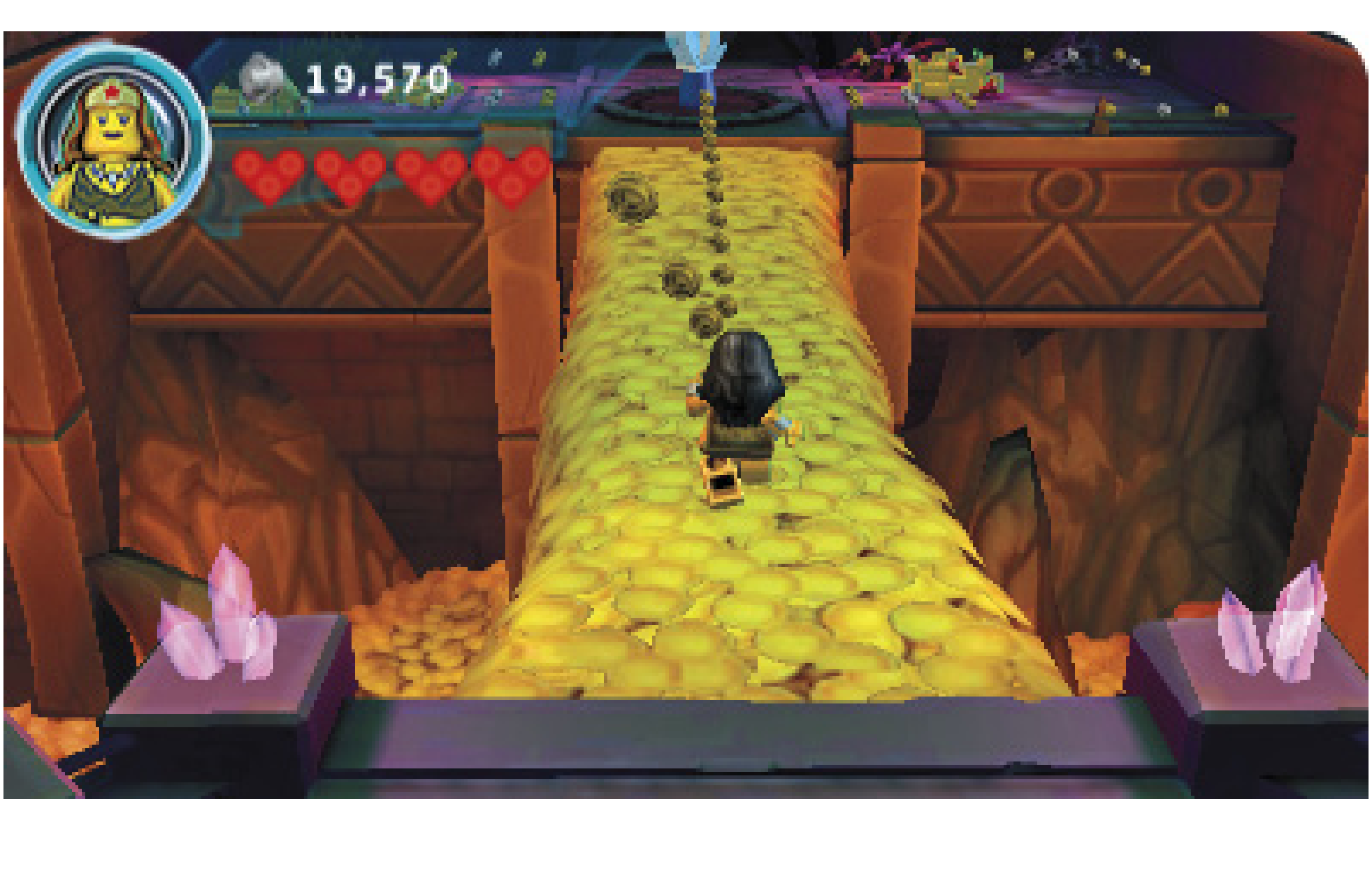


Head back to the central platform and head to the northwest this time. Jump onto the floating green LEGO platform to guide you.

Once you have crossed over, smash the symbol to find some bricks that you can build into a shield deflect pad. After that, have Solomon Grundy pull on the hyper strength handles along the back wall. Build the bricks that spill out into a mirror to magnify the beam of light.

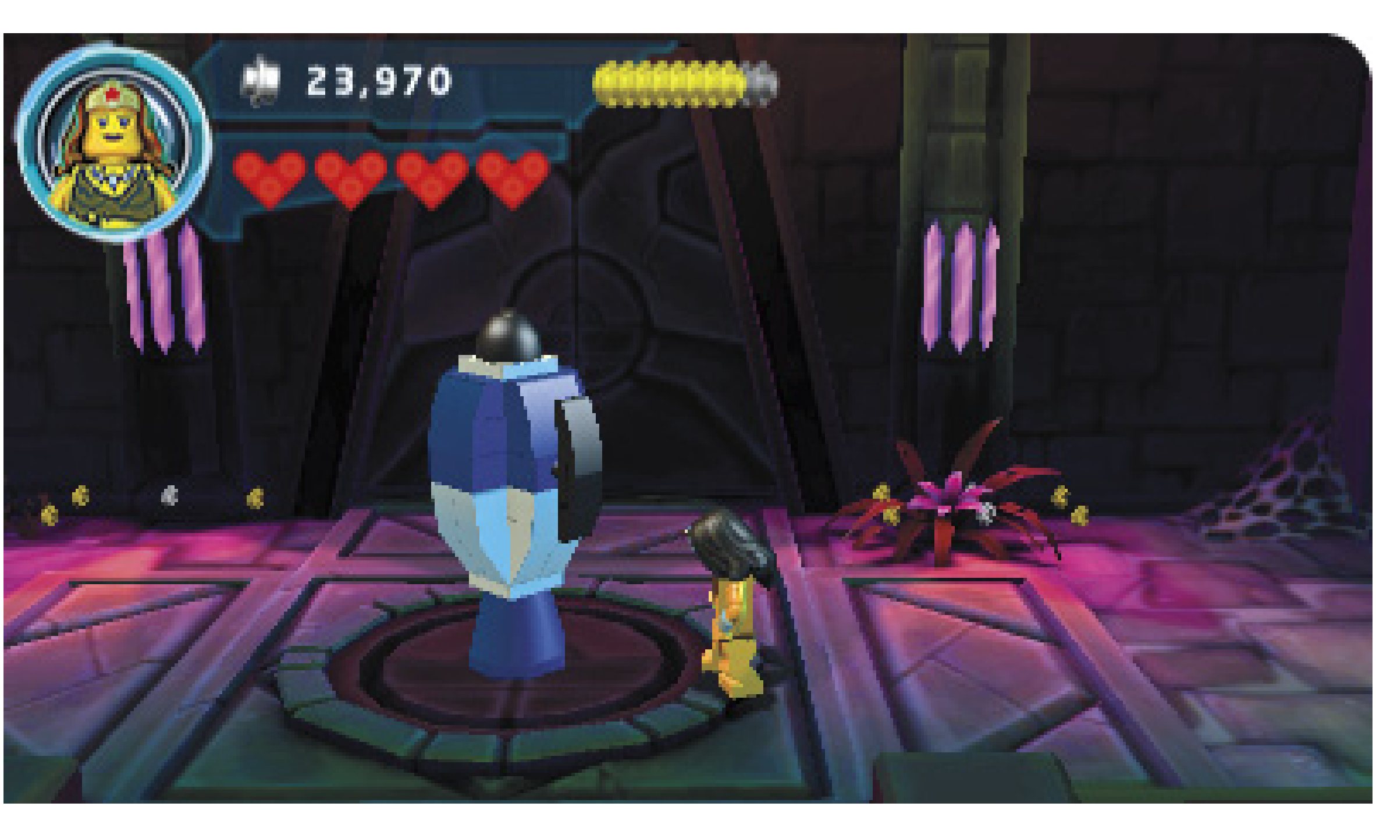
As with the previous puzzle, use the central lights to discover the order in which the tiles have to be illuminated. This opens the giant statue's left hand and gold pours out from it. This gold bridges the gap between the central platform and the platform immediately beneath the statue.

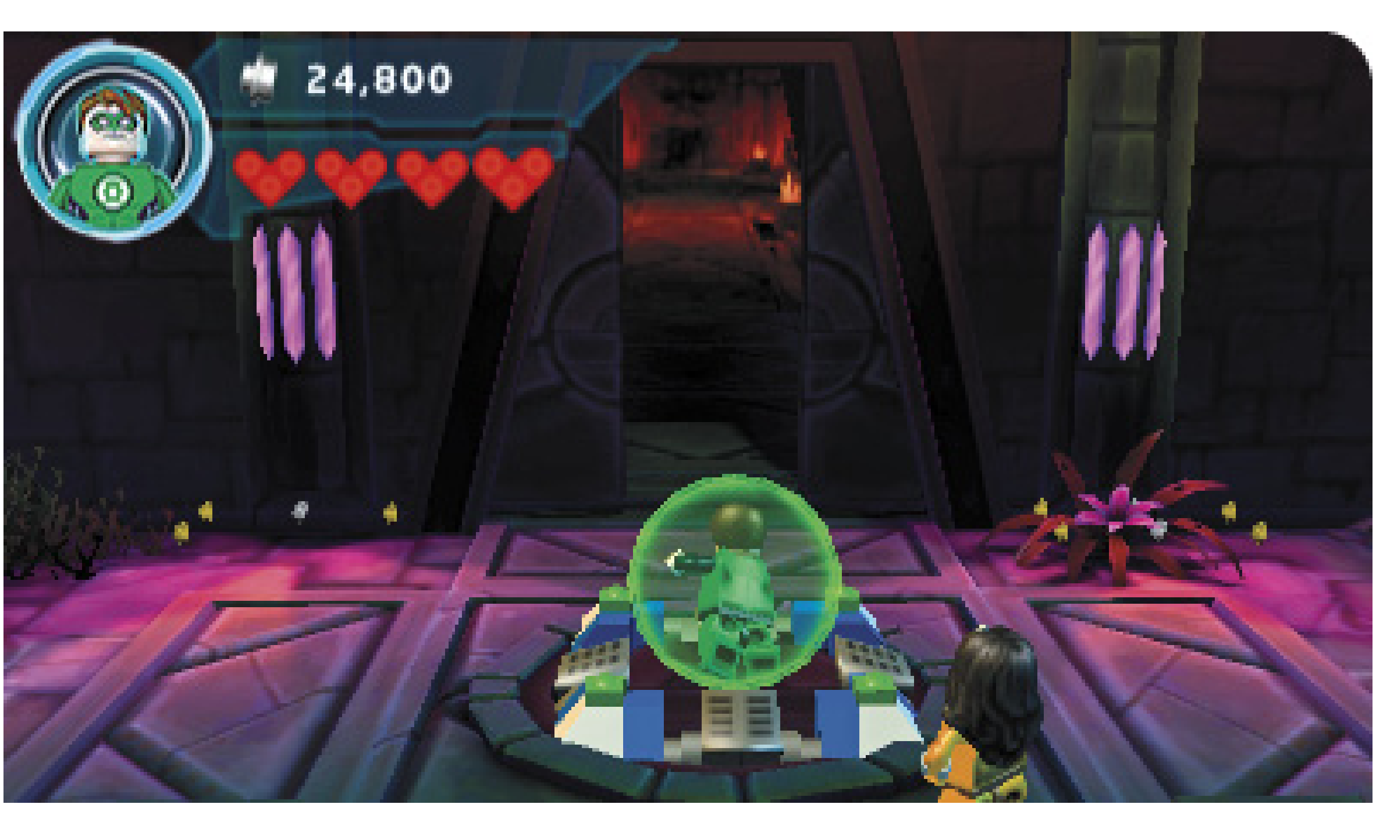




OBJECTIVE 4: CROSS THE BRIDGE OF GOLD

After crossing the bridge of gold from the central platform to the giant statue, smash the totem to find some bricks. Build these bricks into a sphere spot that Green Lantern can use to open the large doors nearby. Pass through the open doors to exit the level.





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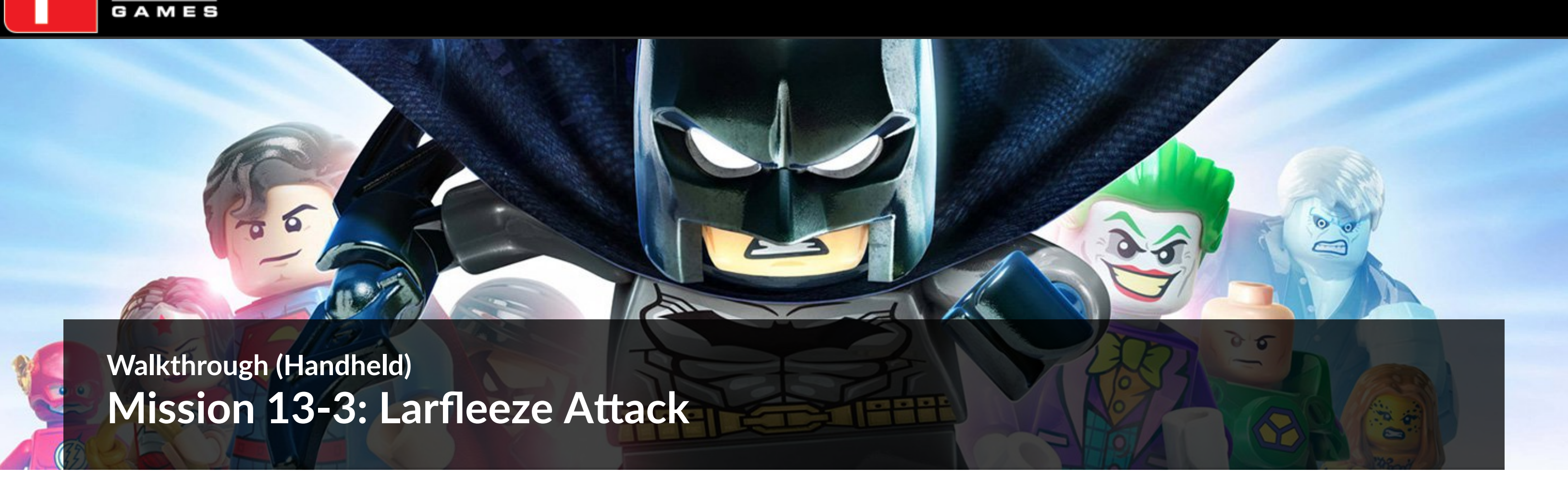
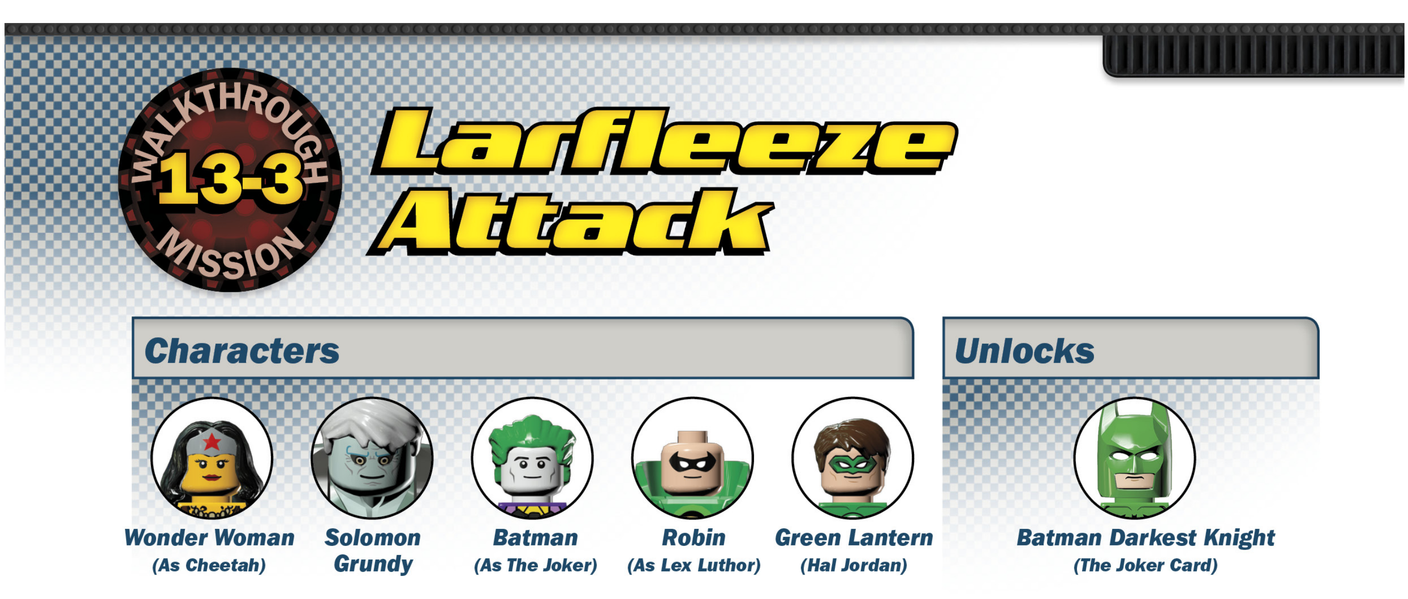


Walkthrough (Handheld)

Mission 13-3: Larfleeze Attack



Larfleeze Attack

Characters

- Wonder Woman (As Cheetah)
- Solomon Grundy
- Batman (As The Joker)
- Robin (As Lex Luthor)
- Green Lantern (Hal Jordan)

Unlocks

- Batman Darkest Knight (The Joker Card)

Gold Brick Challenges

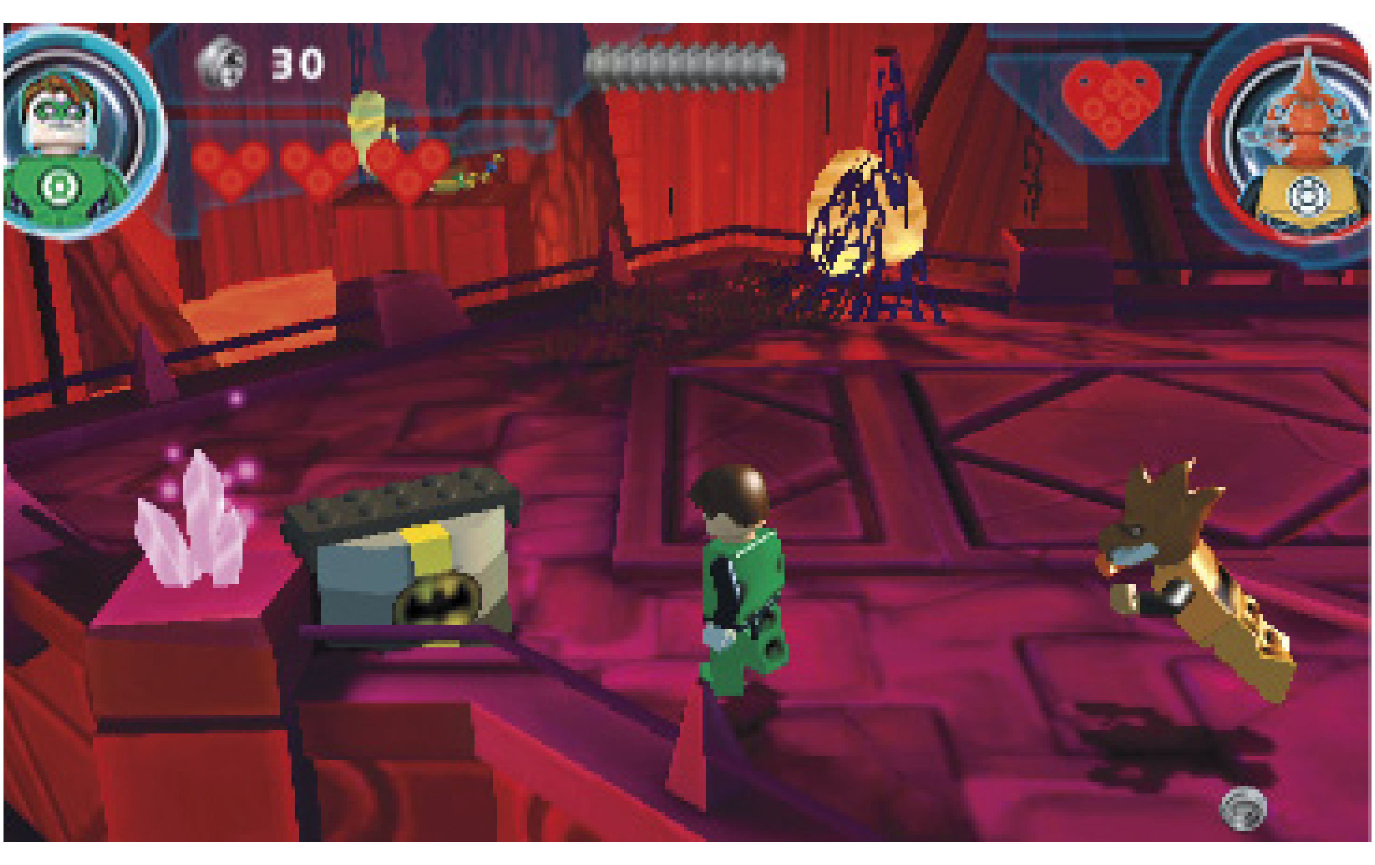
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 12,000 studs.
Batman Smash Challenge	Any	Destroy 3 Batman props. The first prop is on the southern end of the platform, the second is on the left side, and the third is on the right side.
Combat Challenge: Counters	Any	Perform 3 counters. Counter the attacks of Larfleeze's goons before you finish them off to easily complete the challenge.
The Joker Card	Any	Fly to the platform on the left side of the Power Battery. Destroy the treasure to reveal The Joker Card.

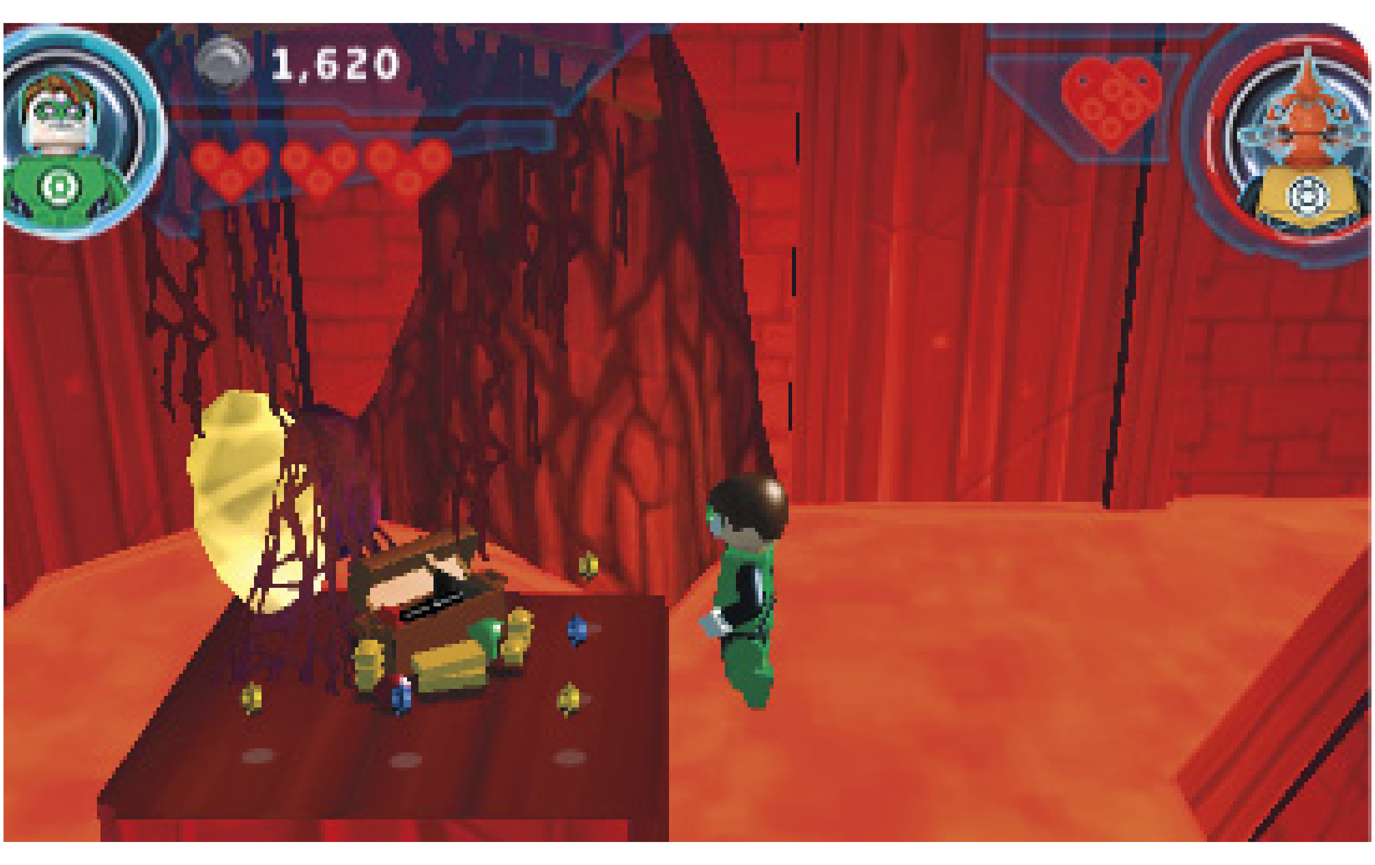
OBJECTIVE 1: DEFEAT LARFLEEZE

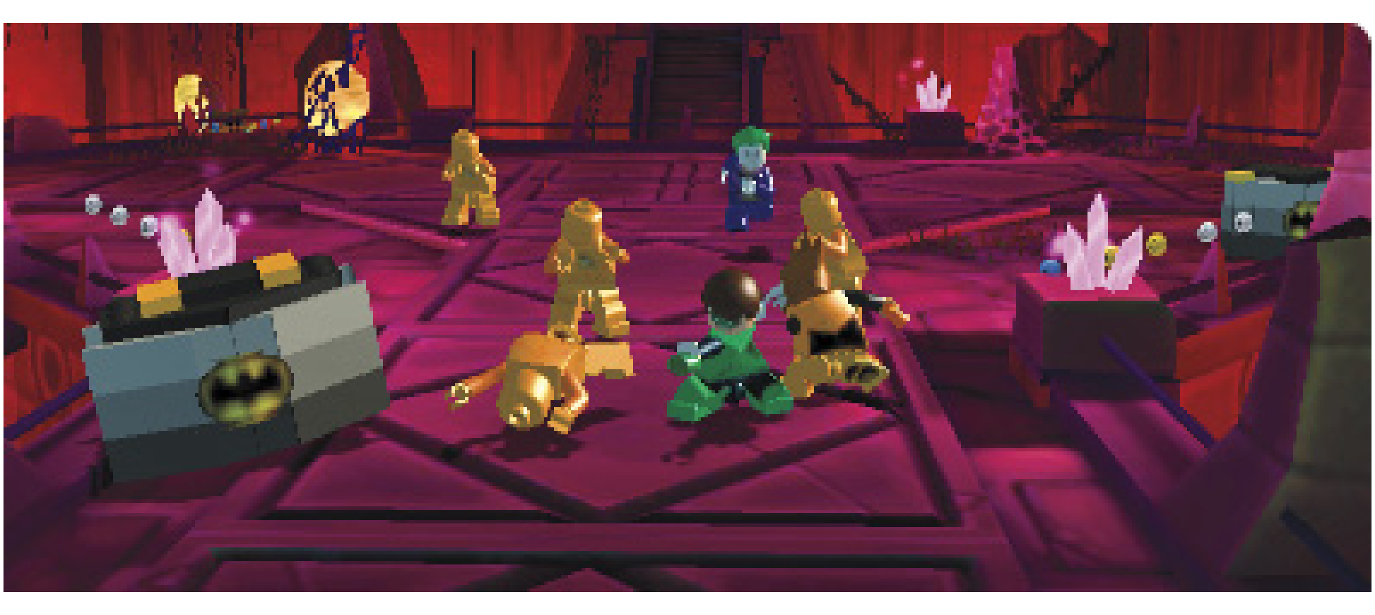
From the start, Larfleeze makes sure its an unfair fight. Lucky for you, some quick counters against the goons and you have completed the combat challenge. Before fighting Larfleeze head on, smash the Batman prop on the south end of the platform.

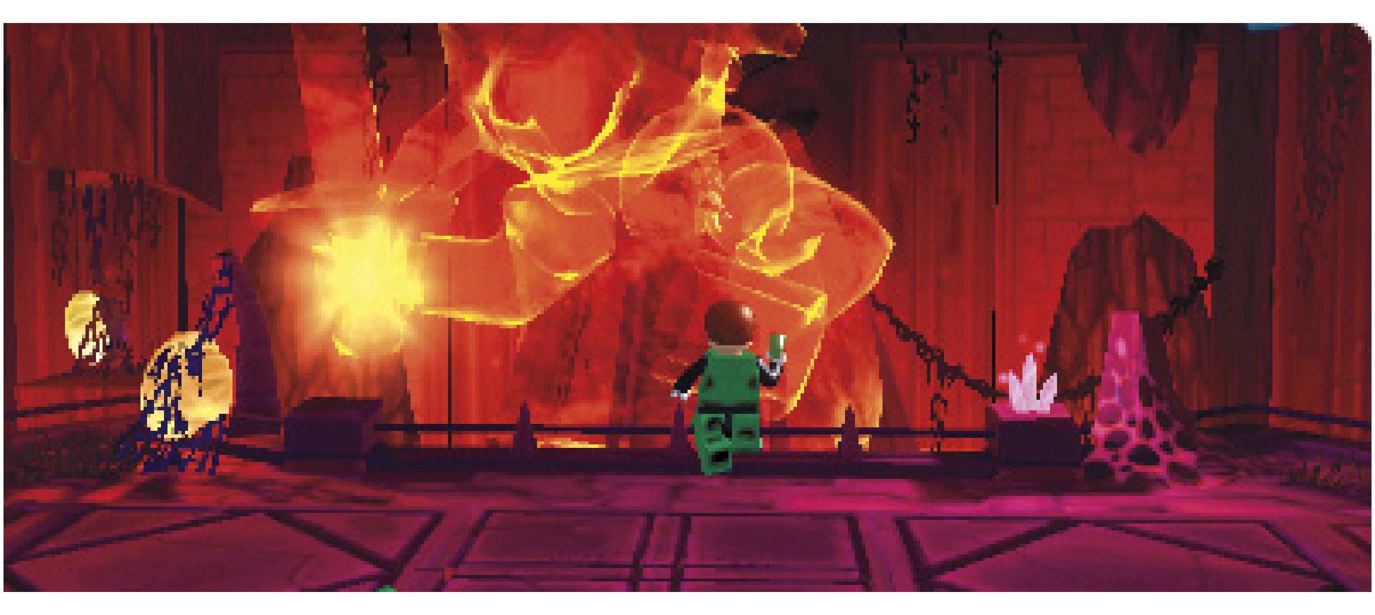
> Combat Challenge: Counters

> Batman Smash Challenge: 1 / 3









On the west side of the platform, there is another Batman prop. On the opposite side of the platform is another; smash them both!

> Batman Smash Challenge: 3 / 3

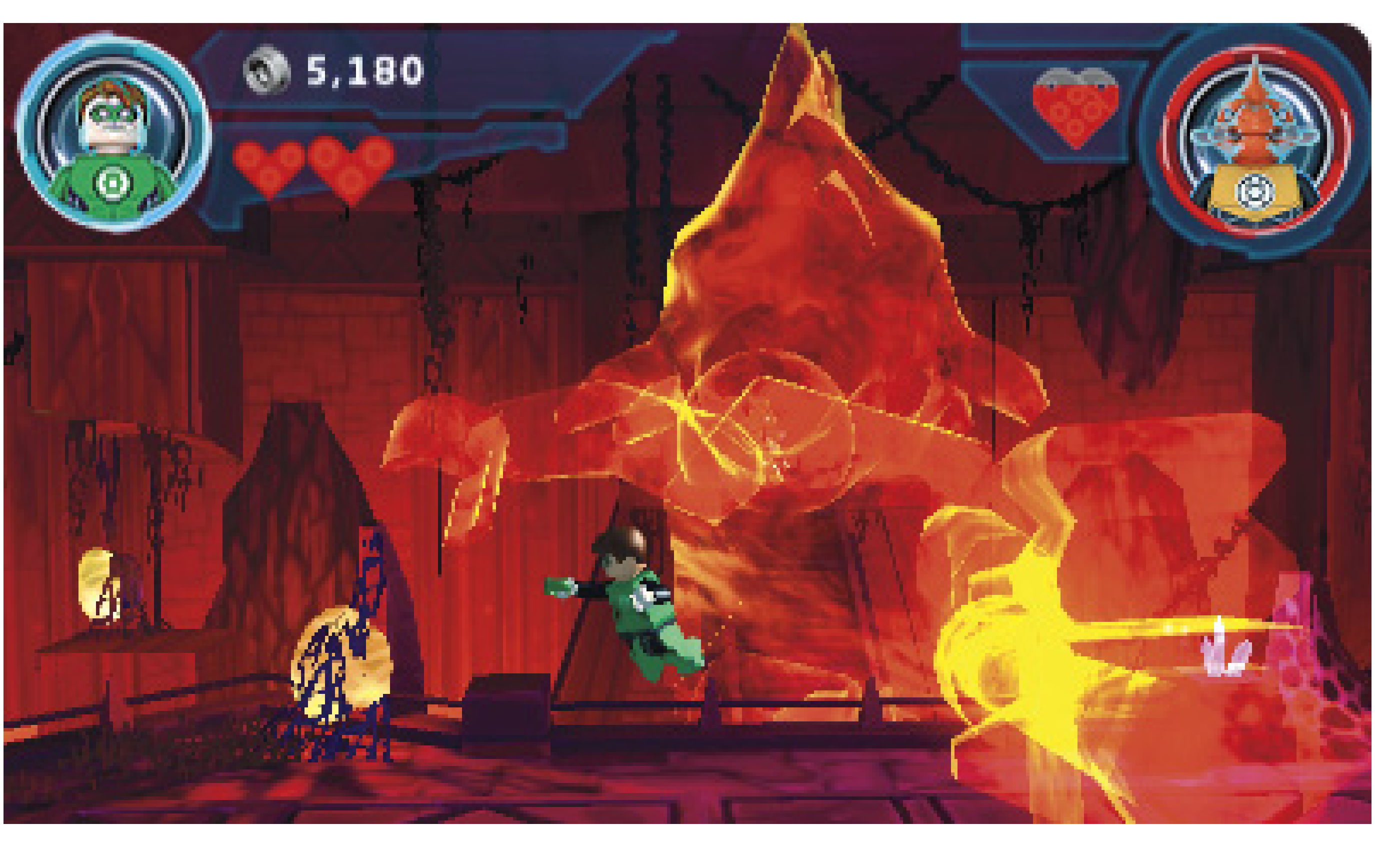
To the left of the Power Battery there is a small platform. Destroy the treasure that is found on it to reveal The Joker Card.

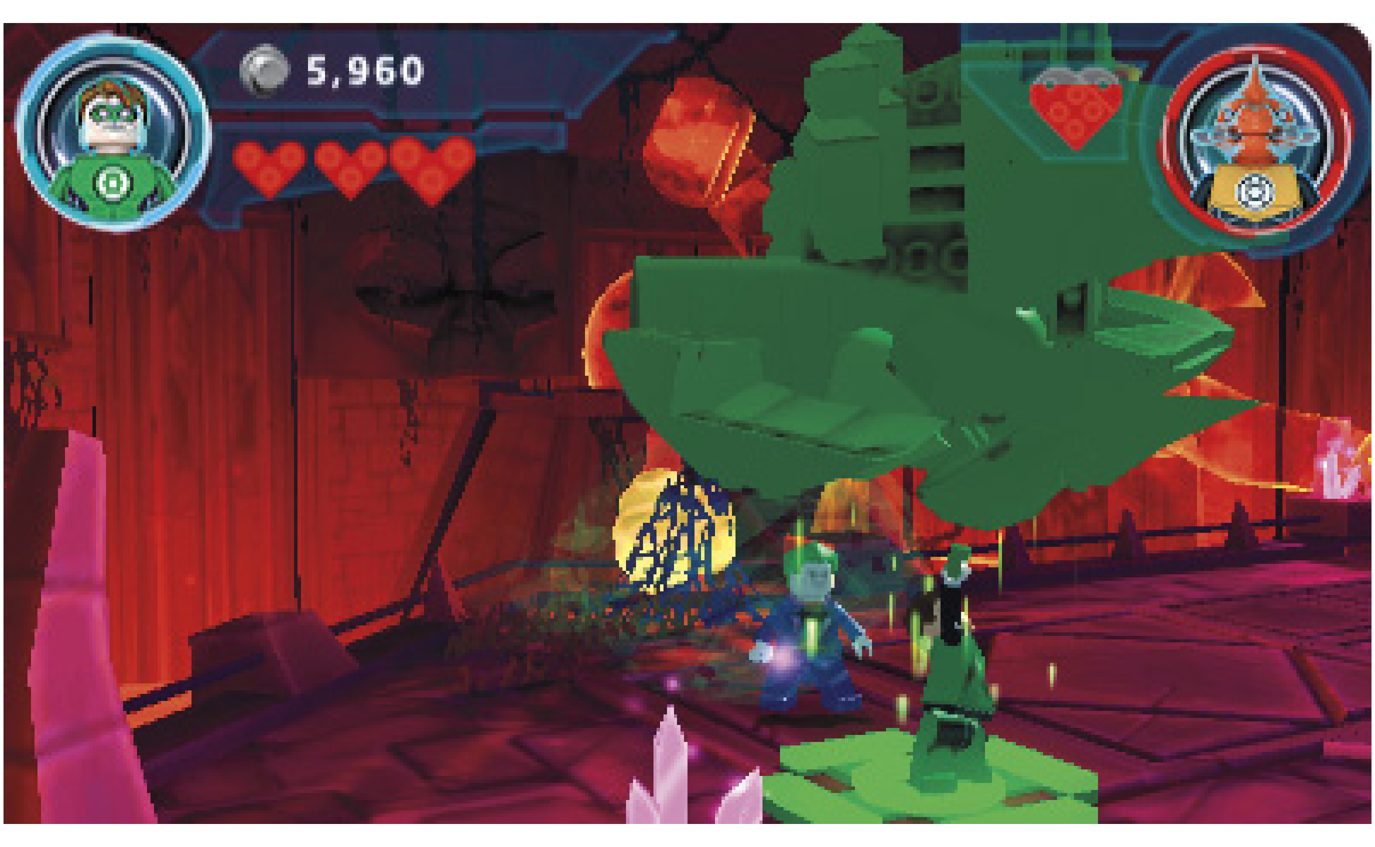
> The Joker Card

After you've defeated his goons, Larfleeze manifests an energy form to attack you. Jump to avoid his sword swipe attack.

Next, Larfleeze tries to use a hammer to smash you. Move to the sides to dodge his attack. The shockwave causes stones to fall from the ceiling. Smash them to reveal LEGO bricks that build into a lantern pad.

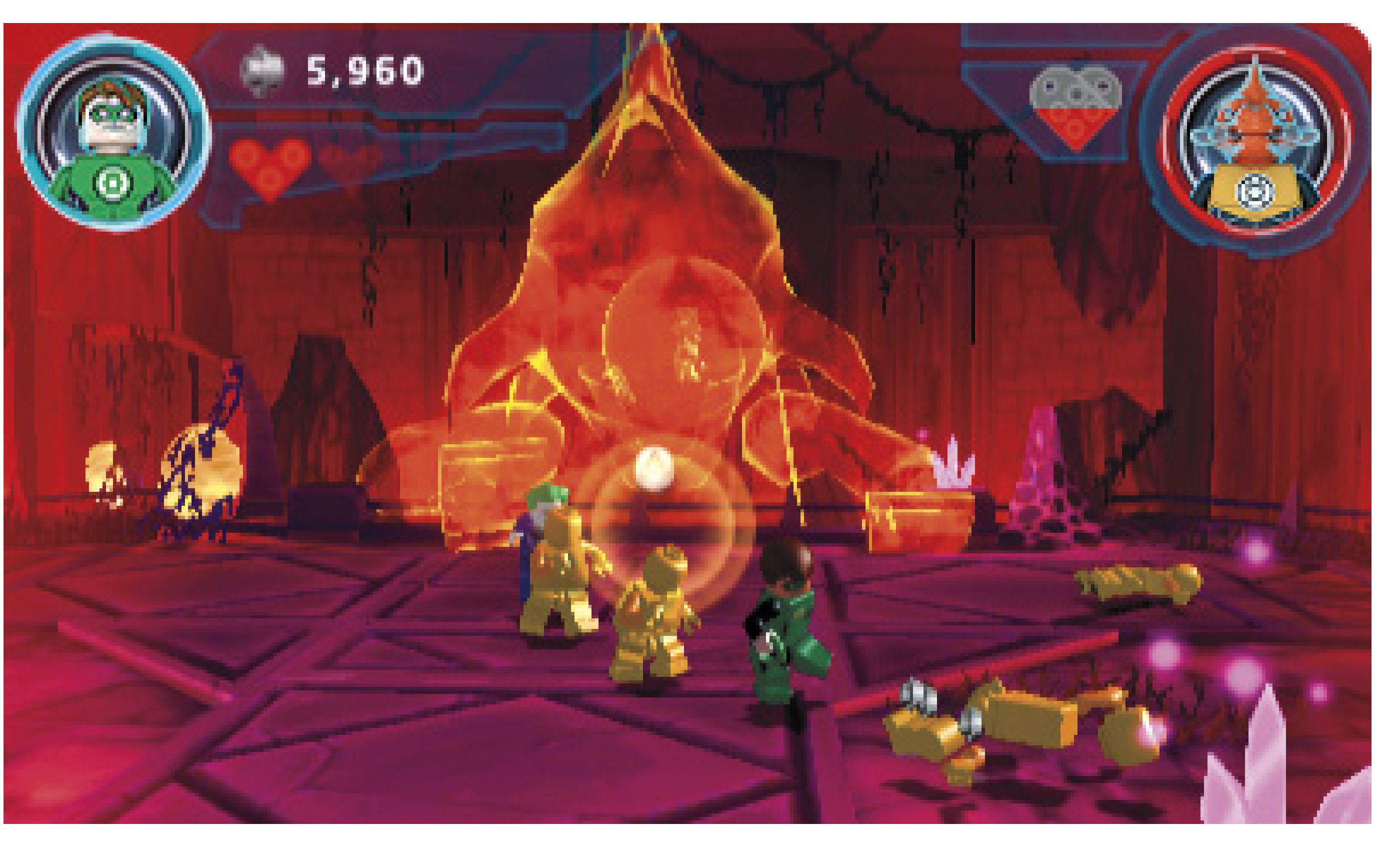
Interact with the lantern pad to create a giant LEGO object that gets the attention of the energy Larfleeze has manifested.

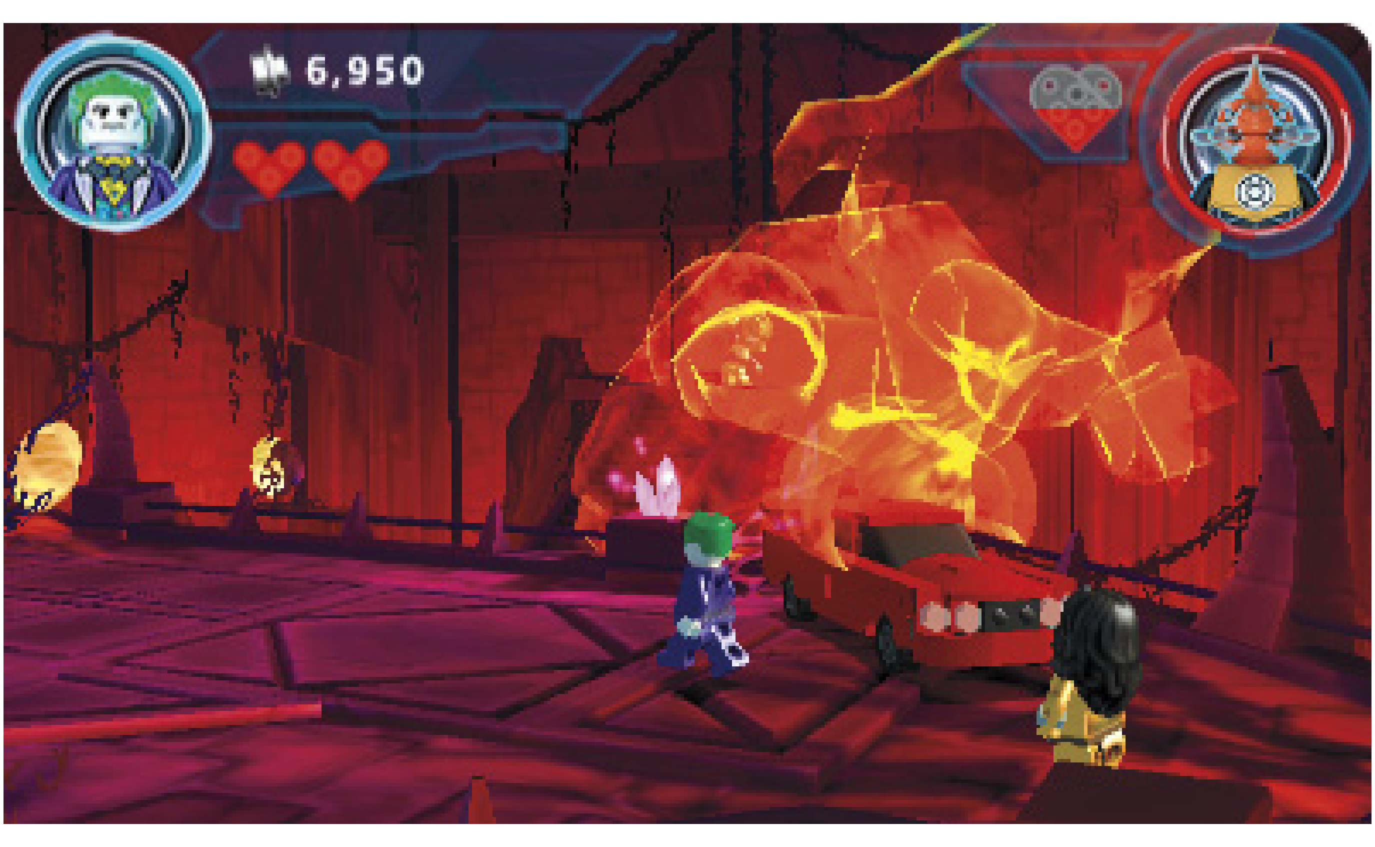




Larfleeze and some of his goons leap back into the fray. Beat down Larfleeze and his minions and the fiend manifests his energy again. Avoid his attacks until more stones come crashing down.

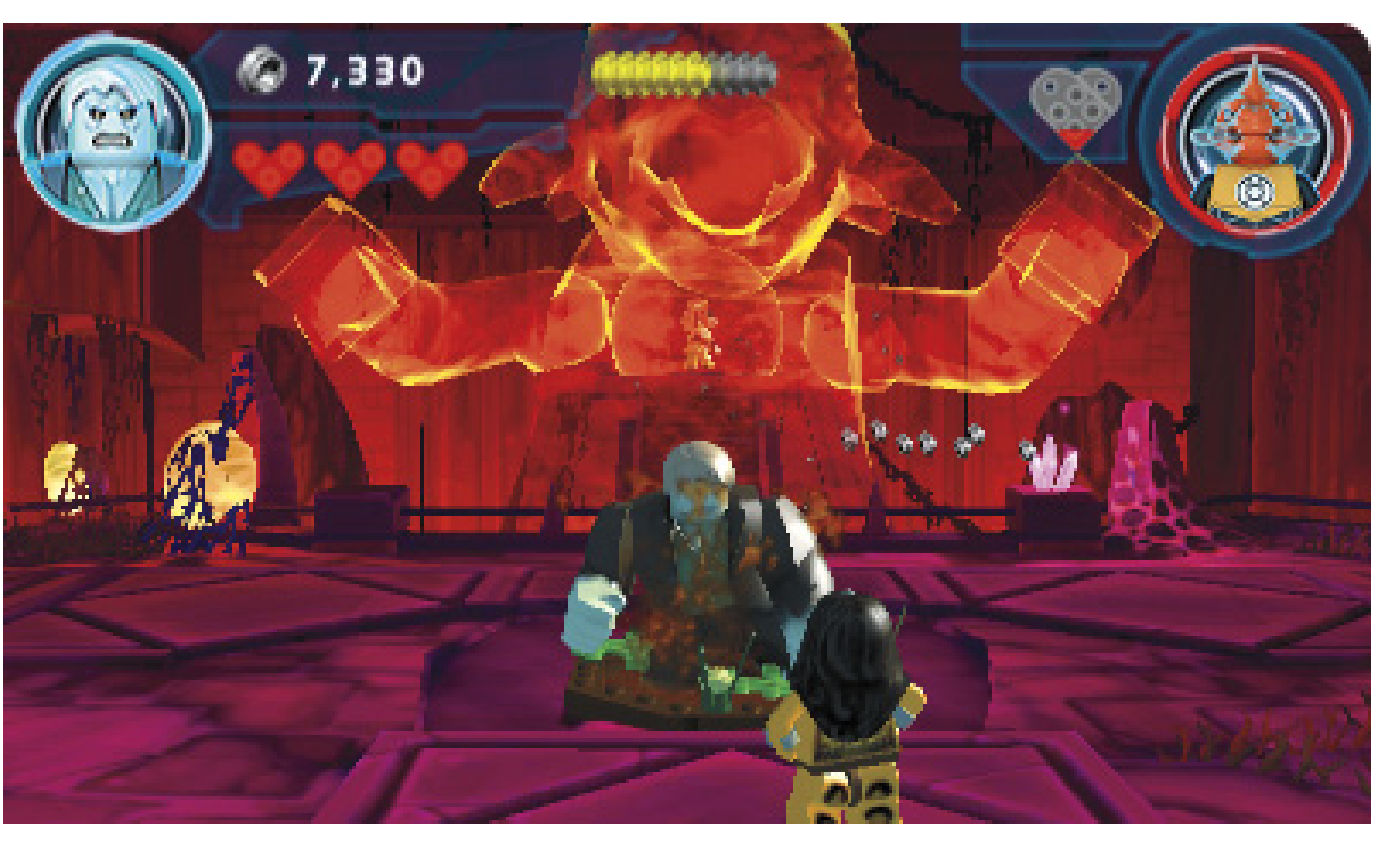
Break the stones to reveal LEGO bricks that can be built into a car. This car distracts the manifestation and brings Larfleeze back into the fight. Attack him and he manifests his energy again.

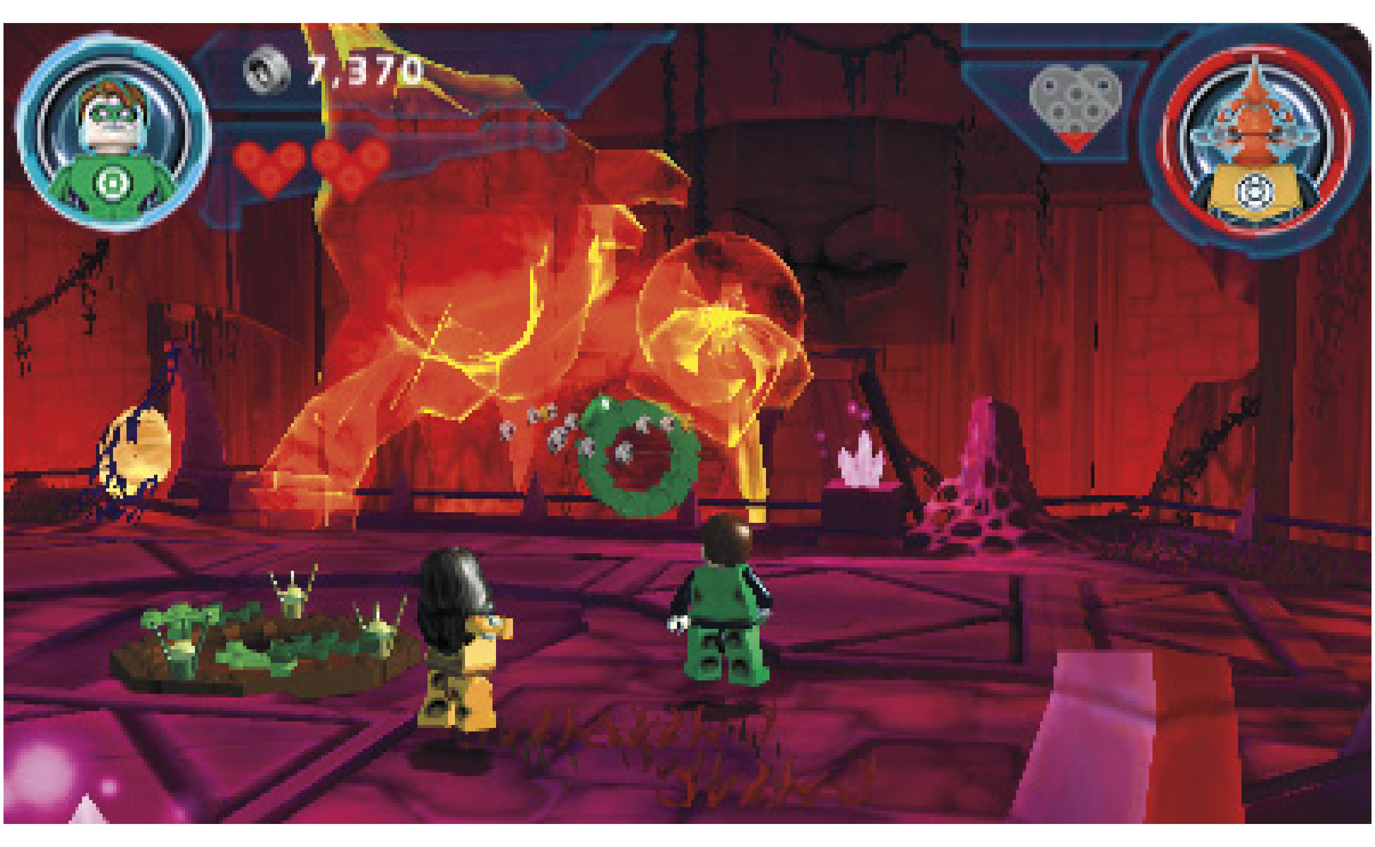




The next time that Larfleeze brings his hammer down, you have a swamp access point to use. Pass through it as Solomon Grundy to emerge with a lantern pad.

Interact with the lantern pad to distract Larfleeze's energy again. When he jumps down to confront you, dispense some swift justice.





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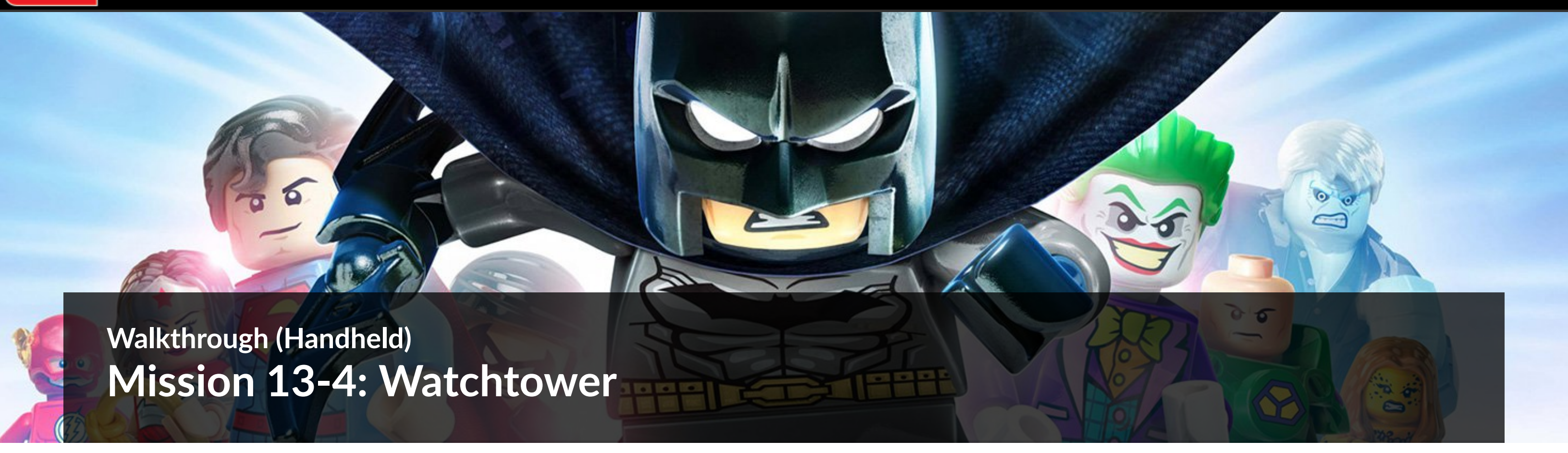


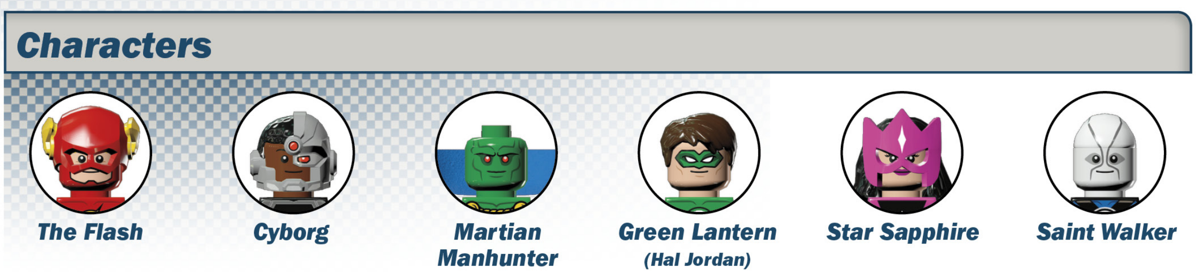
Walkthrough (Handheld)

Mission 13-4: Watchtower

WALKTHROUGH 13-4 HUB VISIT

Watchtower

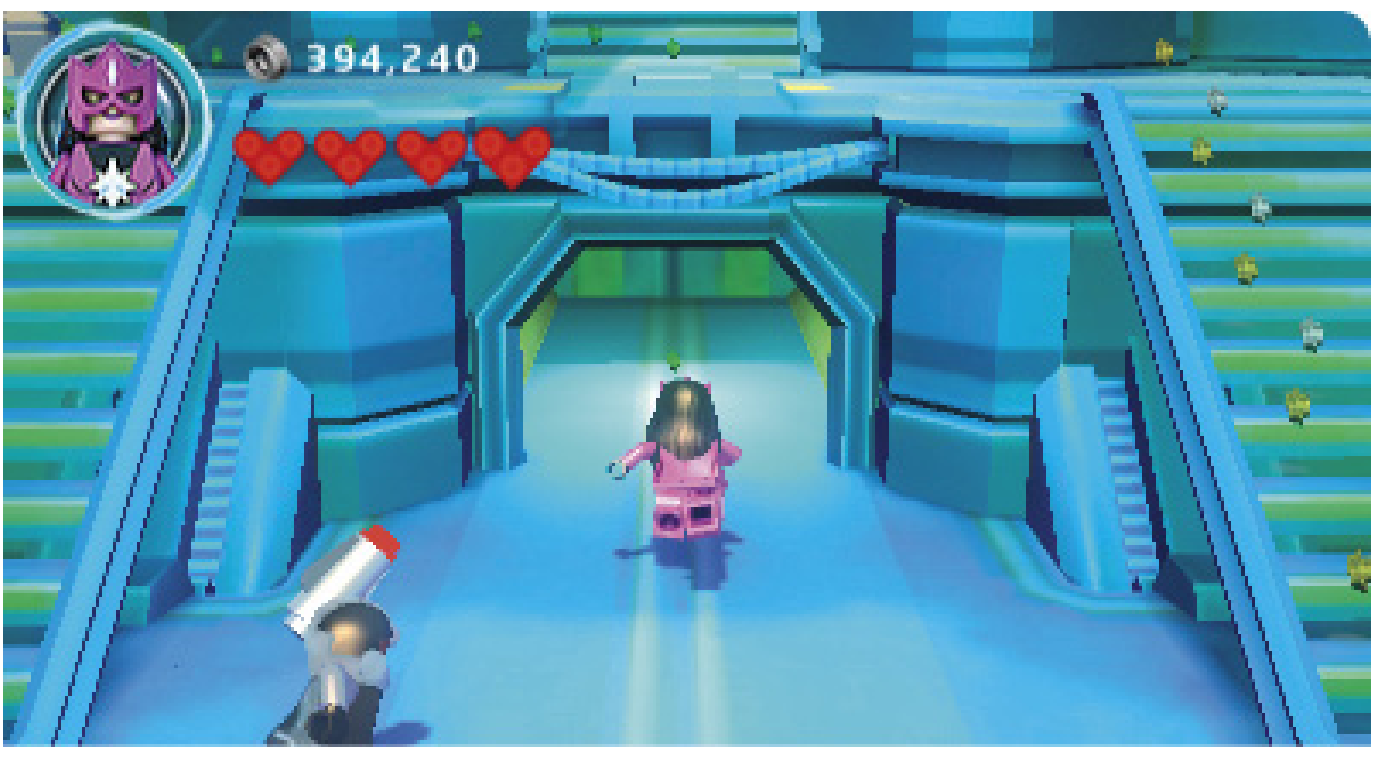
Characters

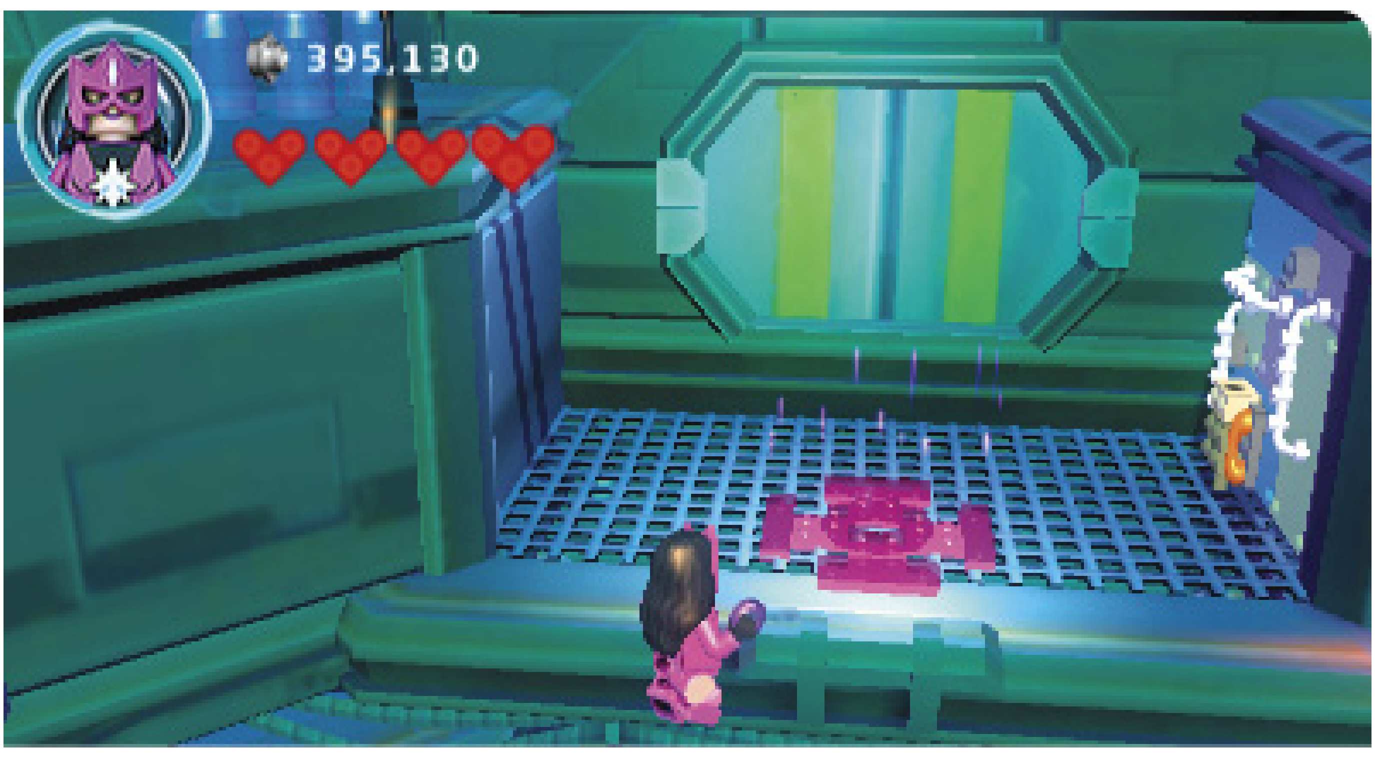


The Flash
Cyborg
Martian Manhunter
Green Lantern (Hal Jordan)
Star Sapphire
Saint Walker

OBJECTIVE 1: FIND THE YELLOW MICROCHIP

There's one lantern planet to visit–Qward. To navigate there, Martian Manhunter requires the yellow microchip, which he has located. The microchip is in Doomsday's cell in the containment facility. Head there at once!

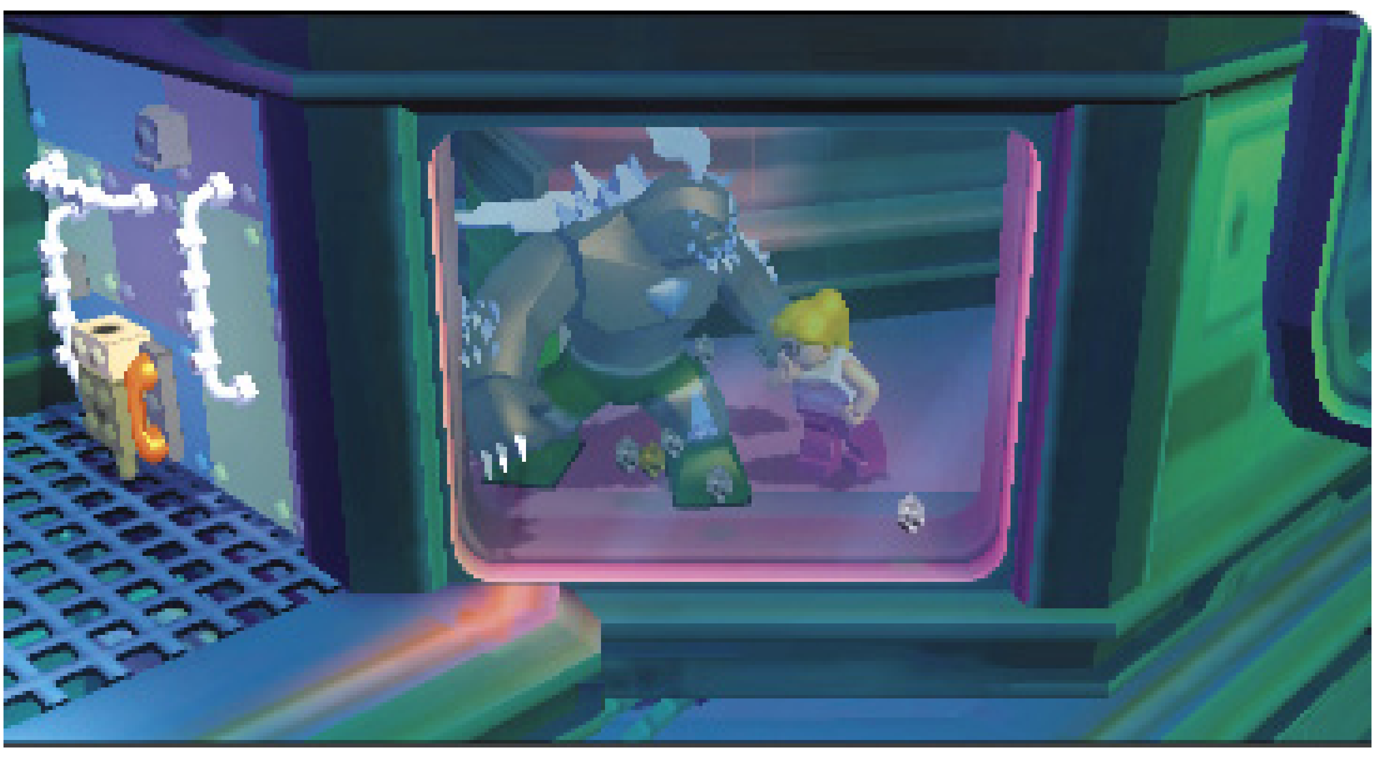


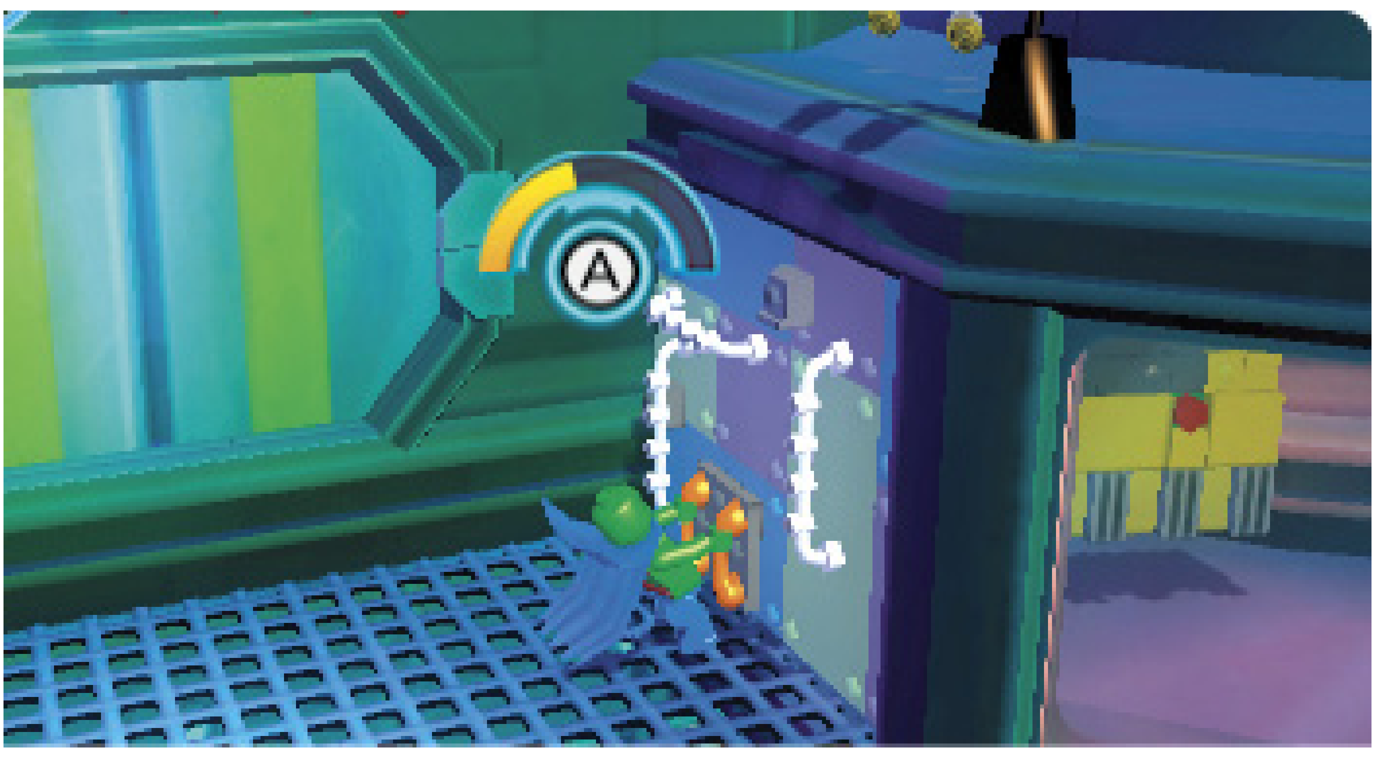


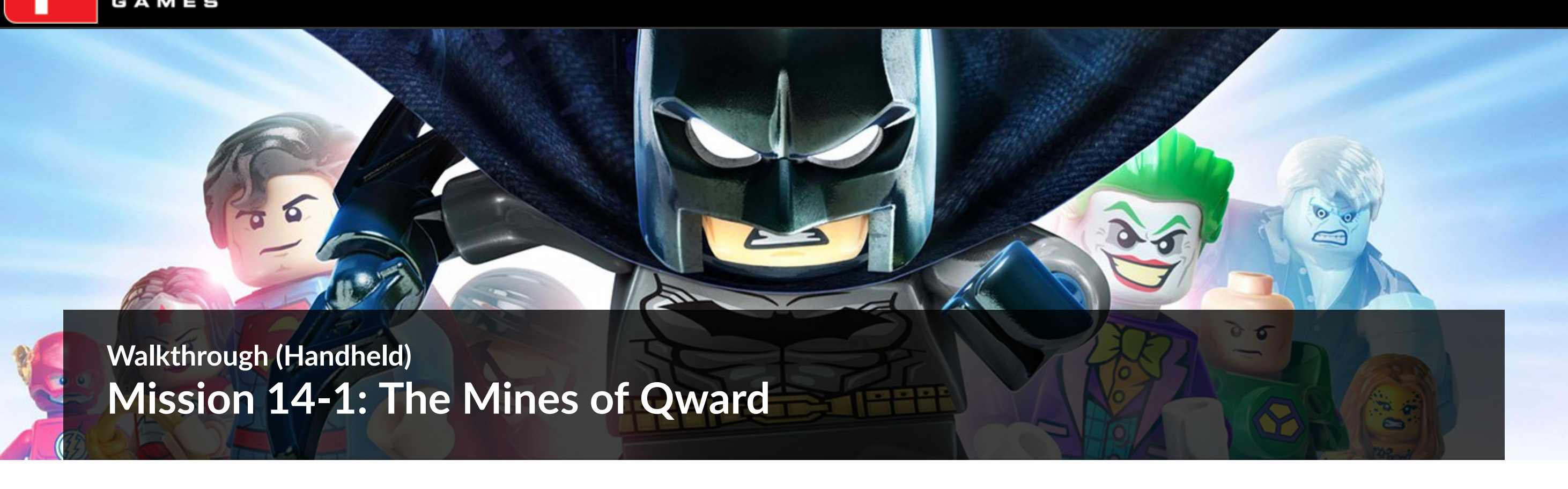
Once inside the containment facility, you find a pile of LEGO bricks on the platform outside of Doomsday's cell. Build these into a violet lantern pad.

Have Star Sapphire interact with the lantern pad to manifest a construct of a female tourist inside of Doomsday's cell. This serves to distract Doomsday.

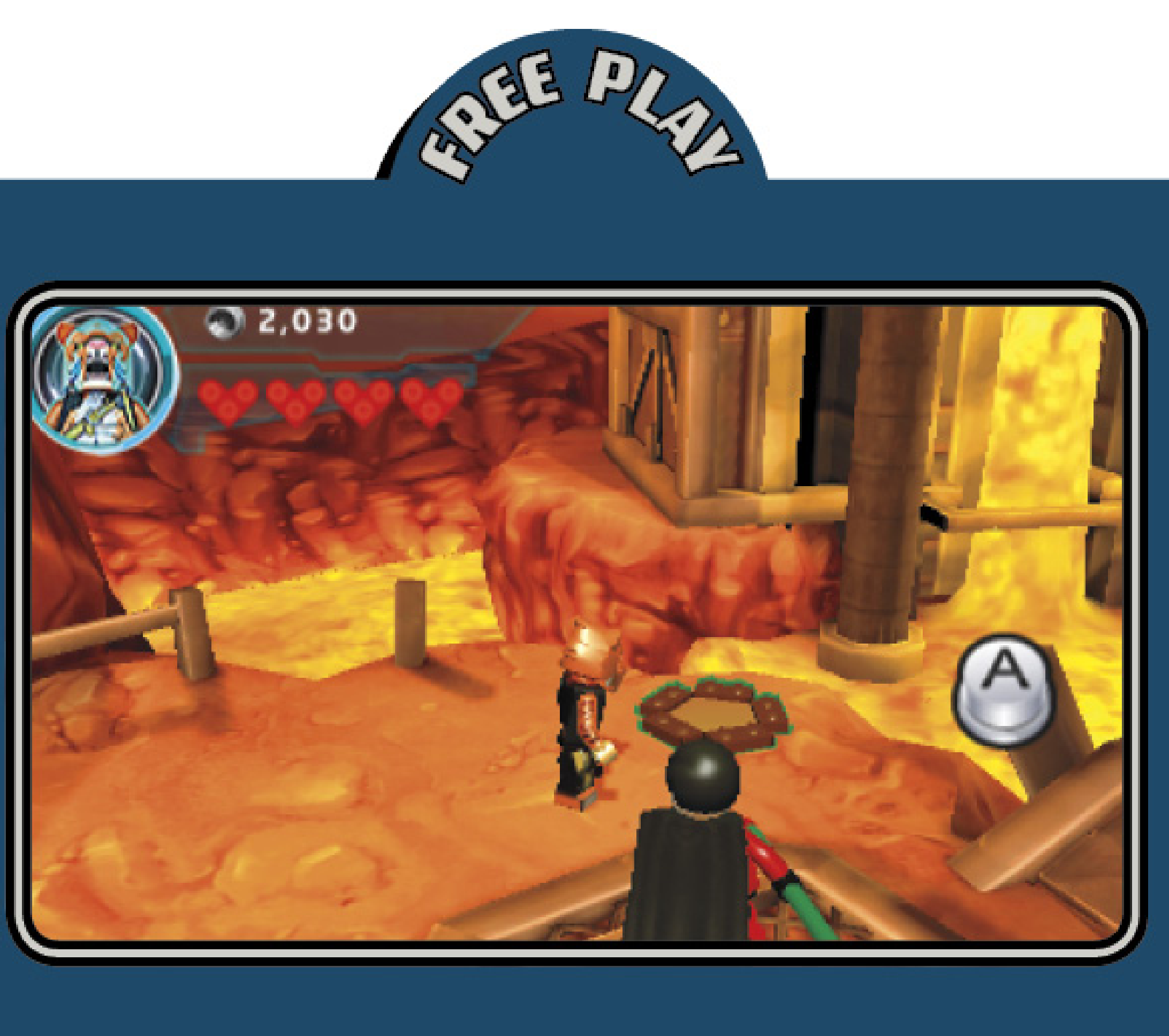
With Doomsday distracted, have Martian Manhunter pull on the super-strength handles attached to the cell door. After he rips the door from its hinges, claim the yellow microchip. With the microchip in your possession, head back to the control room to set a course for Qward.







FREE PLAY

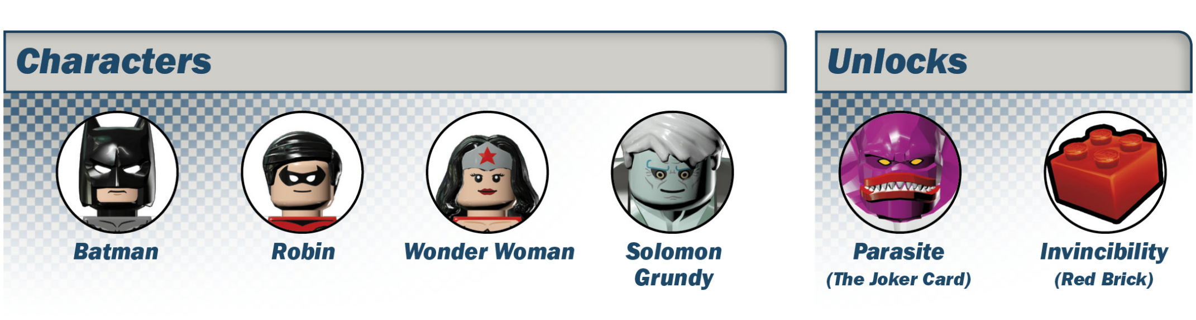


Near the bridge at the start of the level, have a character dig into the dig spot there to reveal The Joker Card.

> The Joker Card

OBJECTIVE 1: ACTIVATE THE DRILL

WALKTHROUGH
14-1
MISSION
The Mines of Qward



Characters

Batman **Robin** **Wonder Woman** **Solomon Grundy**

Unlocks

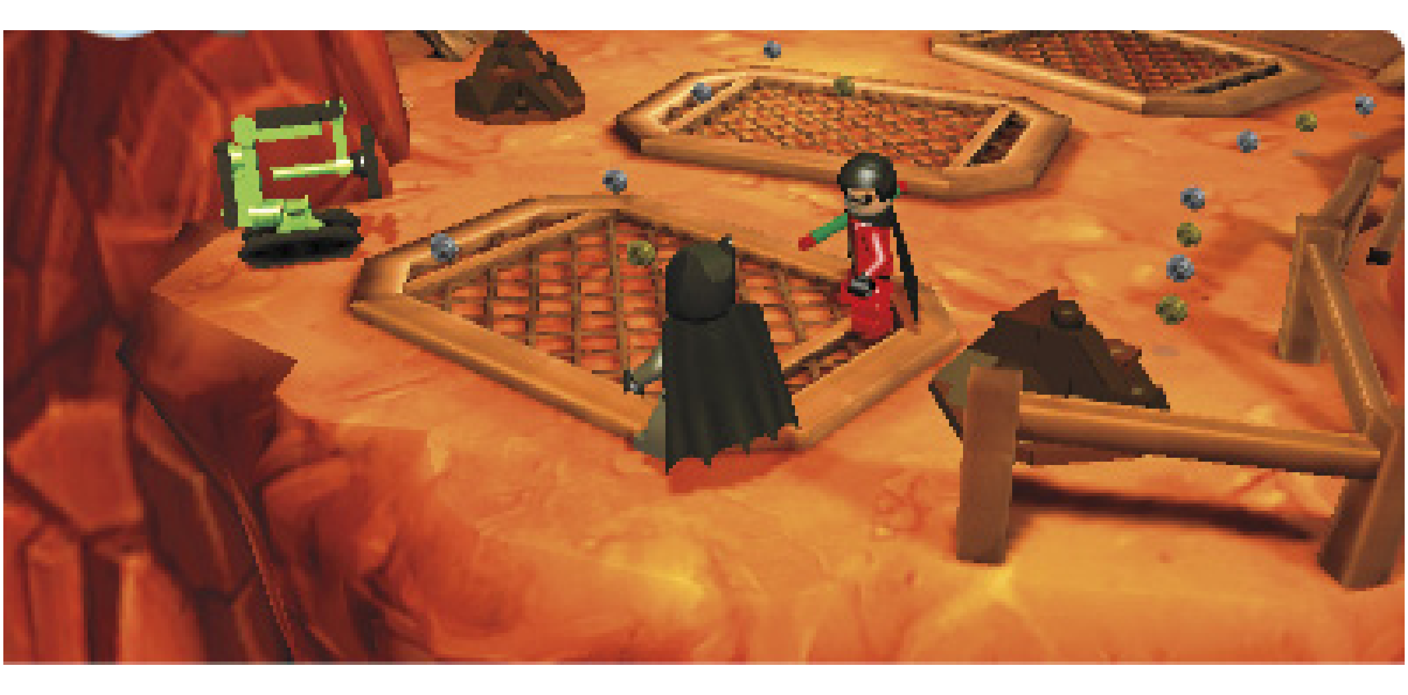
Parasite *(The Joker Card)*
Invincibility *(Red Brick)*

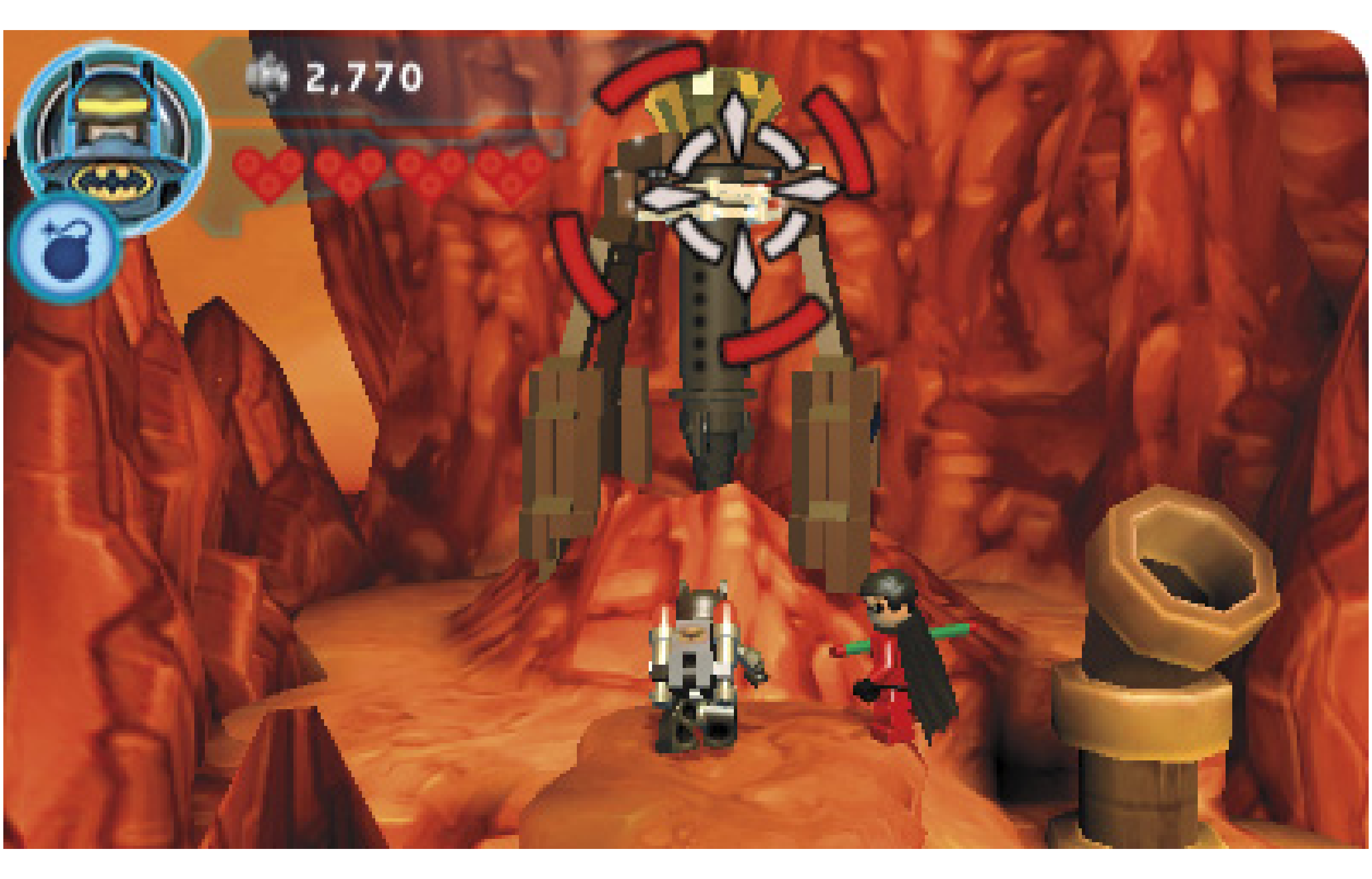
Gold Brick Challenges

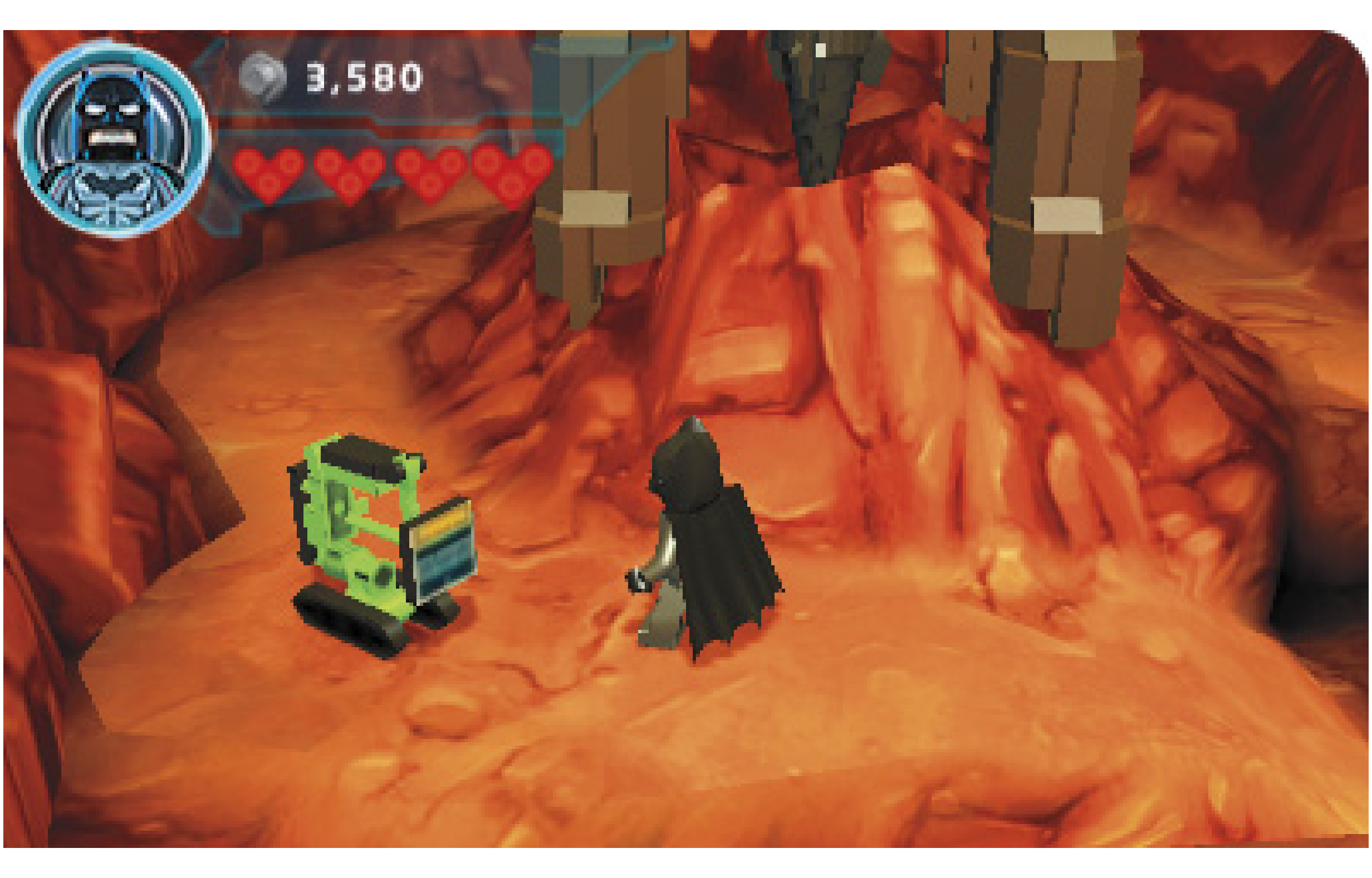
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 18,000 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first is at the start of the level, the second is near the drilling rig after crossing the bridge, and the third is inside the jail cell. Use mind control to access it.
Red Brick	Any	After crossing the bridge to the revolving platform, use Detective Mode to discover a computer terminal. Hack the computer to align the bridge. Cross the bridge to find the Red Brick.
The Joker Card	Free Play	At the start of the level, there is a dig spot near the bridge. Dig into it to reveal the The Joker Card.

Smash the Lex Luthor prop to the southwest of the start of the level.

> Lex Luthor Smash Challenge: 1 / 3





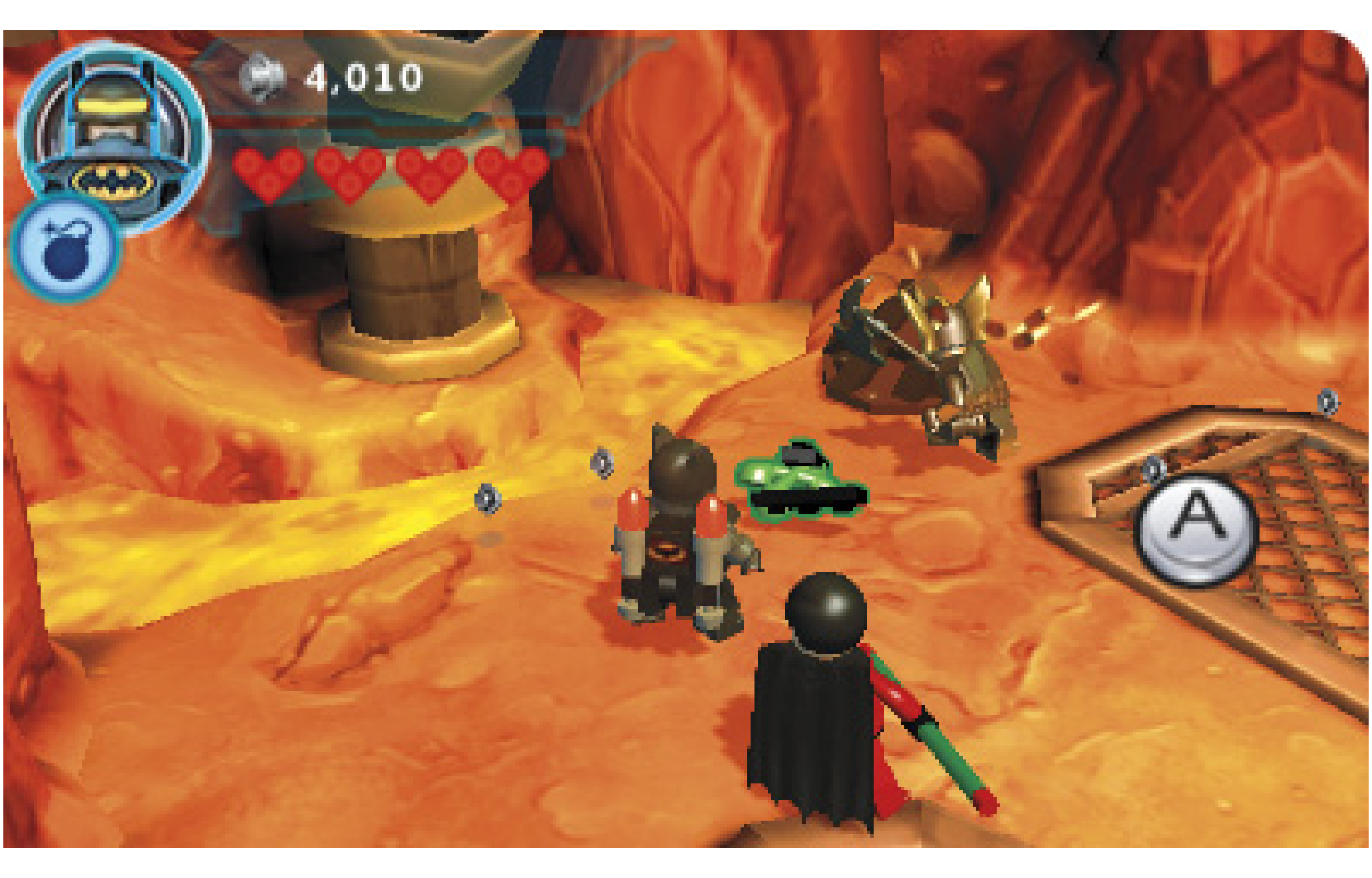


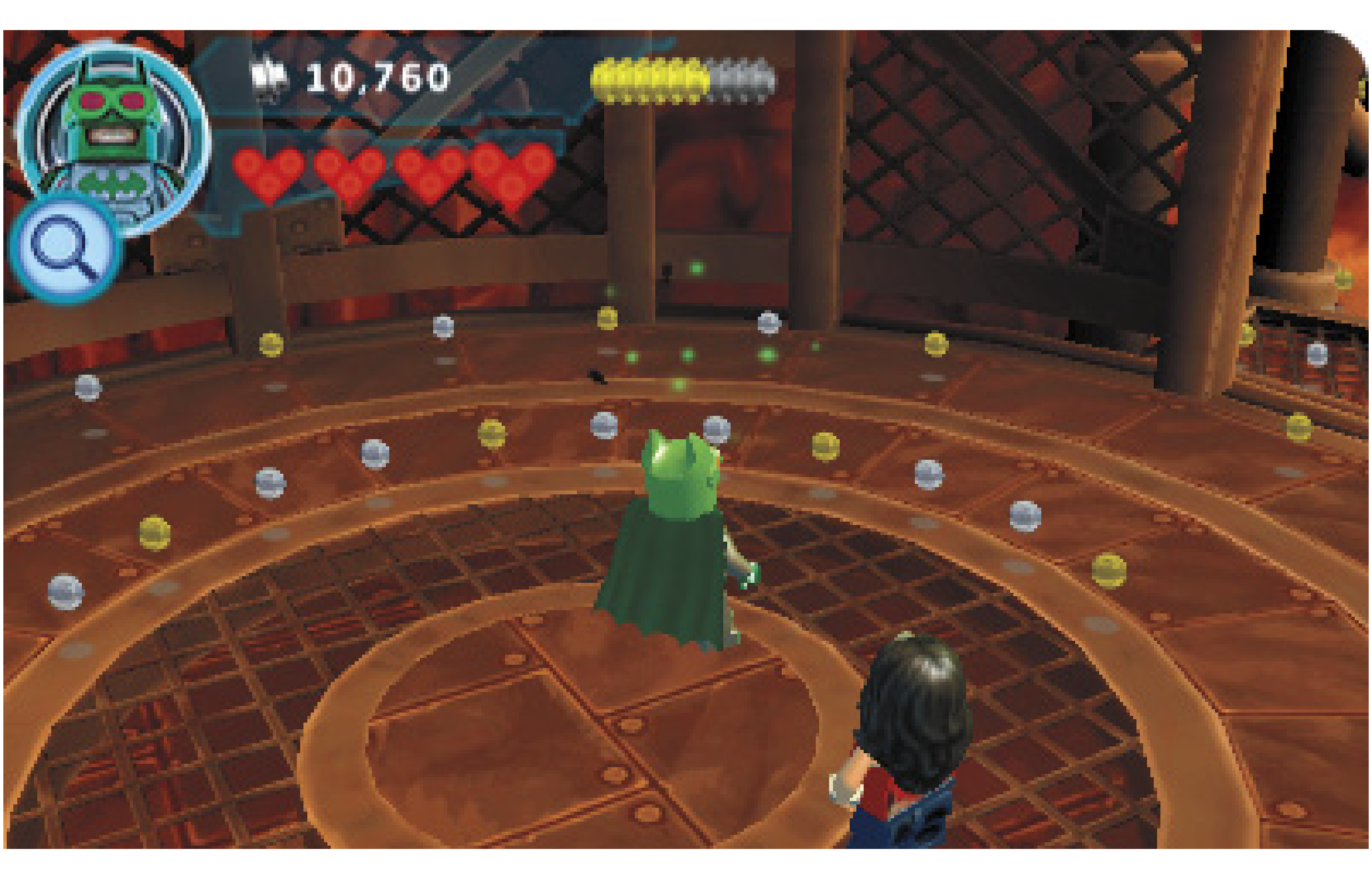
Cross the bridge and jump onto the rocks to the left. While standing on the tallest one, equip Batman with the Demolition Suit and fire a missile at the silver LEGO on the drilling rig. The drill roars to life and spits out some bricks.

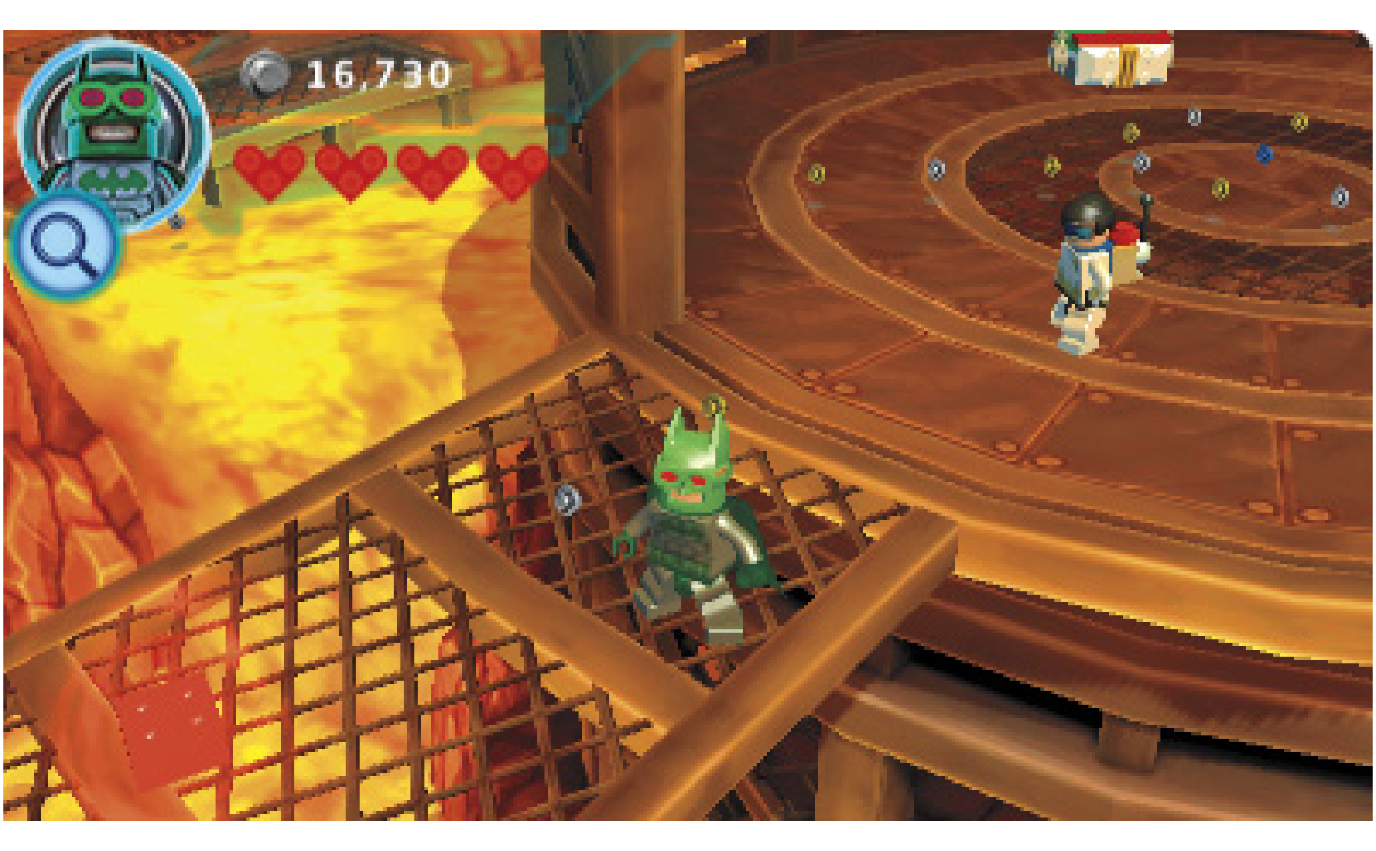
Jump across to the drilling platform. Here, you find another Lex Luthor prop to the left.

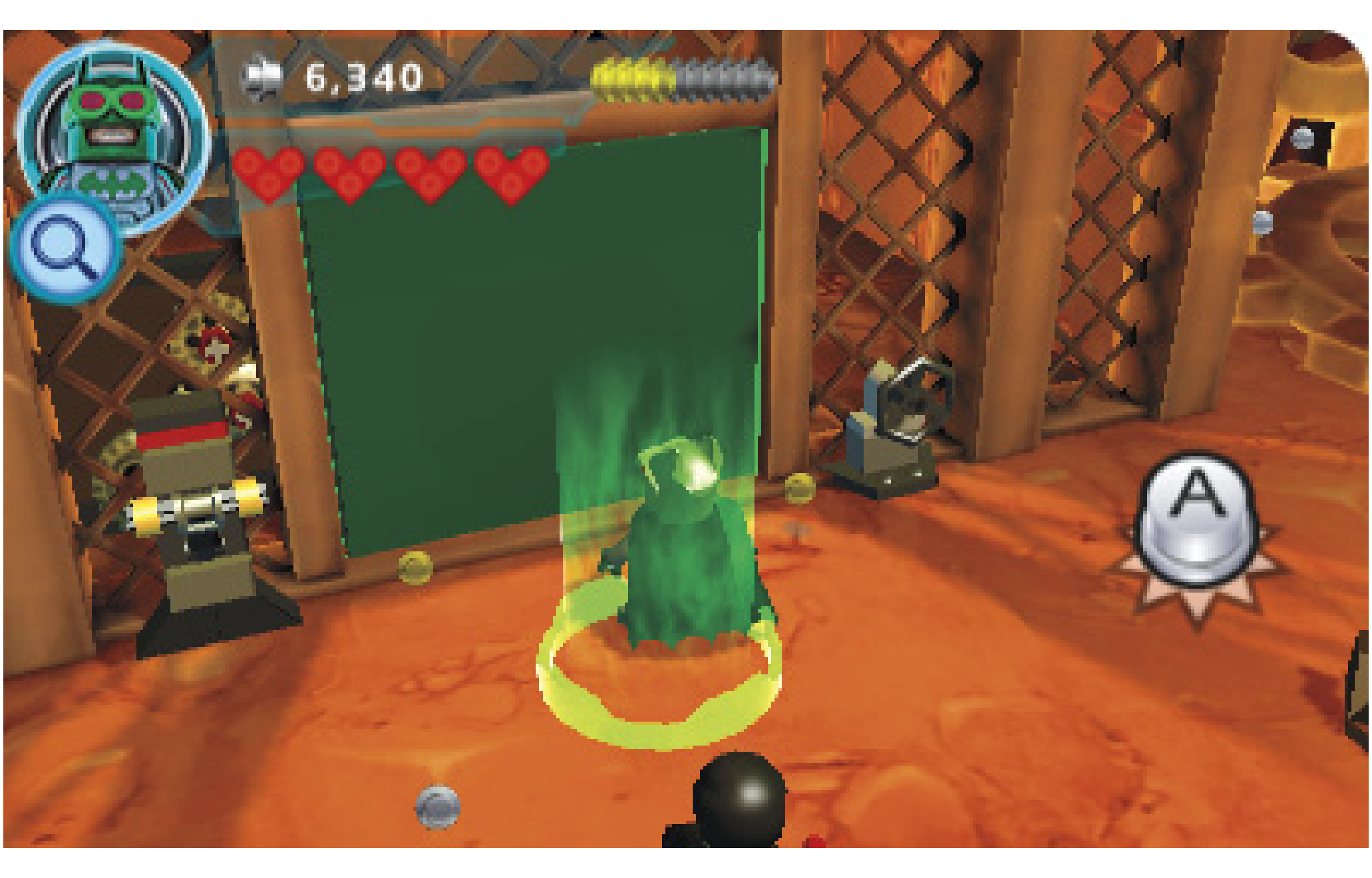
> Lex Luthor Smash Challenge: 2 / 3

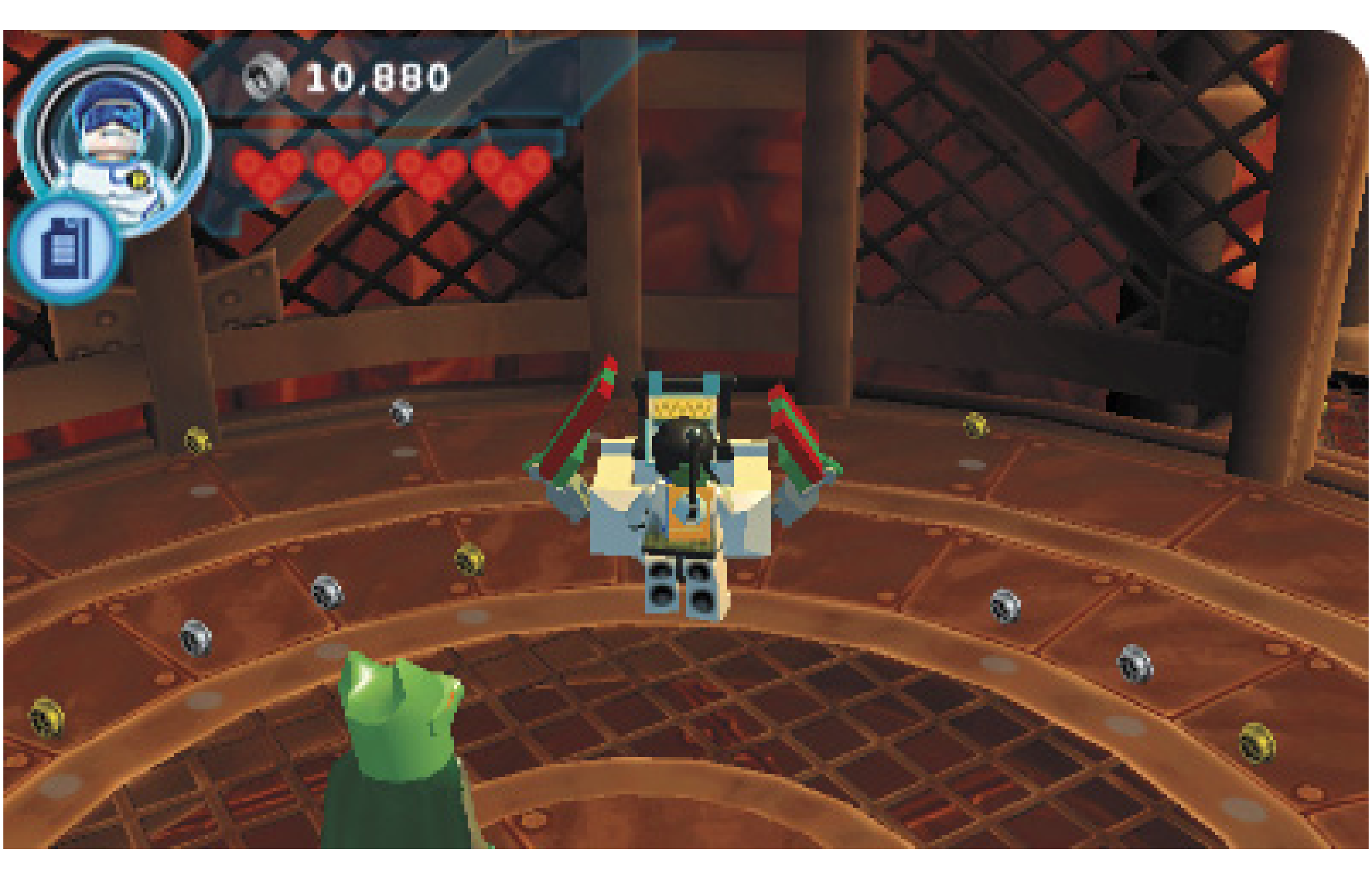
OBJECTIVE 2: FIND THE JAIL CELLS











Use the bricks that came out of the drill to build hyper strength handles on the nearby gate. Have Solomon Grundy pull on the handles to rip the gate open.

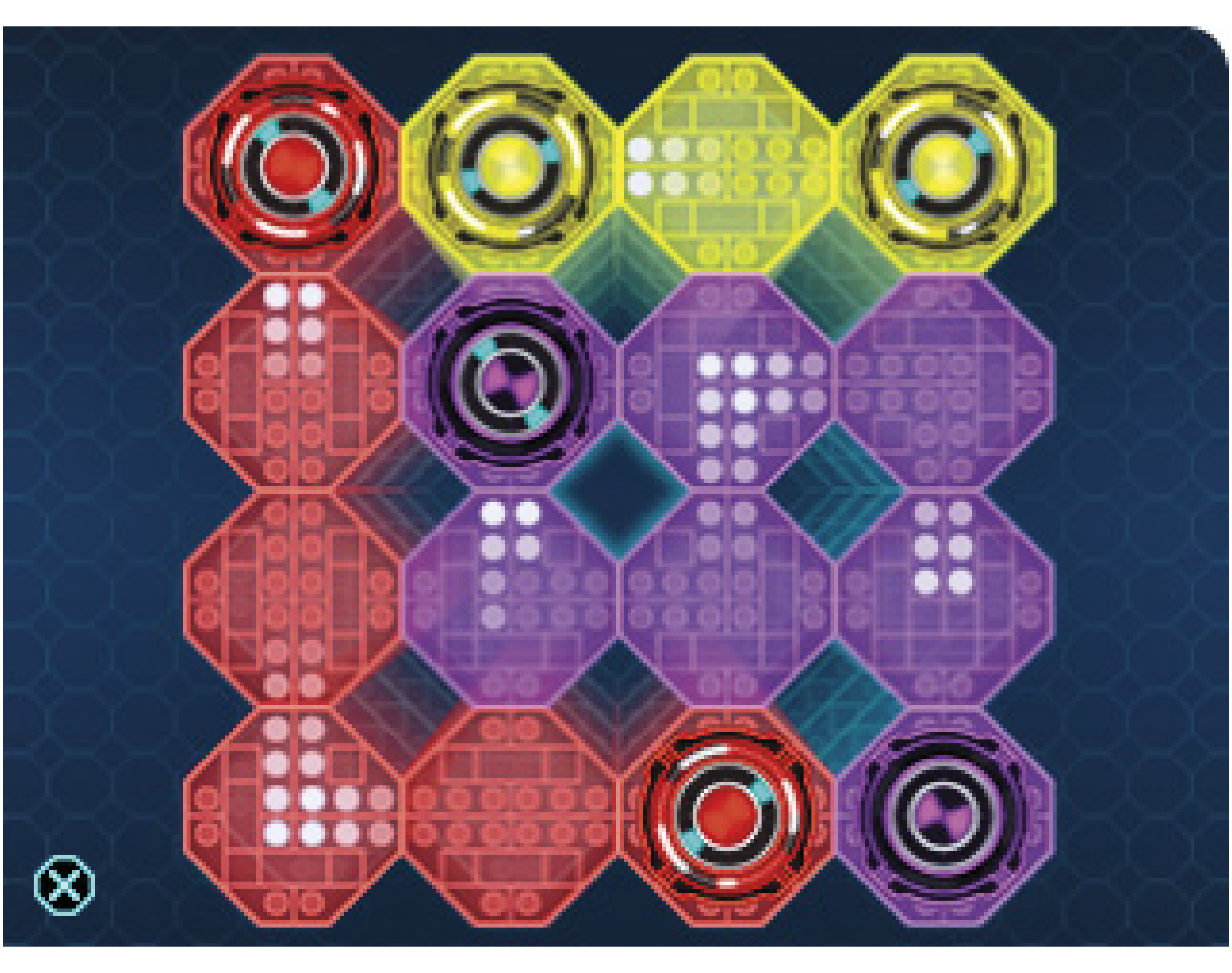
Pass through the now-open gate and equip Batman with his Sensor Suit. Inspect the green LEGO wall to the north while your partner throws the switch and turns the valve next to it. The machinery springs to life, aligning a bridge nearby. Head right to cross the bridge to a platform full of goons.

Once the baddies have been wiped out, scan the platform with Detective Mode to locate a computer terminal.

Have Robin hack the computer to align the platform and its bridge to access the southwest side of the mines.

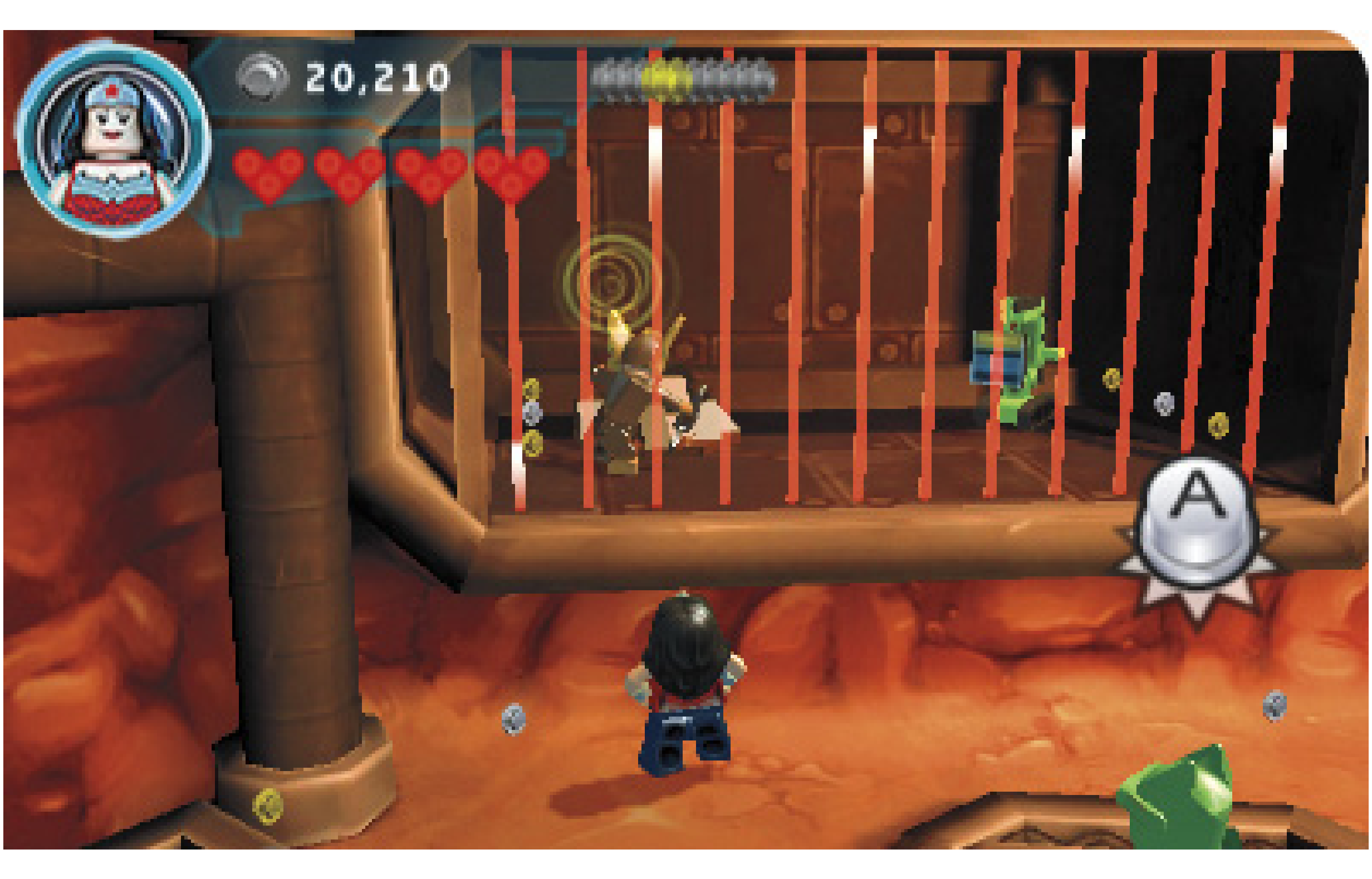
Cross the bridge to the southwest to find the Red Brick sitting in the open.

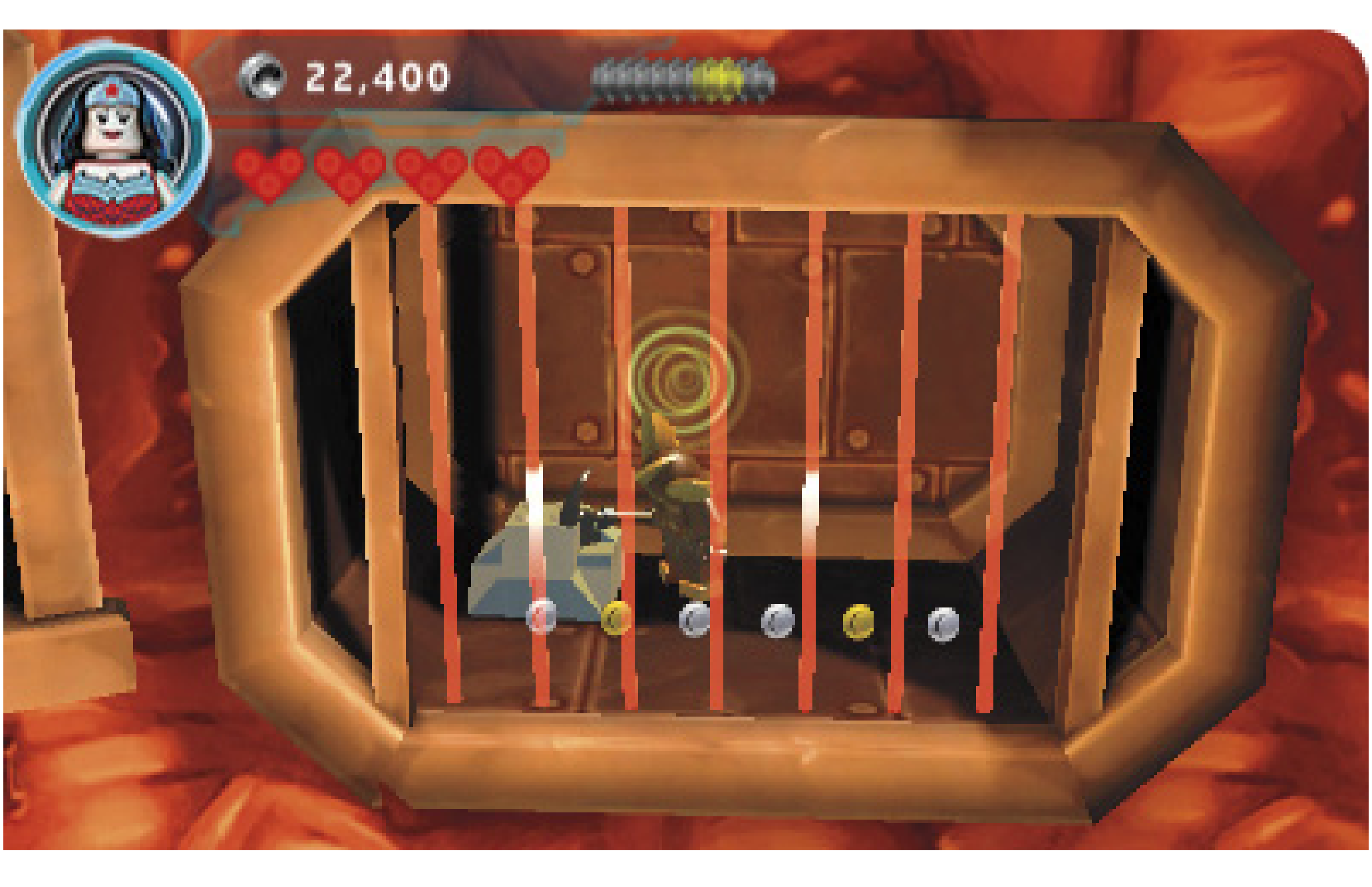
> Red Brick



OBJECTIVE 3: FREE THE PRISONERS

Continue onward to the east and you arrive at some jail cells. Have Wonder Woman take control of the prisoner in the leftmost cell. Now under your control, have him smash the Lex Luthor prop. With that out of the way, have him smash the nearby rocks and build the LEGO bricks that spill out into a switch. Throw the switch to open the cell and the one to the right.





> Lex Luthor Smash Challenge: 3 / 3

Take control of the prisoner in the rightmost cell and have him smash the rocks. Build the bricks into a switch that opens his cell. Now the three prisoners can destroy the boulder in the center of the prison area. Jump into the hole left behind to exit the level.

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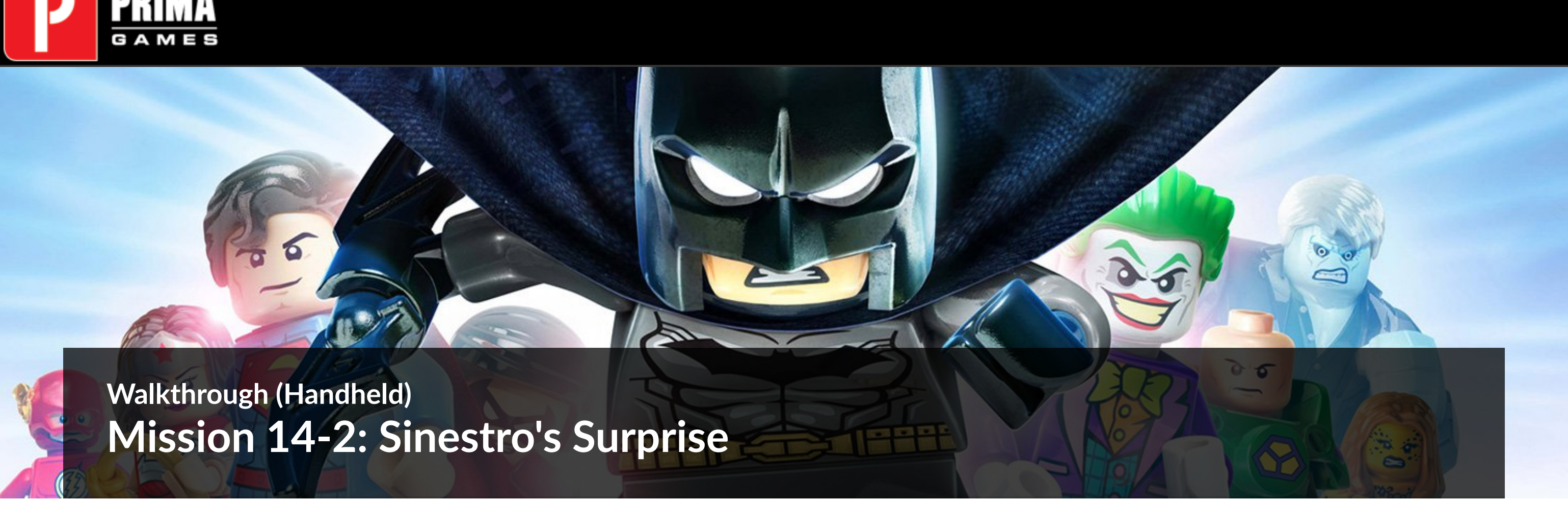


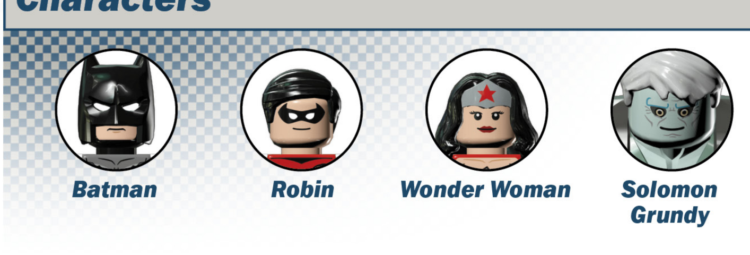
Walkthrough (Handheld)

Mission 14-2: Sinestro's Surprise

WALKTHROUGH 14-2 MISSION

Sinestro's Surprise

Characters


Batman
Robin
Wonder Woman
Solomon Grundy

Unlocks

Arkillo
(The Joker Card)

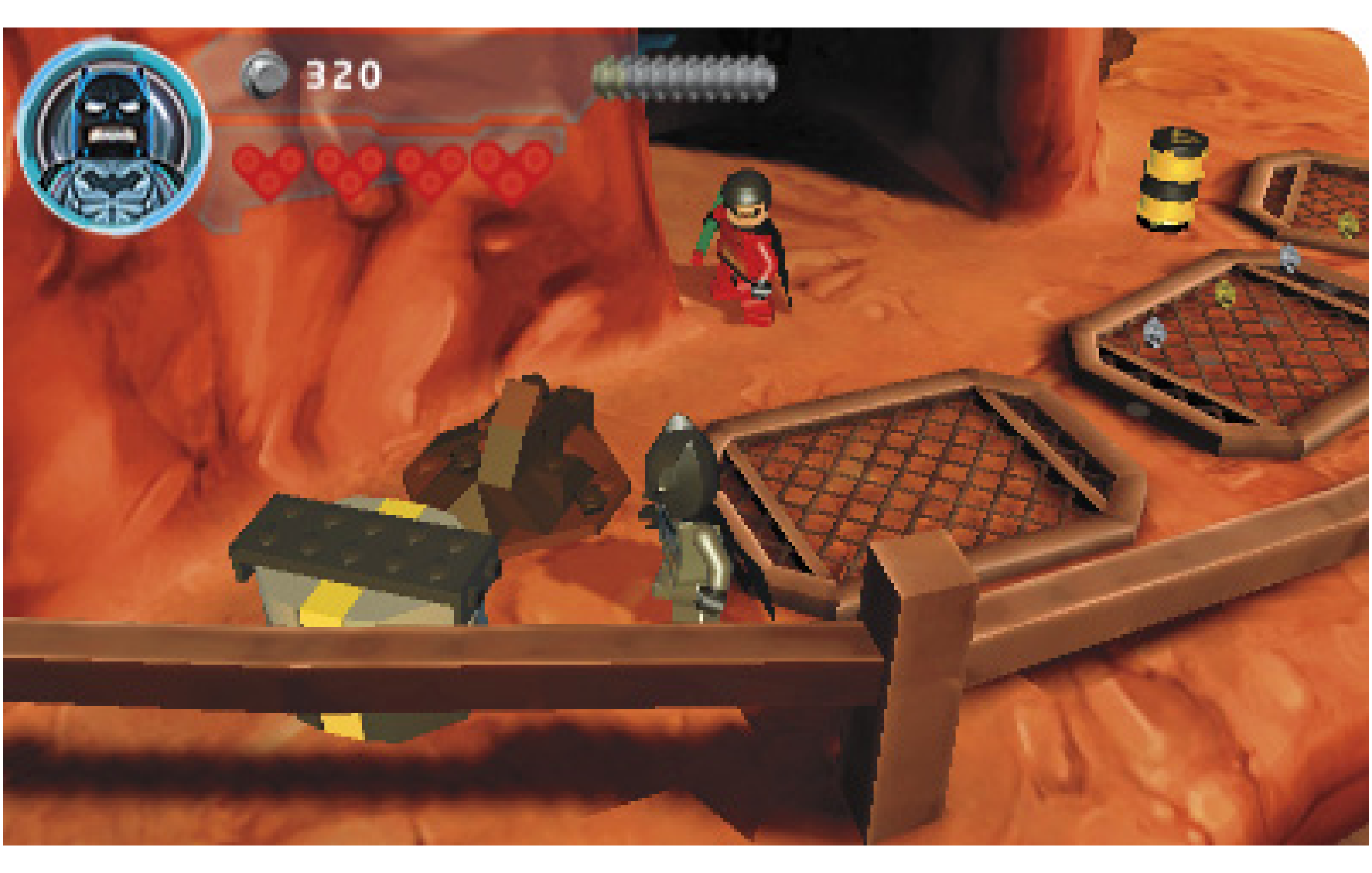
Gold Brick Challenges

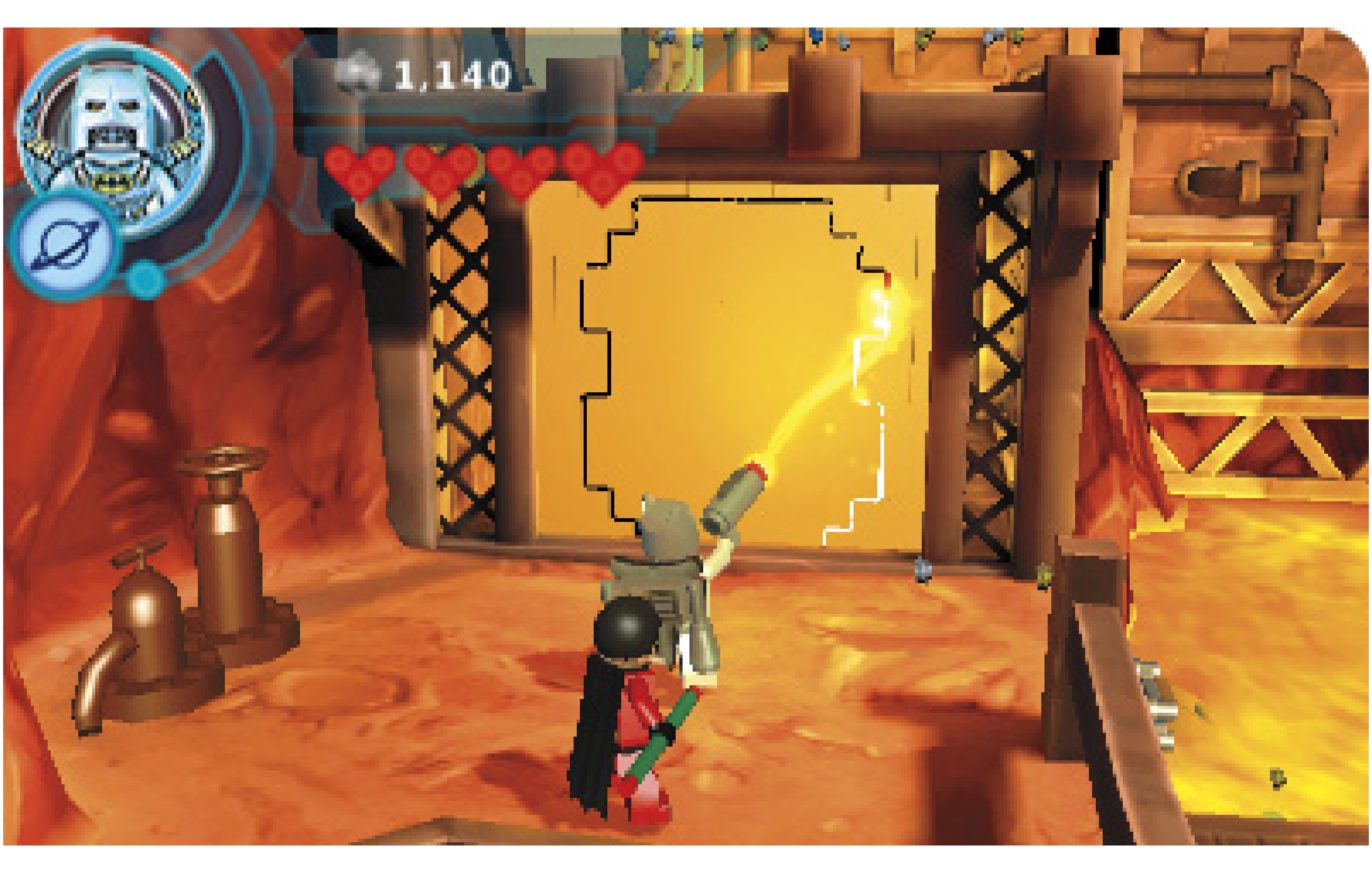
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 24,000 studs.
Batman Smash Challenge	Free Play	Destroy 3 Batman props. The first prop is to the left of the starting point, the second prop is accessed by using the phase point at the end of the conveyor belt, and the third is on the top floor of the factory. Fly up to reach it.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. Enemies are few and the space to fight them is small. Take every chance you can to perform a ground finisher to maximize your score toward this challenge.
The Joker Card	Any	On the floor above the gold LEGO panel, there is a magnetic lever. Interact with it to open a case that reveals The Joker Card.

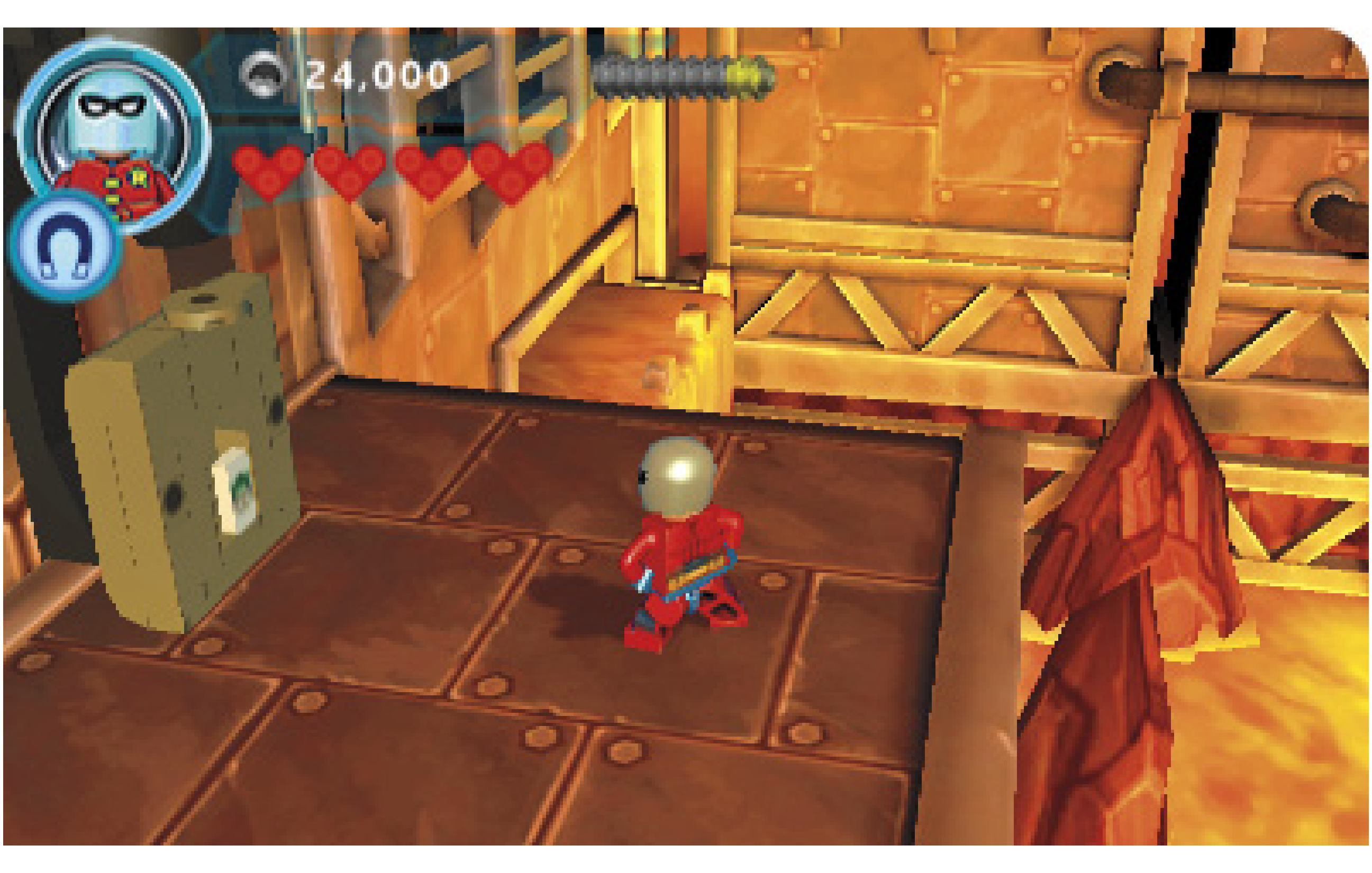
OBJECTIVE 1: START UP THE MACHINERY

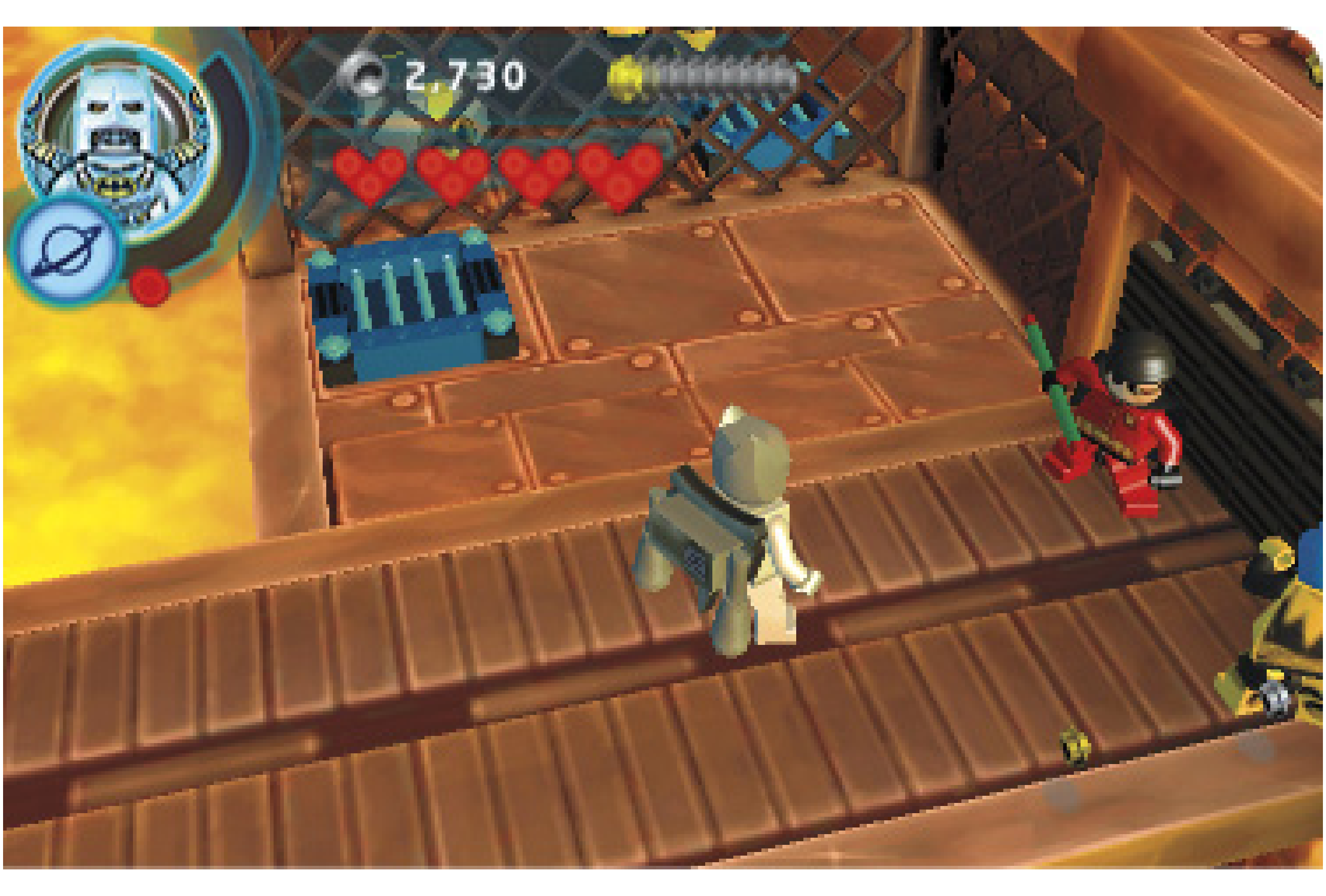
The first Batman prop is just to the left of the start of the level, don't forget to smash it.

> Batman Smash Challenge: 1 / 3









Equip Batman with the Space Suit and follow the path north. Cut through the gold LEGO panel with the laser to reveal some LEGO bricks. Build the bricks into a piston that starts up the machinery.

Use a flying character to stand on the floor above the pistons. Use Robin's Magno Suit to interact with the handle there and open a case to reveal The Joker Card.

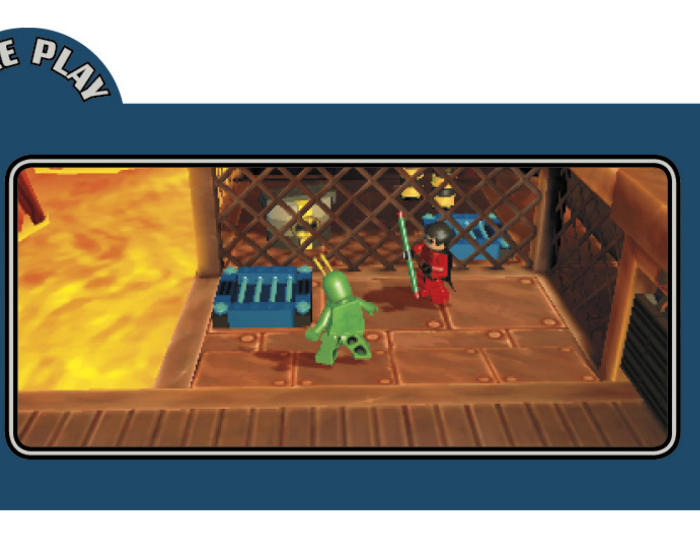
> The Joker Card

Hop on the conveyor belt to the right and follow it across the lava. At the end of the belt, there is a grapple handle. Use it to climb up to the next level.

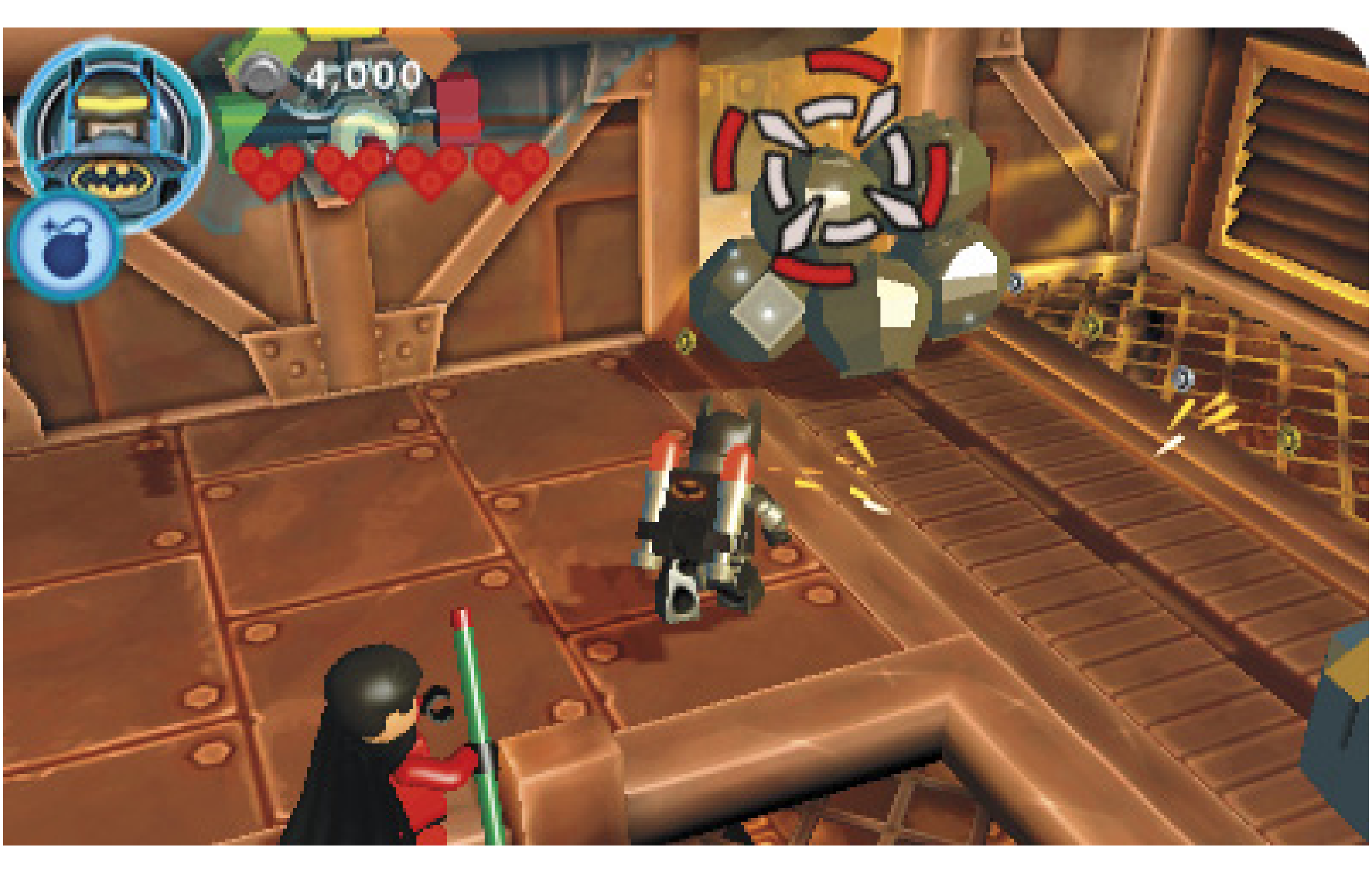
FREE PLAY

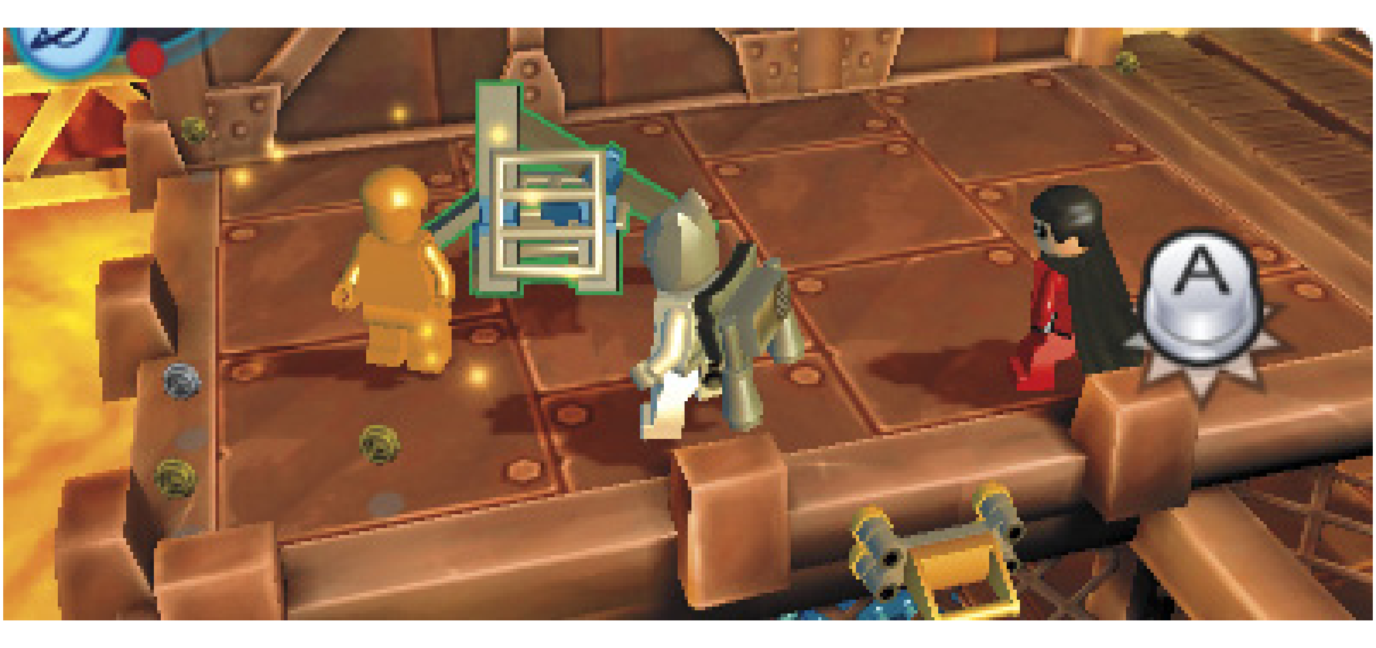
At the end of the conveyor belt, there is a phase point. Pass through the phase point to access the Batman prop behind the fence nearby.

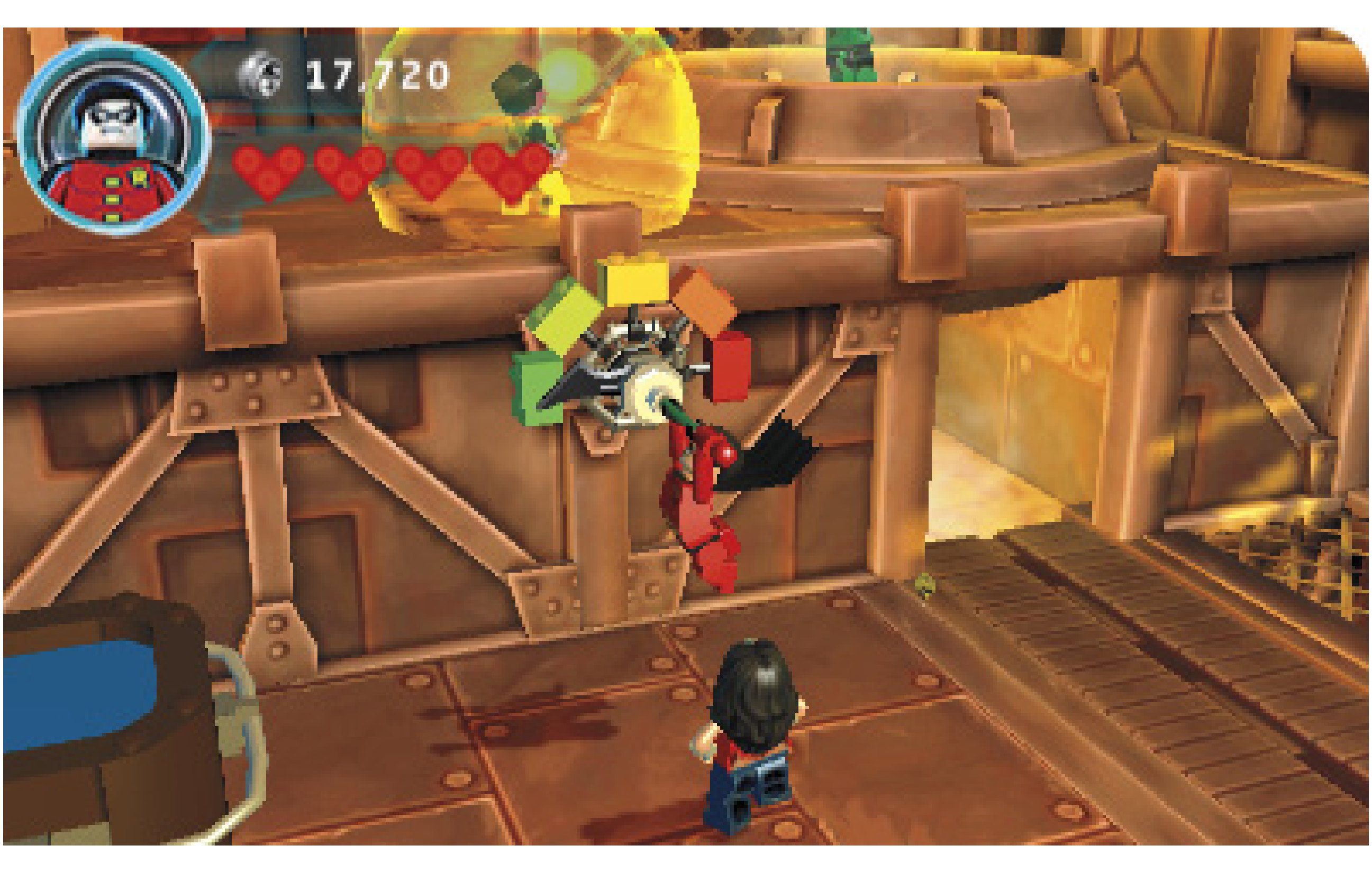
> Batman Smash Challenge: 2 / 3



OBJECTIVE 2: FREE GREEN LANTERN







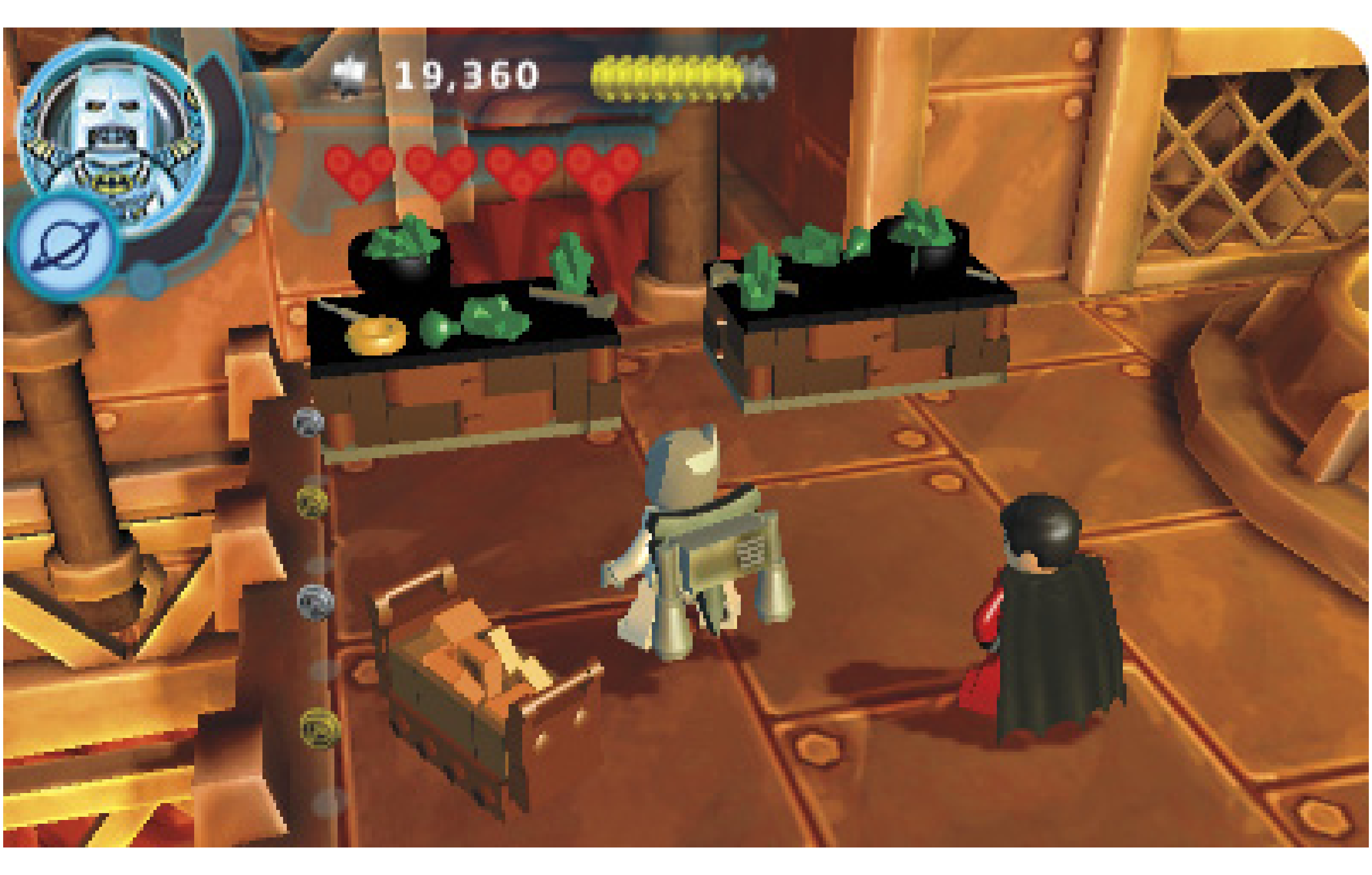
After grappling up, destroy the nearby silver LEGO boulders. Equip Batman with his Demolition Suit to get the job done. After the debris is clear, the boulders on the conveyor line fall into the smelter. Be sure to collect all the studs, including a few blue studs and a valuable Purple Stud!

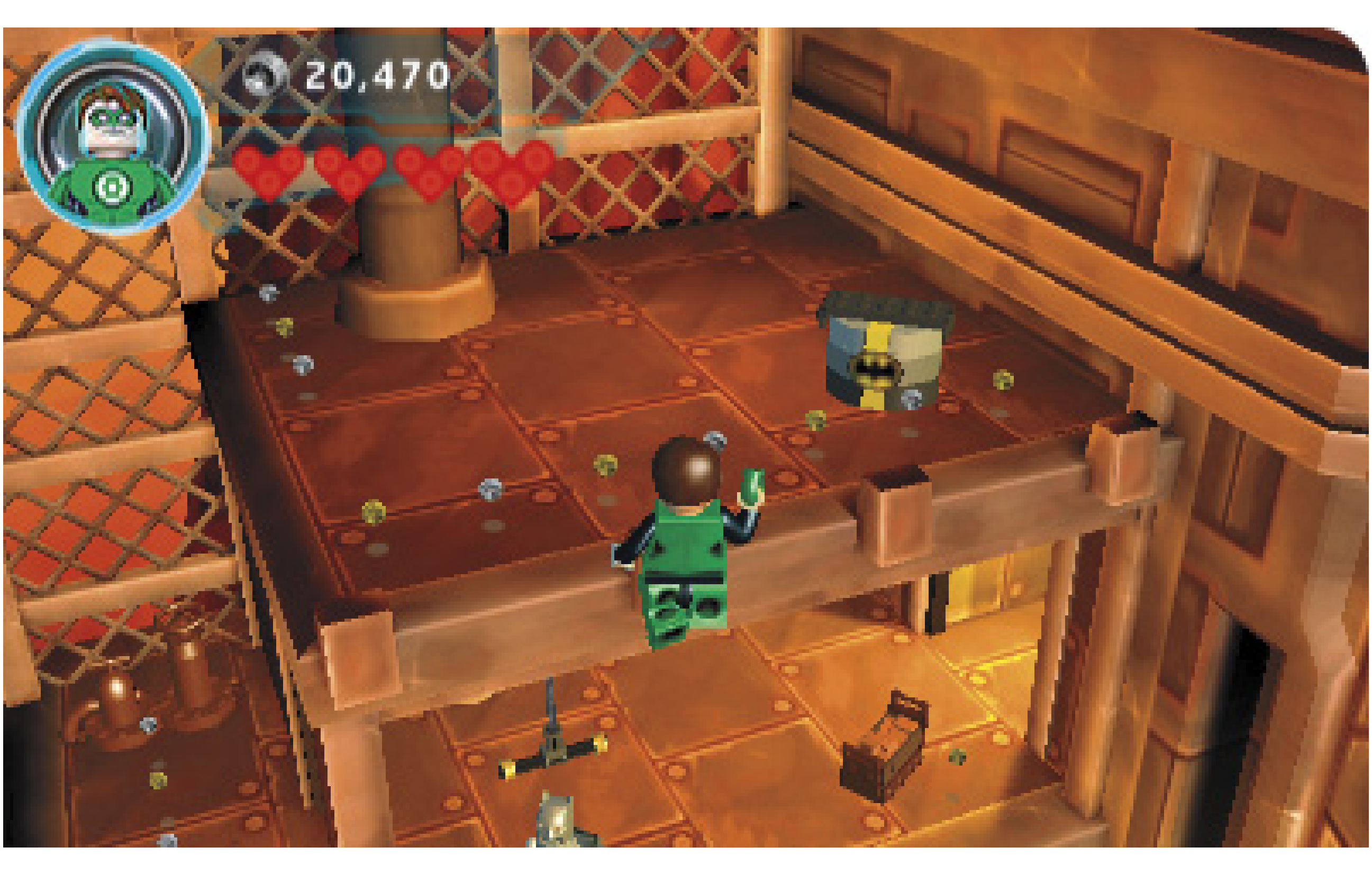
Have Robin hang off the twirl pole to the left of the smelter. With each rotation, he cranks up the heat. At its maximum, the steam knocks Green Lantern from his shackles and into the nearby water tank.

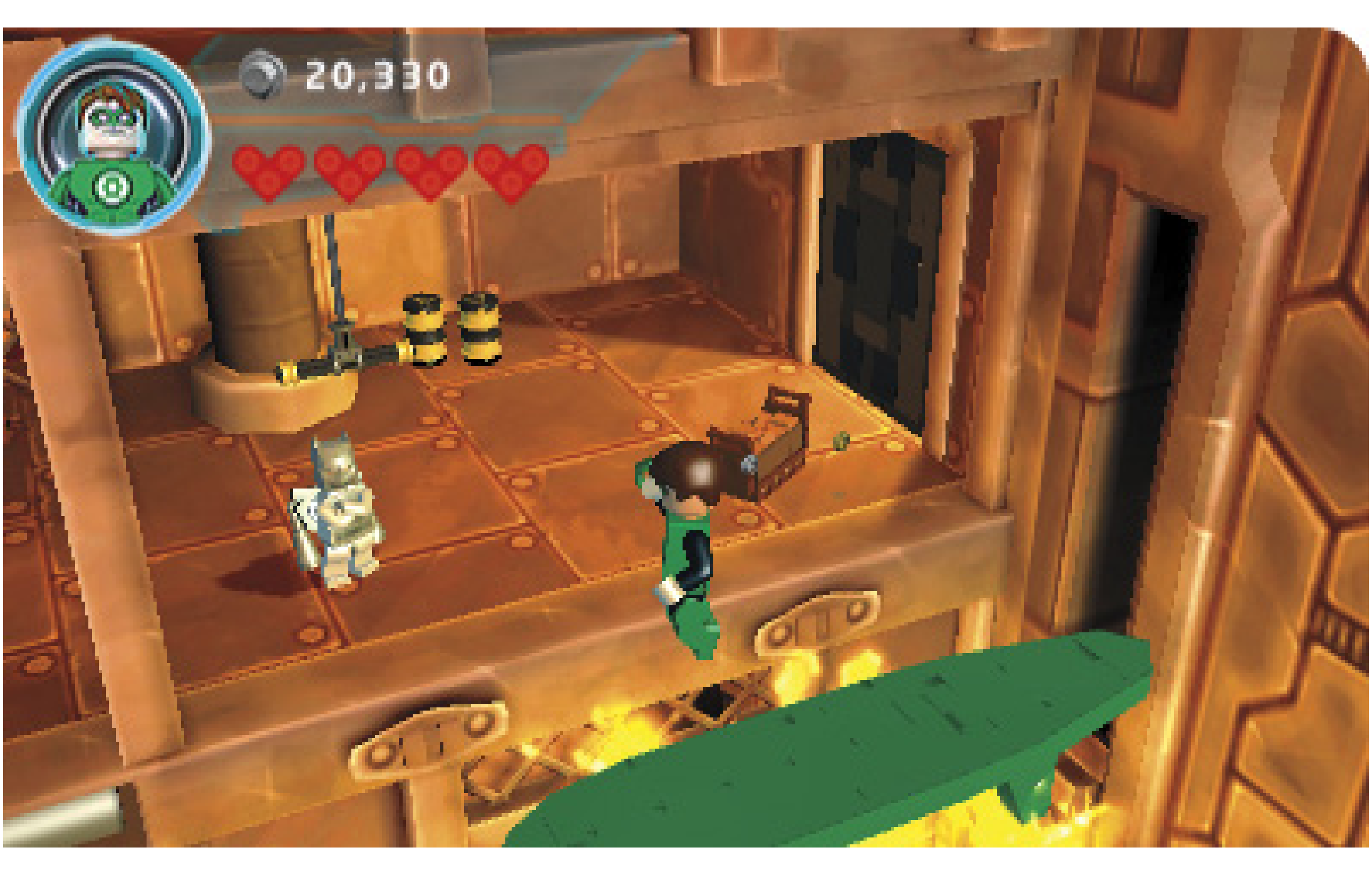
The water tank shatters, leaving behind a gold plated Green Lantern and some bricks. Build the bricks into a ladder and use a laser to remove the gold from Green Lantern.

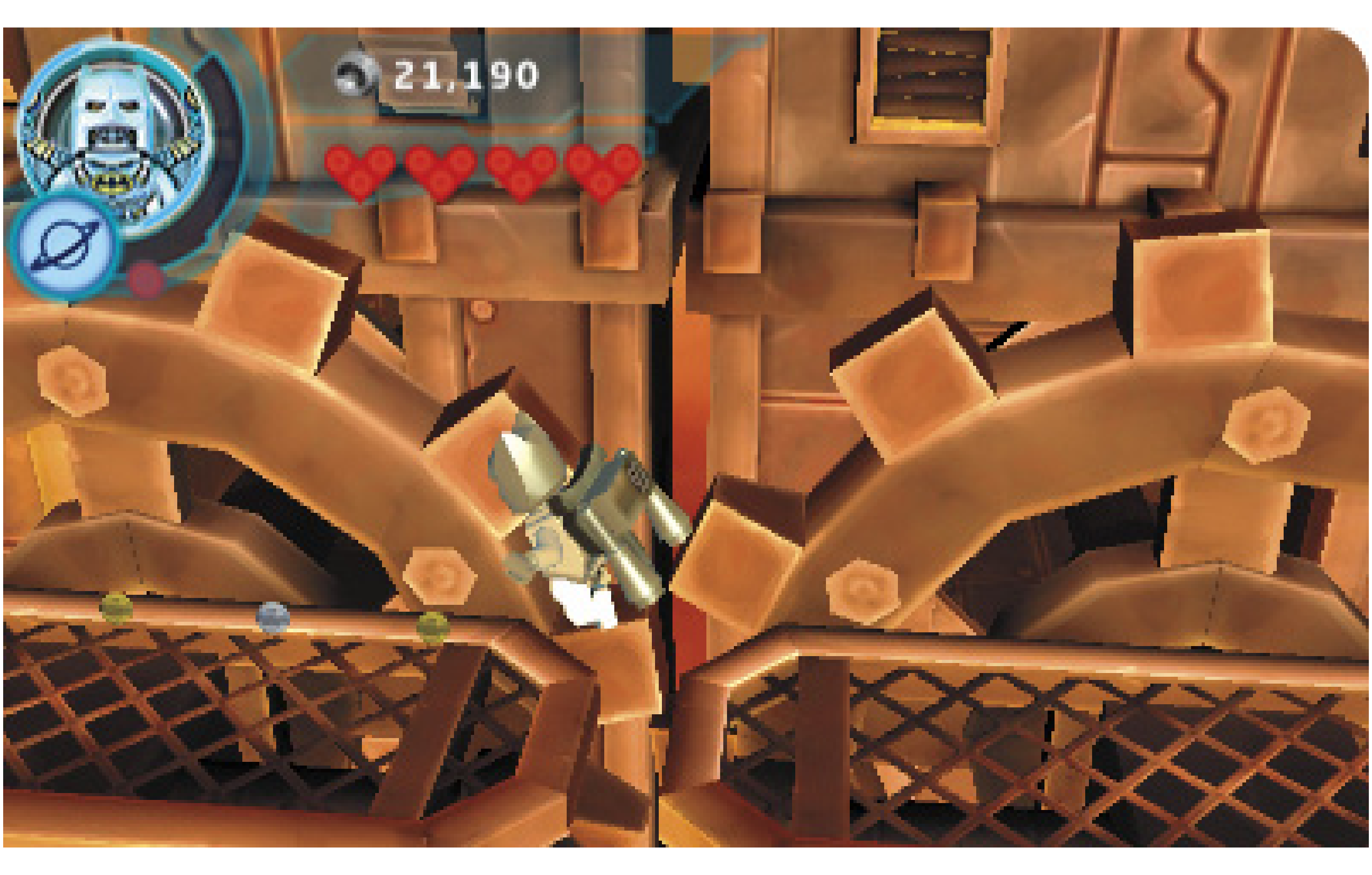
OBJECTIVE 3: MAKE YOUR ESCAPE

Climb the ladder and smash the boxes along the back wall to reveal some LEGO bricks. Build the bricks into a green lantern pad. Interact with the pad to create a surf board that propels you to a ledge high above the smelter. Jump toward the glass to progress.









Pull the handle hanging from the ceiling of the ledge area. This aligns the gears to the left and the platforms attached to them.

Don't forget to fly to the top floor of the factory to find the final Batman prop.

> Batman Smash Challenge: 3 / 3

Now that the gears have stopped moving, head to the left and cross the platforms that have aligned. Handle the incoming Goons and use Solomon Grundy to tear open the door with the hyper strength handles. Pass through the now-open door to exit the level.

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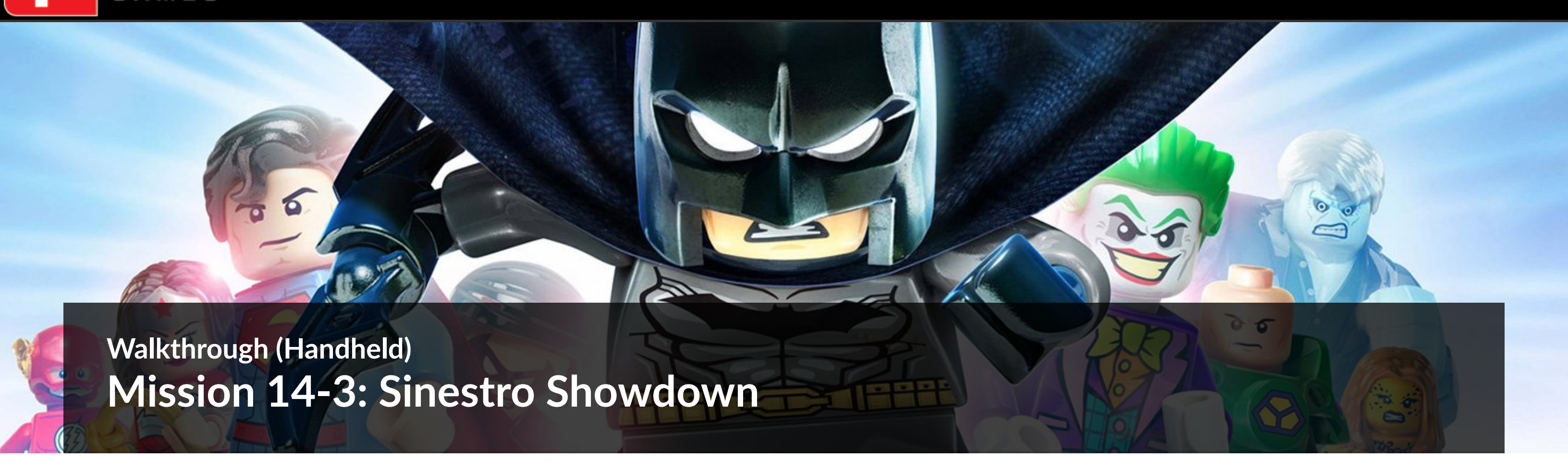


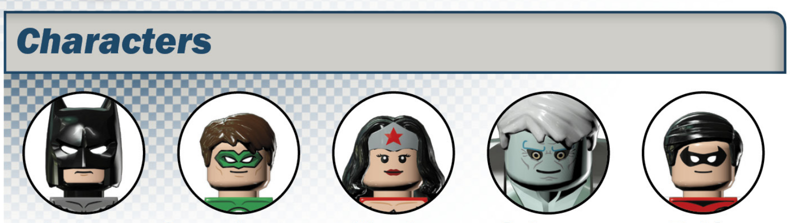
Walkthrough (Handheld)

Mission 14-3: Sinestro Showdown

WALKTHROUGH 14-3 MISSION

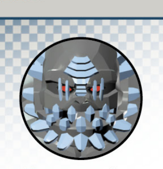
Sinestro Showdown

Characters



Batman, **Green Lantern** (Hal Jordan), **Wonder Woman**, **Solomon Grundy**, **Robin**

Unlocks



Doomsday (The Joker Card)

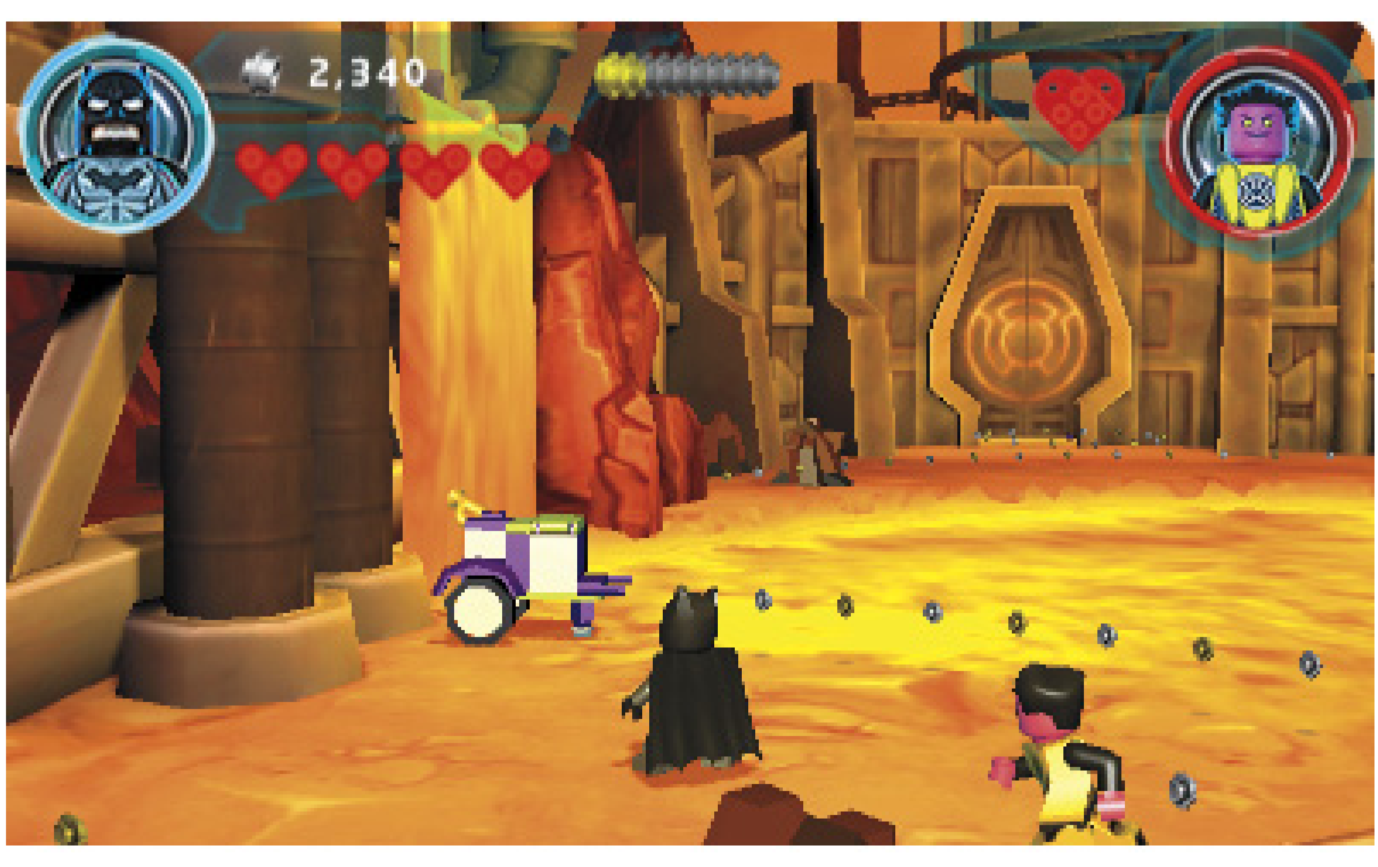
Gold Brick Challenges

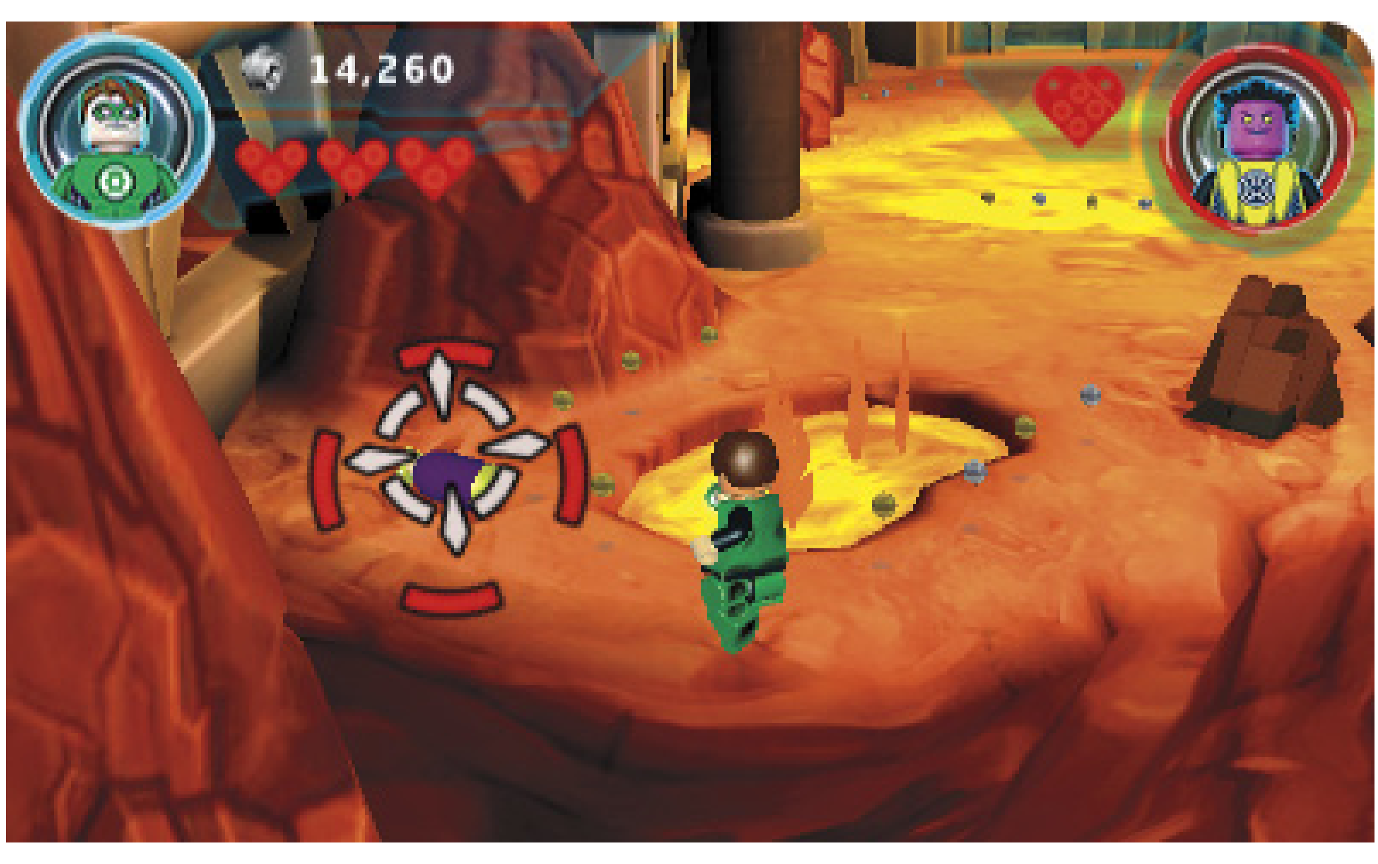
Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 15,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. The first prop is at the start of the level, the second prop is on the left of the arena near the lava falls, and the third is in the far left corner behind the fiery pool.
Combat Challenge: Counters	Any	Perform 3 counters.
The Joker Card	Any	Extinguish the flames of the fiery pool using Batman's Arctic Suit to reveal The Joker Card.

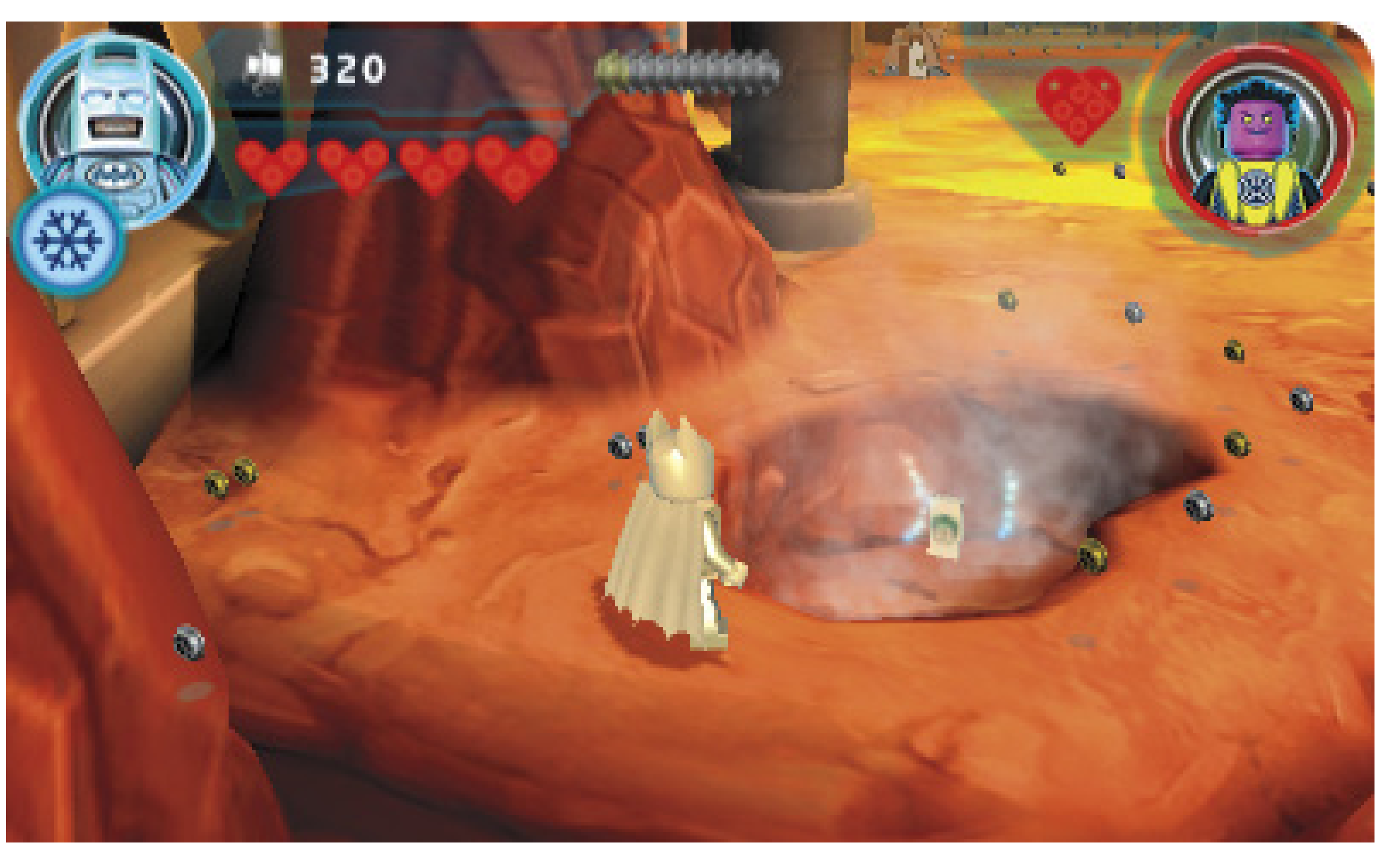
OBJECTIVE 1: DEFEAT SINESTRO

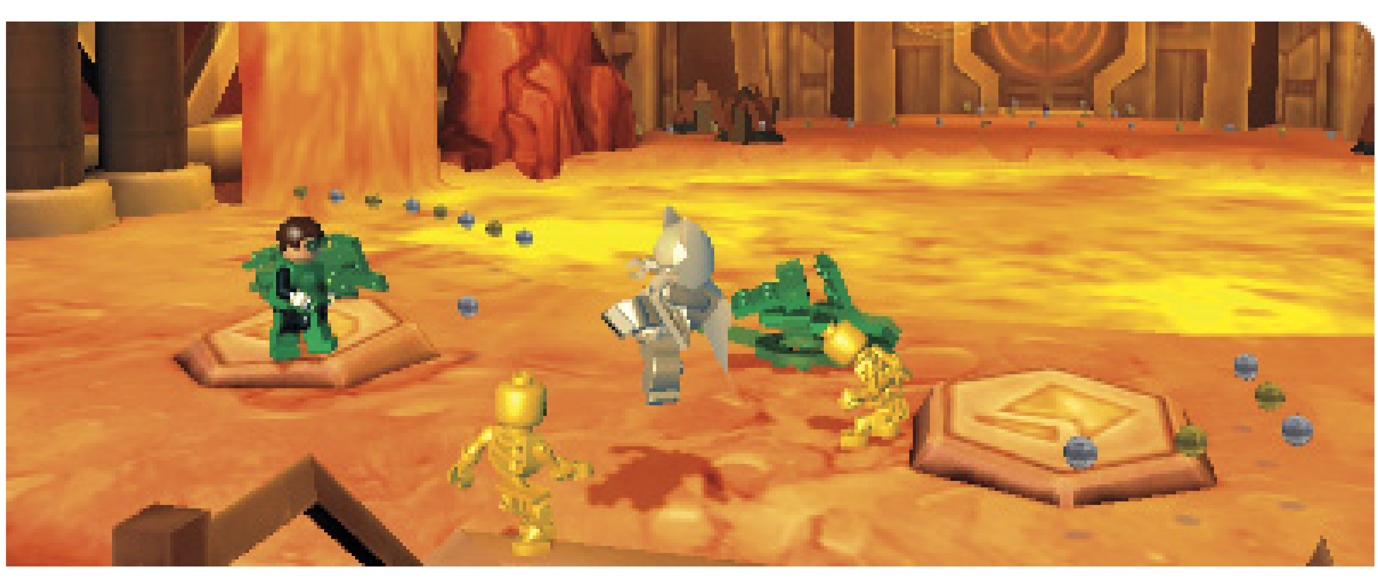
Before you head to the left, smash The Joker prop in the corner.

> The Joker Smash Challenge: 1 / 3



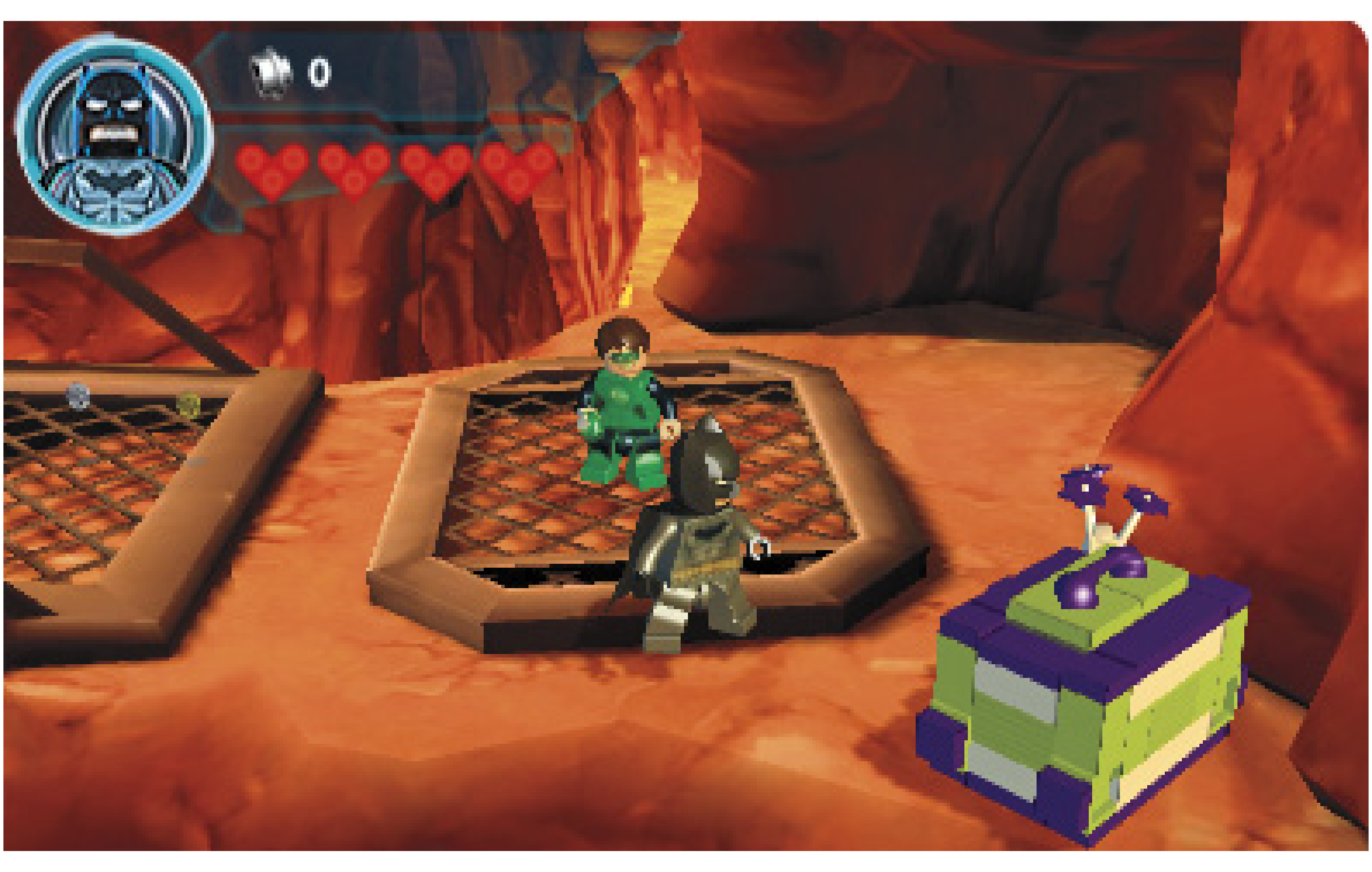






Make your way west and the bridge crumbles. Be ready to take on Sinestro and his goons, but first, take a moment to smash The Joker prop in the northwest corner near the lava. South of it, just past the flaming pool, there is the final Joker prop for the level. Smash it as well.

> The Joker Smash Challenge: 3 / 3

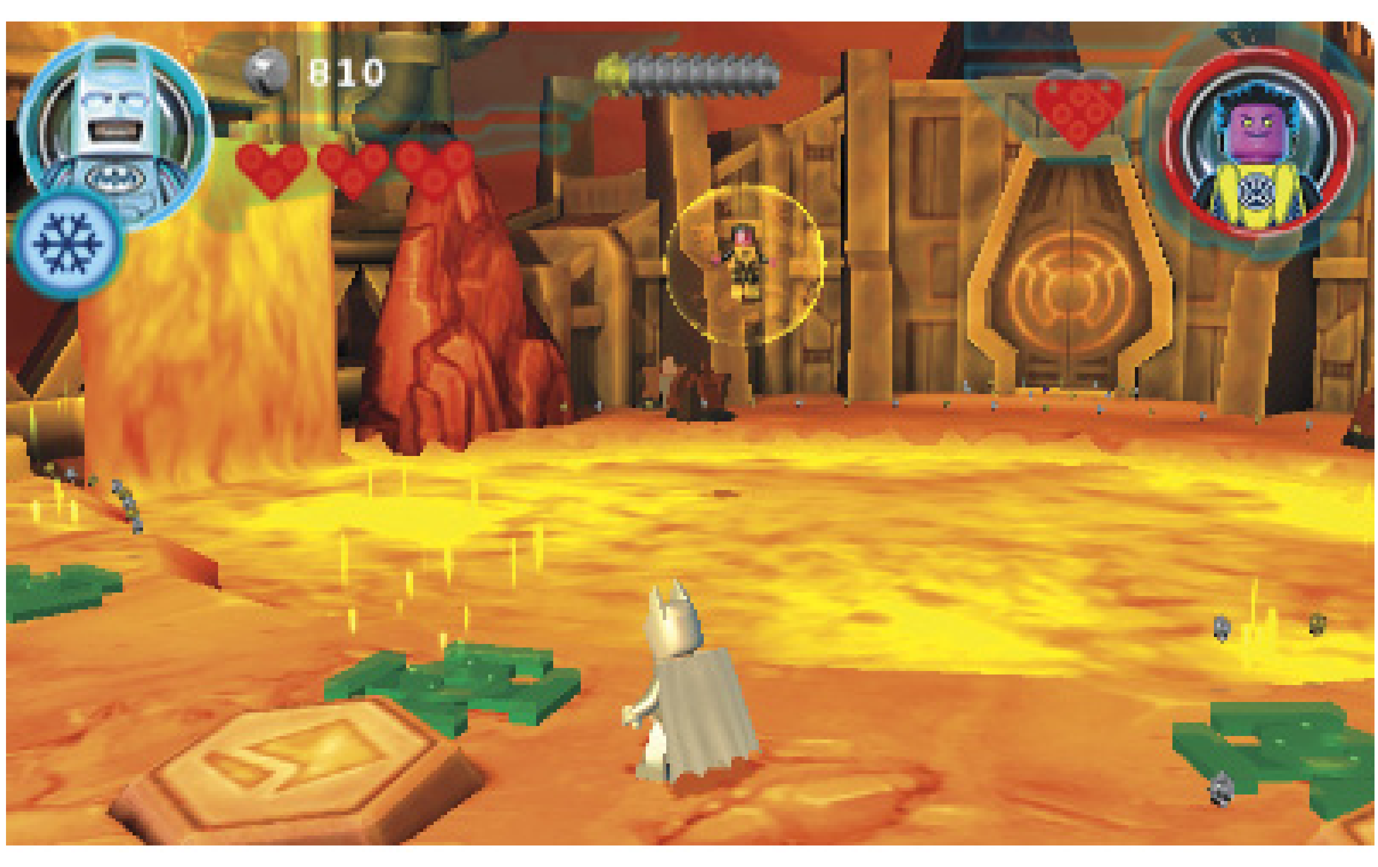


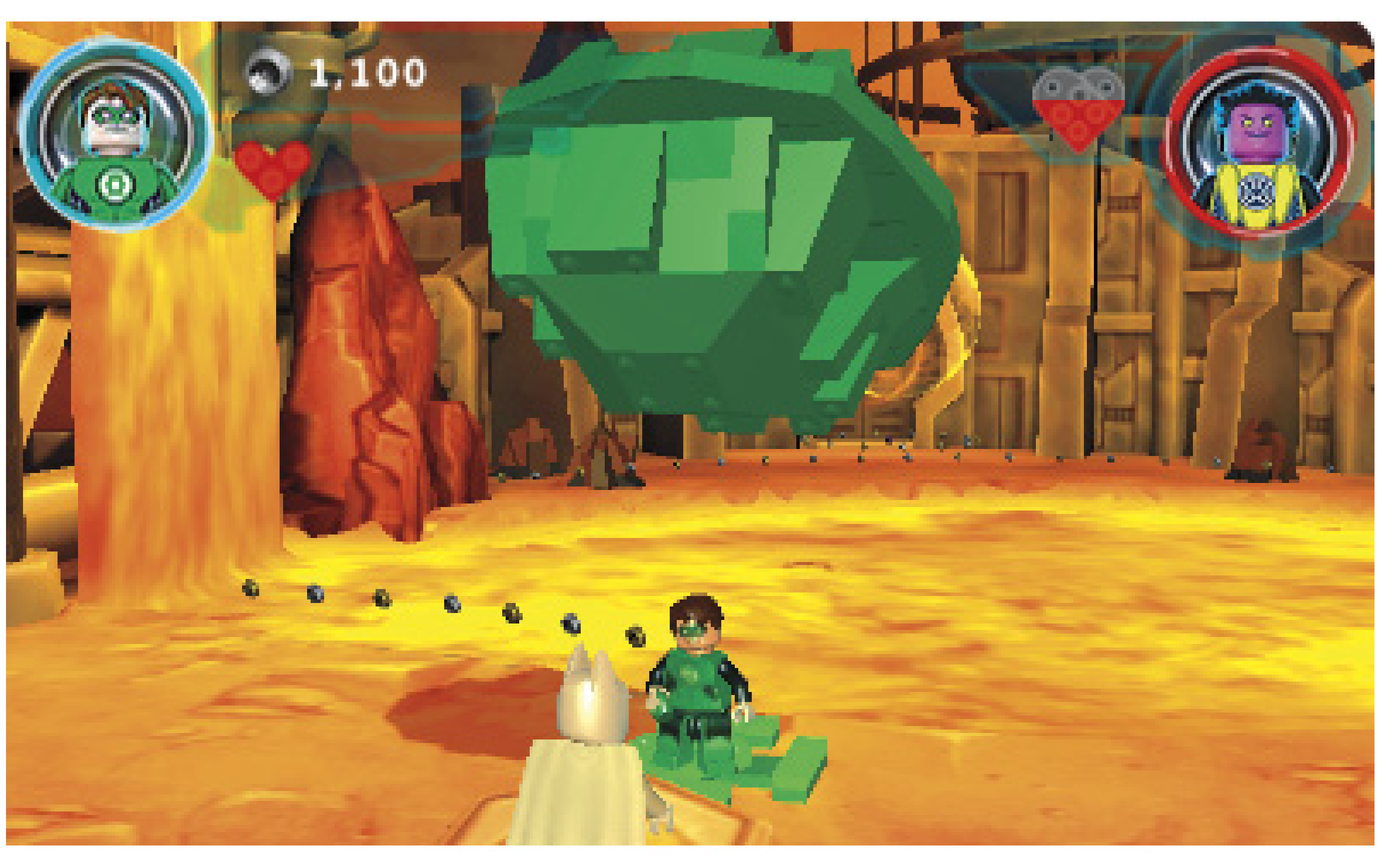
Equip Batman with his Arctic Suit and extinguish the fiery pool in the west corner of the arena to reveal The Joker Card.

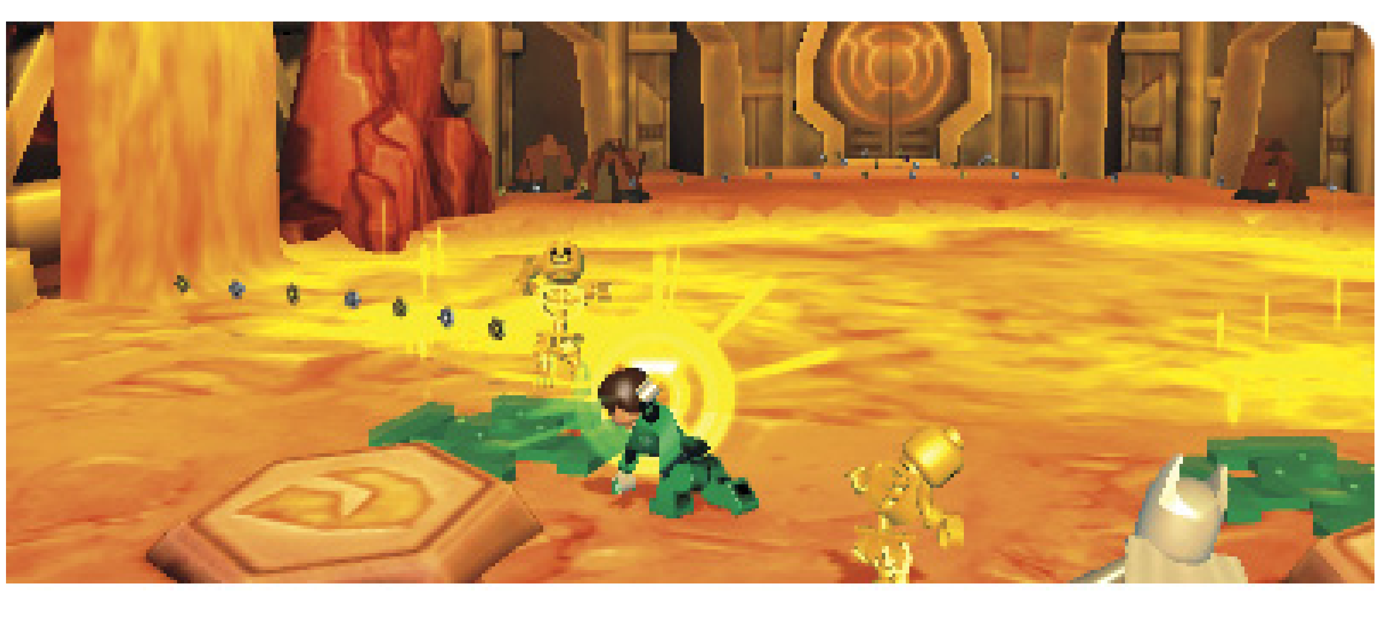
> The Joker Card

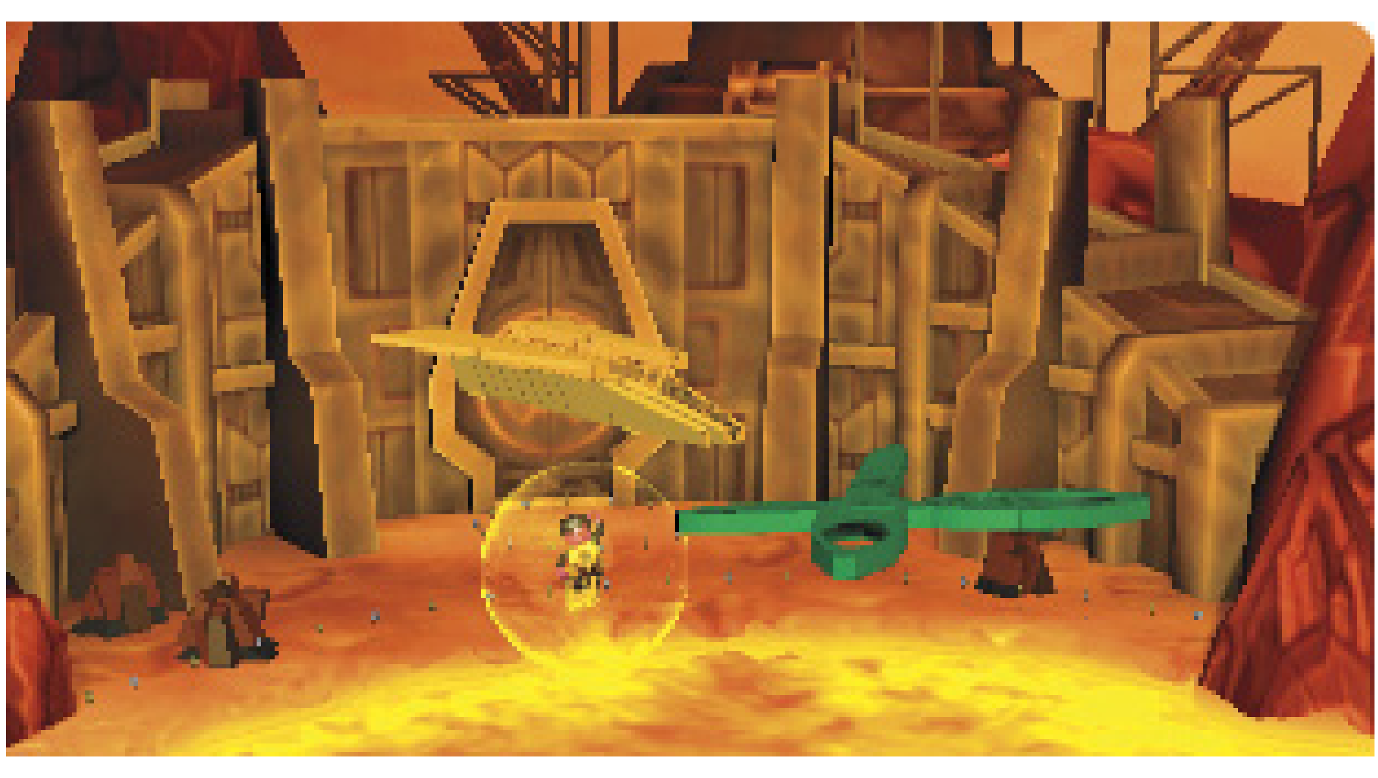
After you've dealt a few blows to Sinestro, he retreats as his goons emerge to attack you. Deal with them by using counters until you have completed the combat challenge for the level.

> Don't forget to collect the studs by the door, including the valuable Purple Stud.









Some bricks have fallen onto the field as well. Build these into three green lantern pads. To fight Sinestro, you have to play a massive game of Rock, Paper, Scissors. The three lantern pads correspond with a specific action. The left pad creates a rock, the center pad creates paper, and the right pad creates scissors. Interact with the pad of choice to summon that attack.

Defeat Sinestro's goons and wait for him to choose his attack, then choose your attack to counter his. If you're unfamiliar with what exactly beats what, here's a quick breakdown:

This	Beats This
Rock	Scissors
Paper	Rock
Scissors	Paper

Each time you beat Sinesto, more of his goons arrive. While you can choose your attack before him, defeat his goons and wait to see which attack he chooses first. Keep it up and Sinestro is forced to surrender.

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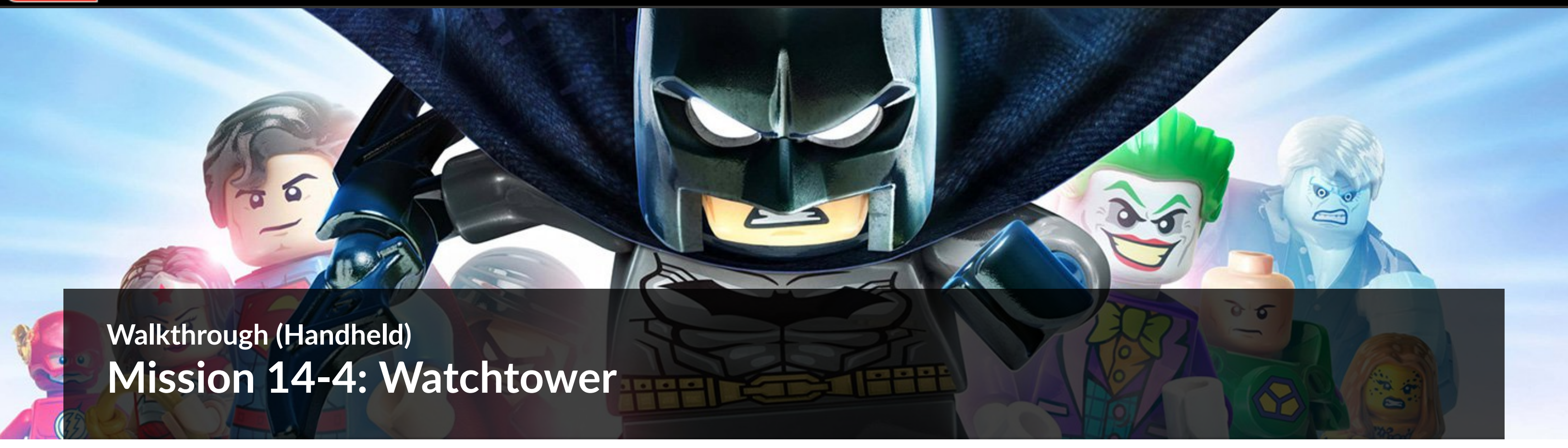
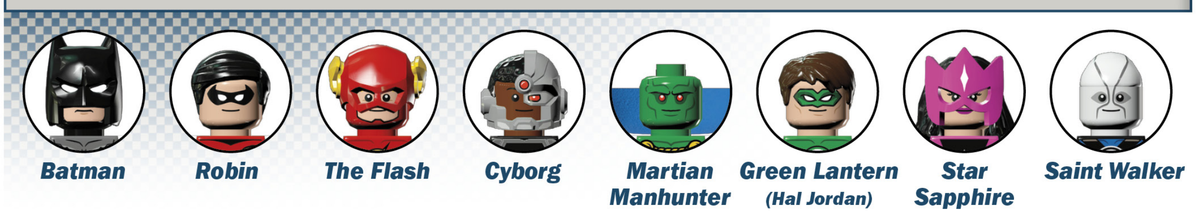


WALKTHROUGH 14-4 HUB VISIT

Watchtower

Characters

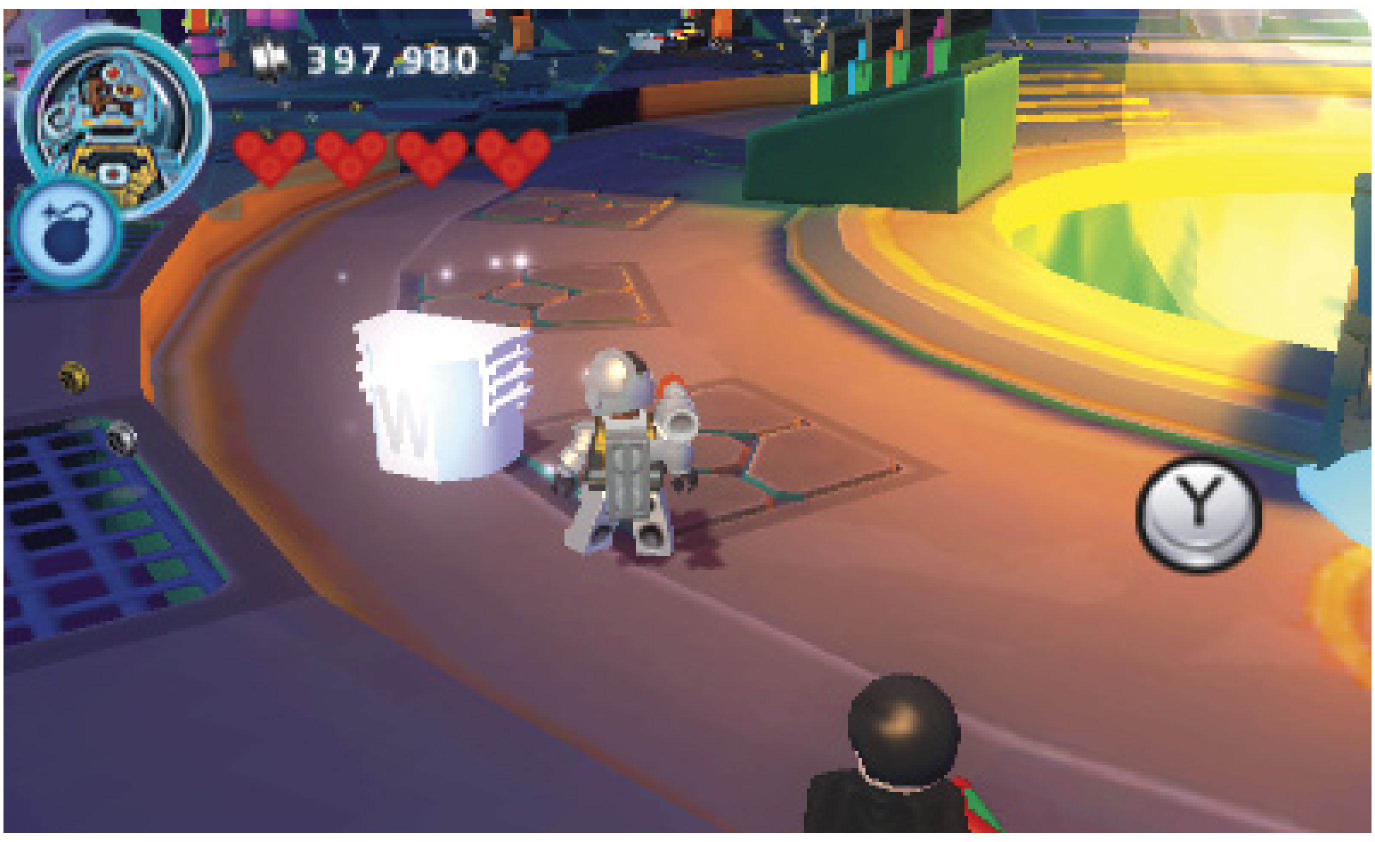


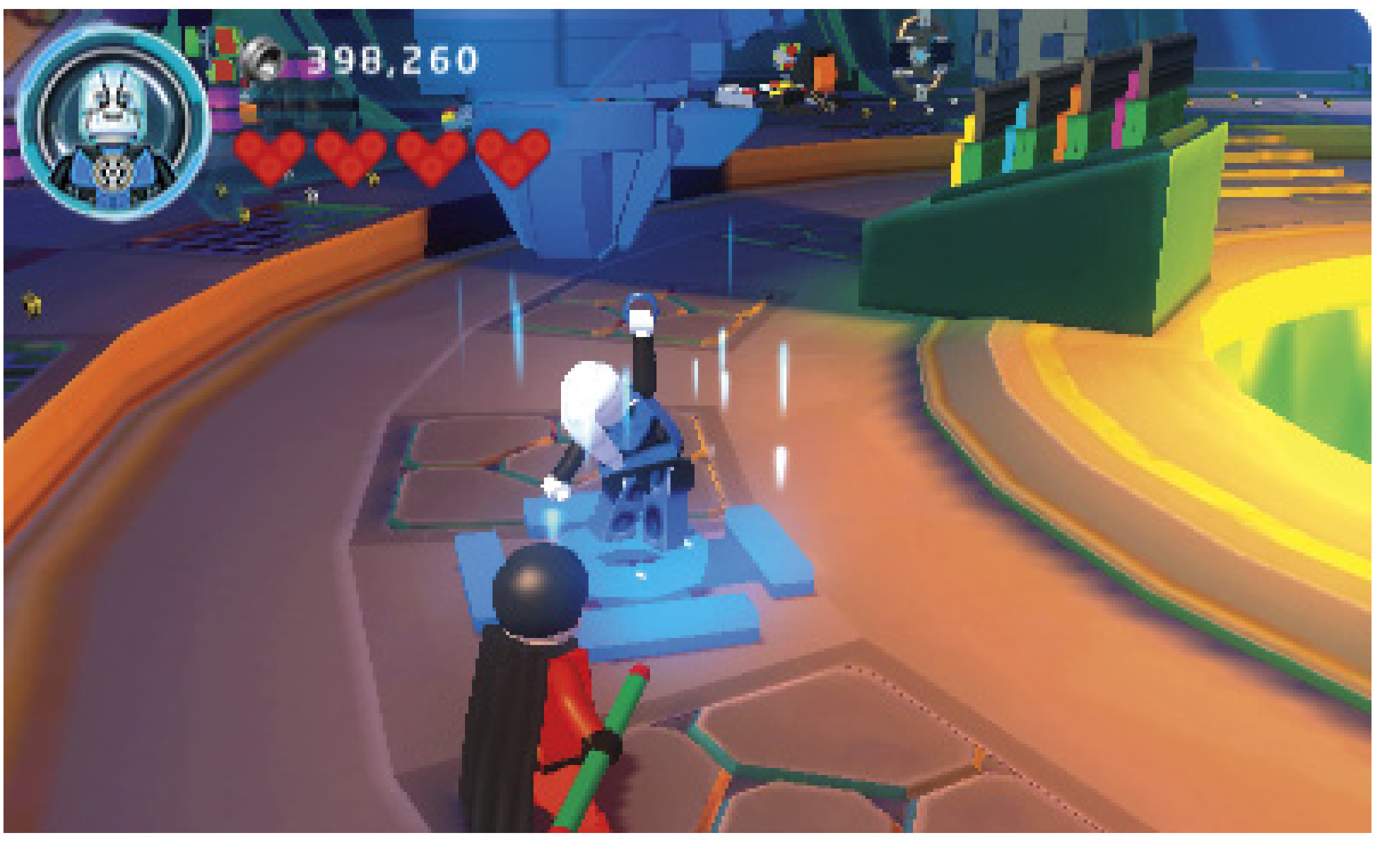
OBJECTIVE 1: LOCATE THE FORTRESS OF SOLITUDE

Atrocitus, Larfleeze, and Sinestro are not at all happy about you taking their Power Batteries. You must get them to the Fortress of Solitude quickly. Unfortunately, no one knows the coordinates.

Destroy the silver LEGO crate near the galaxy map console. Some LEGO bricks spill out.

Build the bricks into a blue lantern pad. Have Saint Walker interact with it to build a construct that tracks down the location of the Fortress of Solitude. Once it has, use the galaxy map to travel there.





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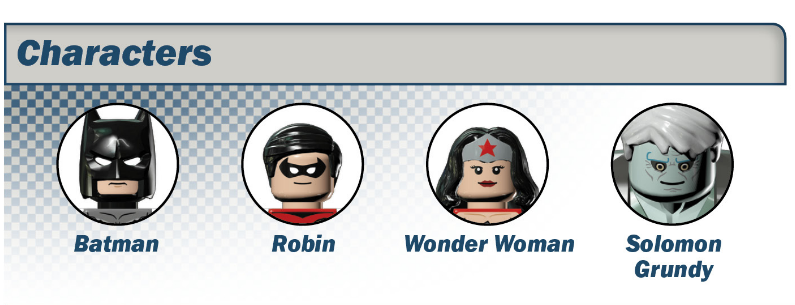
WALKTHROUGH 15-1 MISSION

The Fortress of Solitude

Characters



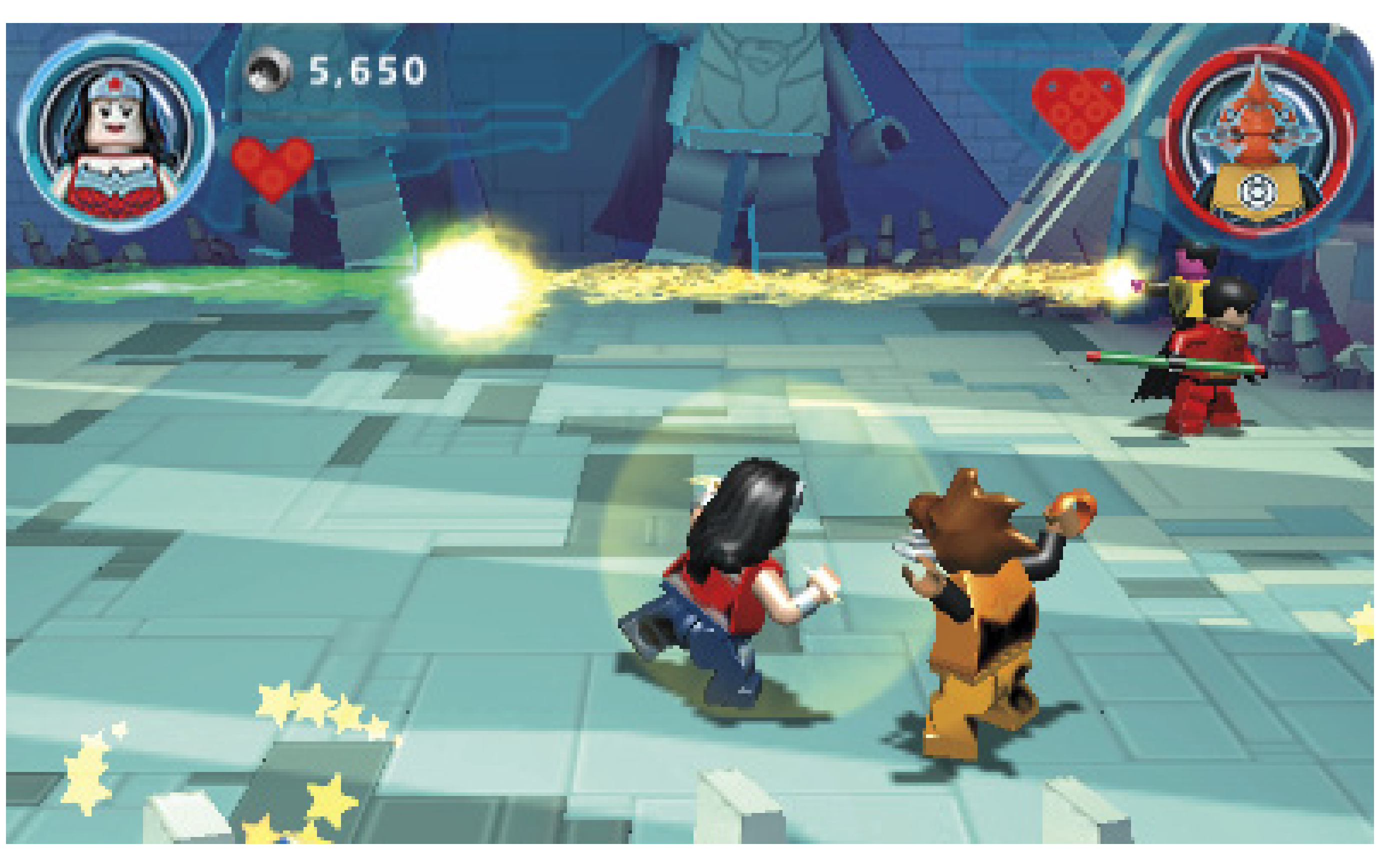
Unlocks

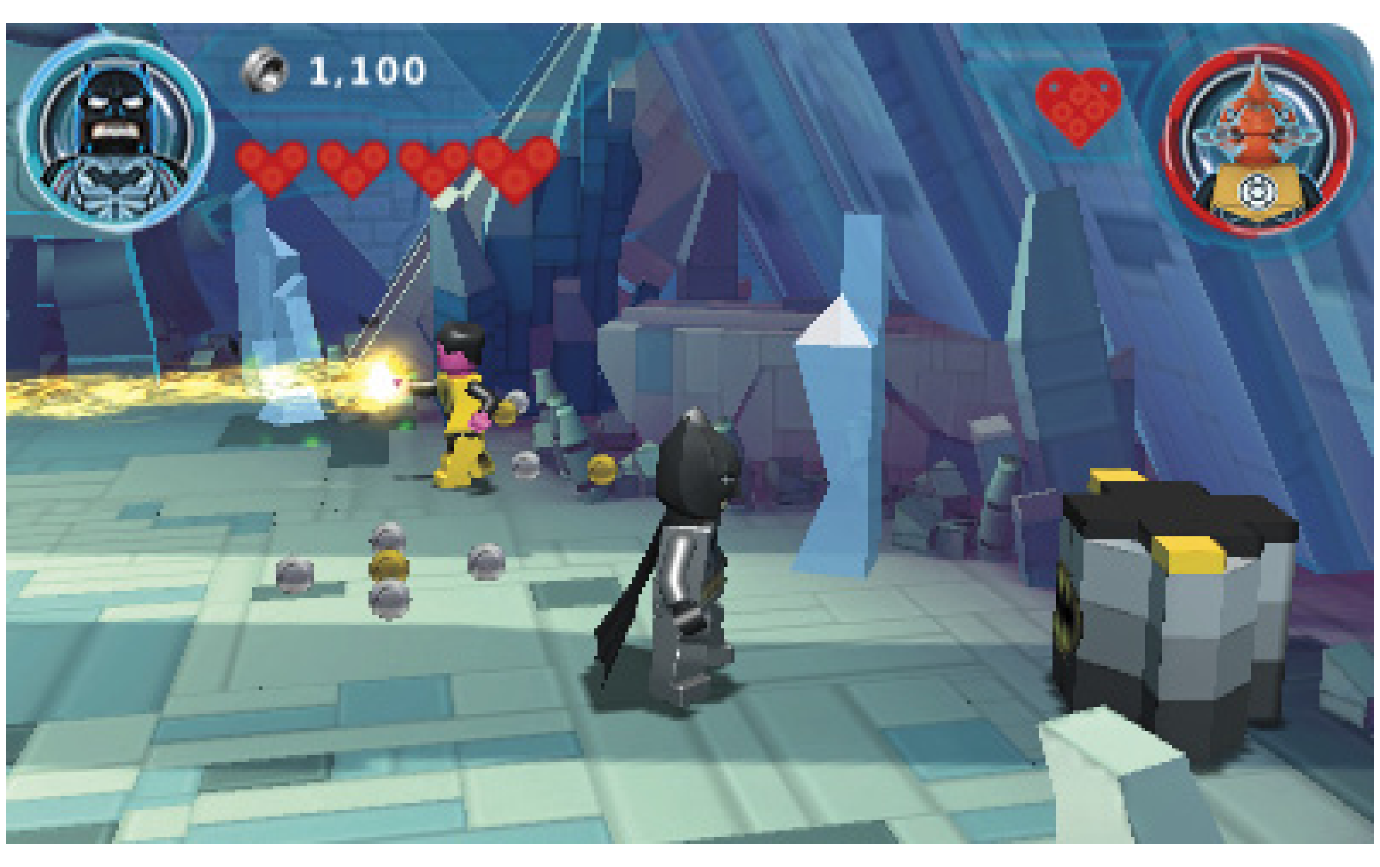
Cyborg Superman
(The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 9,000 studs.
Batman Smash Challenge	Any	Destroy 2 Batman props. The first prop is on the right side of the arena and the second is found by using Detective Mode near Sinestro.
Combat Challenge: Finishers	Any	Perform 3 ground finishers. Larfleeze summons goons every time you knock him around. This gives you quite a few opportunities to complete the challenge. Just make sure to always use ground finishers when possible.
The Joker Card	Any	After waking Saint Walker, jump into the water where the pump was to claim the The Joker Card.

OBJECTIVE 1: WAKE INDIGO-1





Star Sapphire, Saint Walker, and Indigo-1 are out of the fight. It's up to you to take out Larfleeze on your own. Don't worry about Sinestro, he's busy with Green Lantern for the moment.

The first Batman prop is on the right side of the small arena. Smash it.

> Batman Smash Challenge: 1 / 2

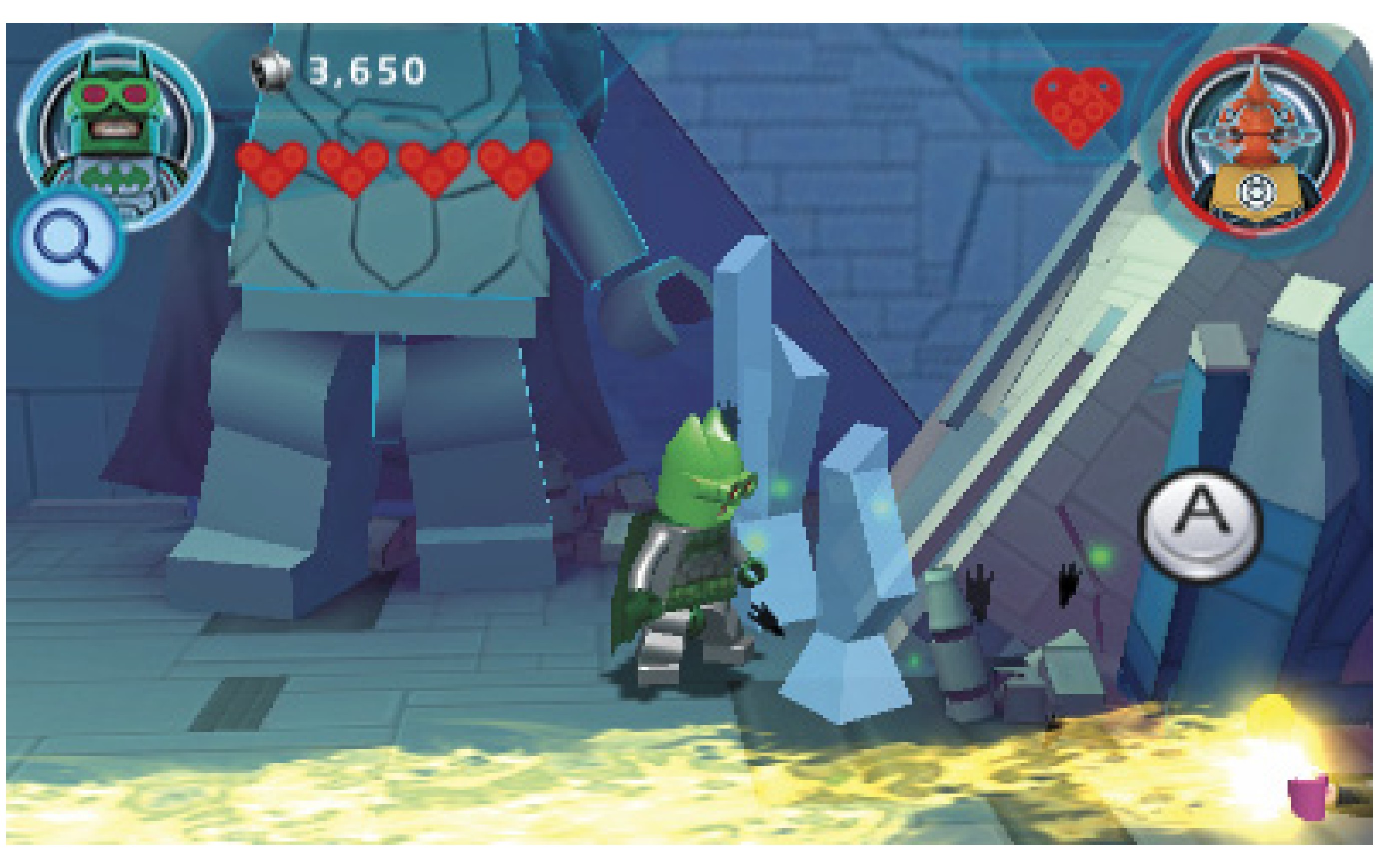
Equip Batman with his Sensor Suit and use Detective Mode to scan the area around the statue near Sinestro to reveal the second Batman prop.

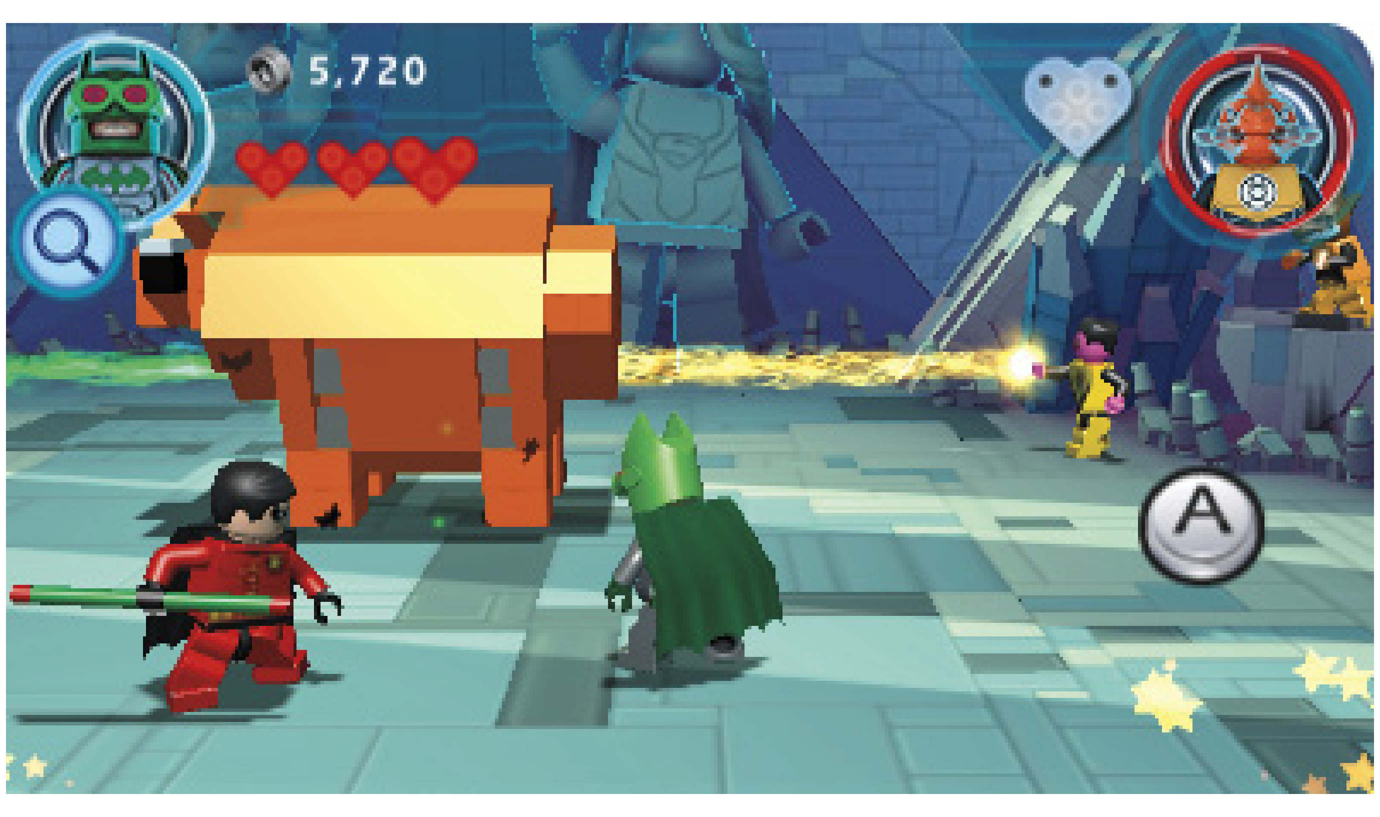
> Batman Smash Challenge: 2 / 2

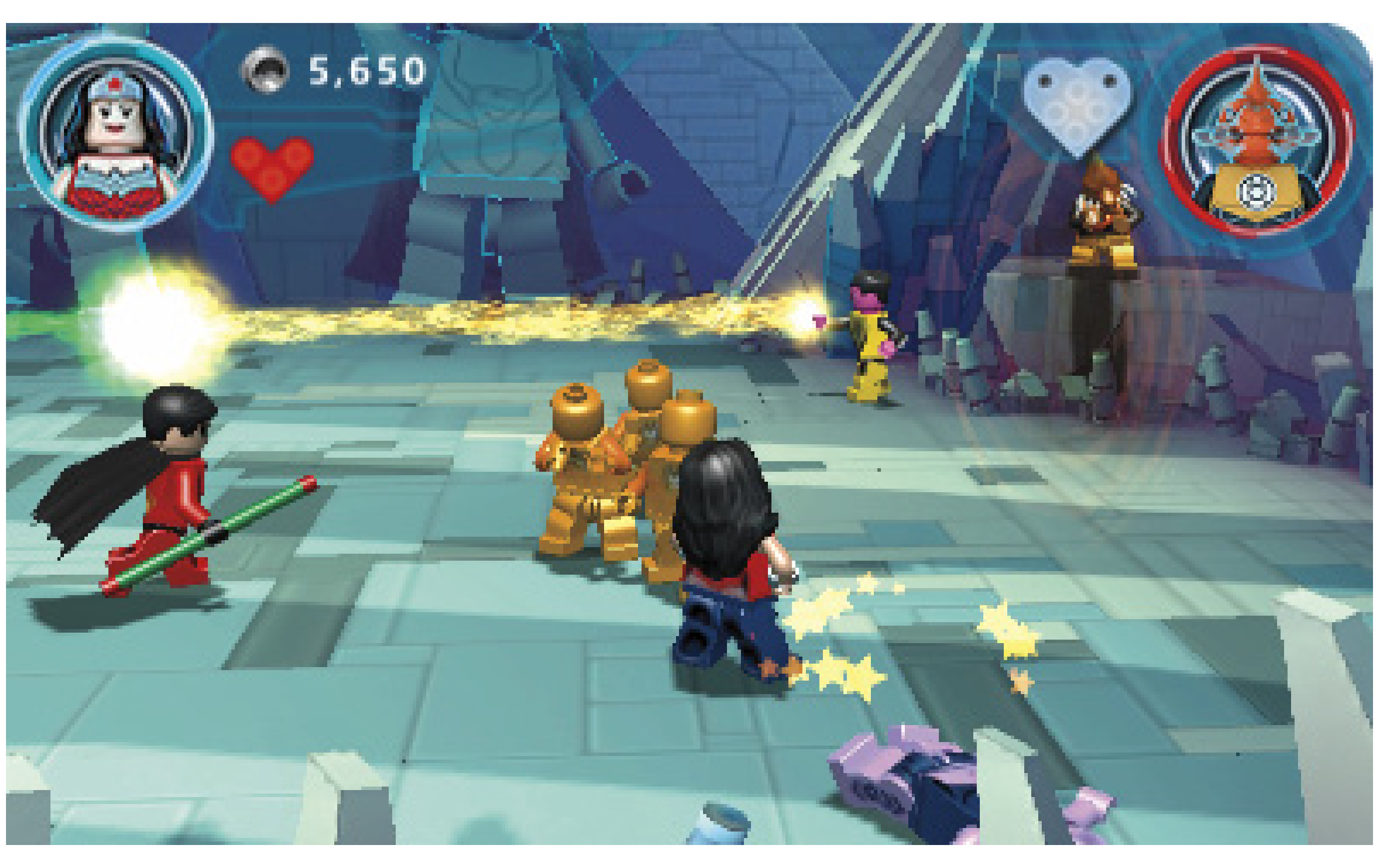
Knock Larfleeze around a bit and he retreats to the background. He calls forth some of his goons to do his bidding. Take them out with ground finishers to complete the combat challenge.

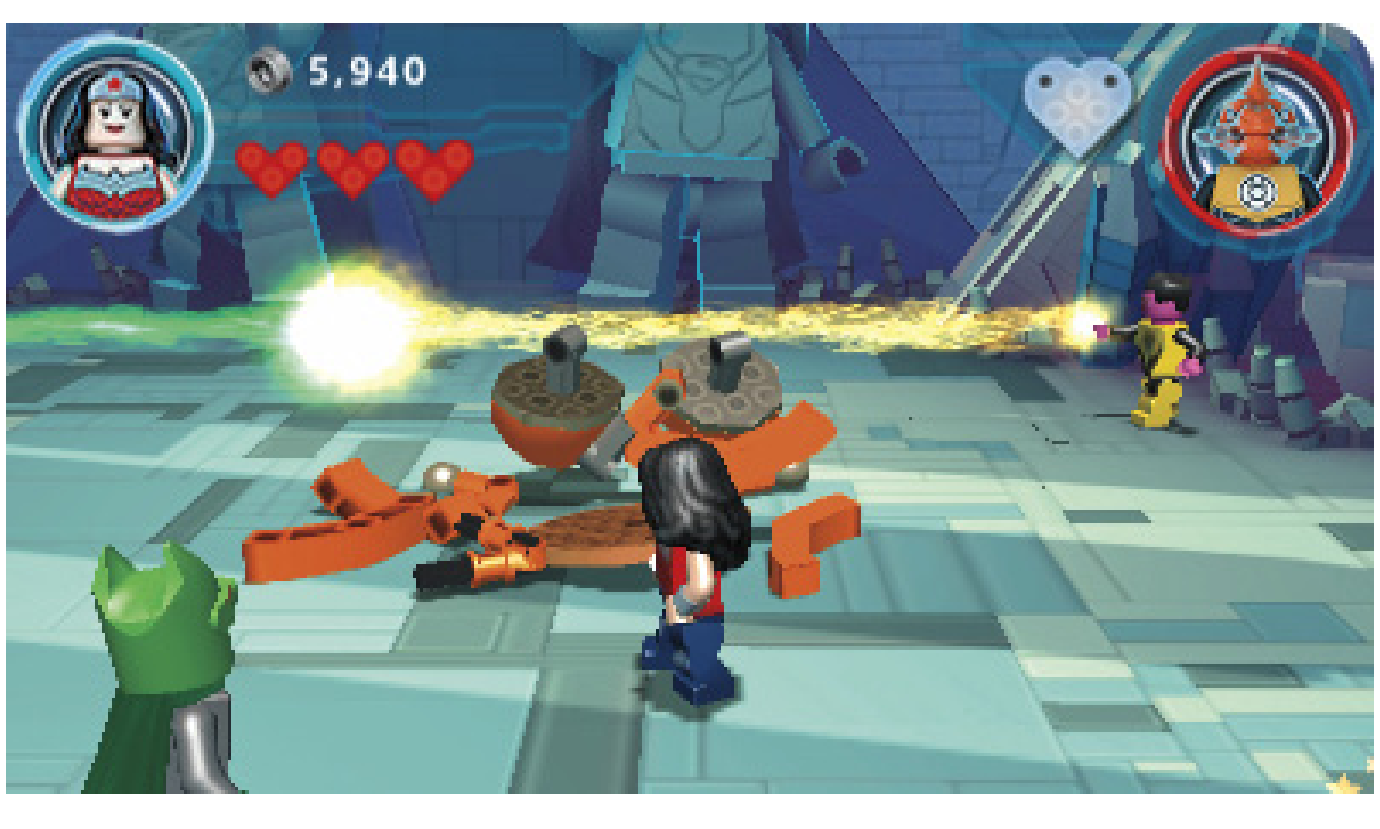
With his goons taken out, Larfleeze manifests a giant pig statue and attempts to drop it on you. Avoid it several times and he sets it down. When he does, use Detective Mode to examine the pig to find some hyper strength handles. Have Solomon Grundy pull on them to shatter the pig and reveal some LEGO bricks.

Build these bricks into an alarm clock the wakes Indigo-1.

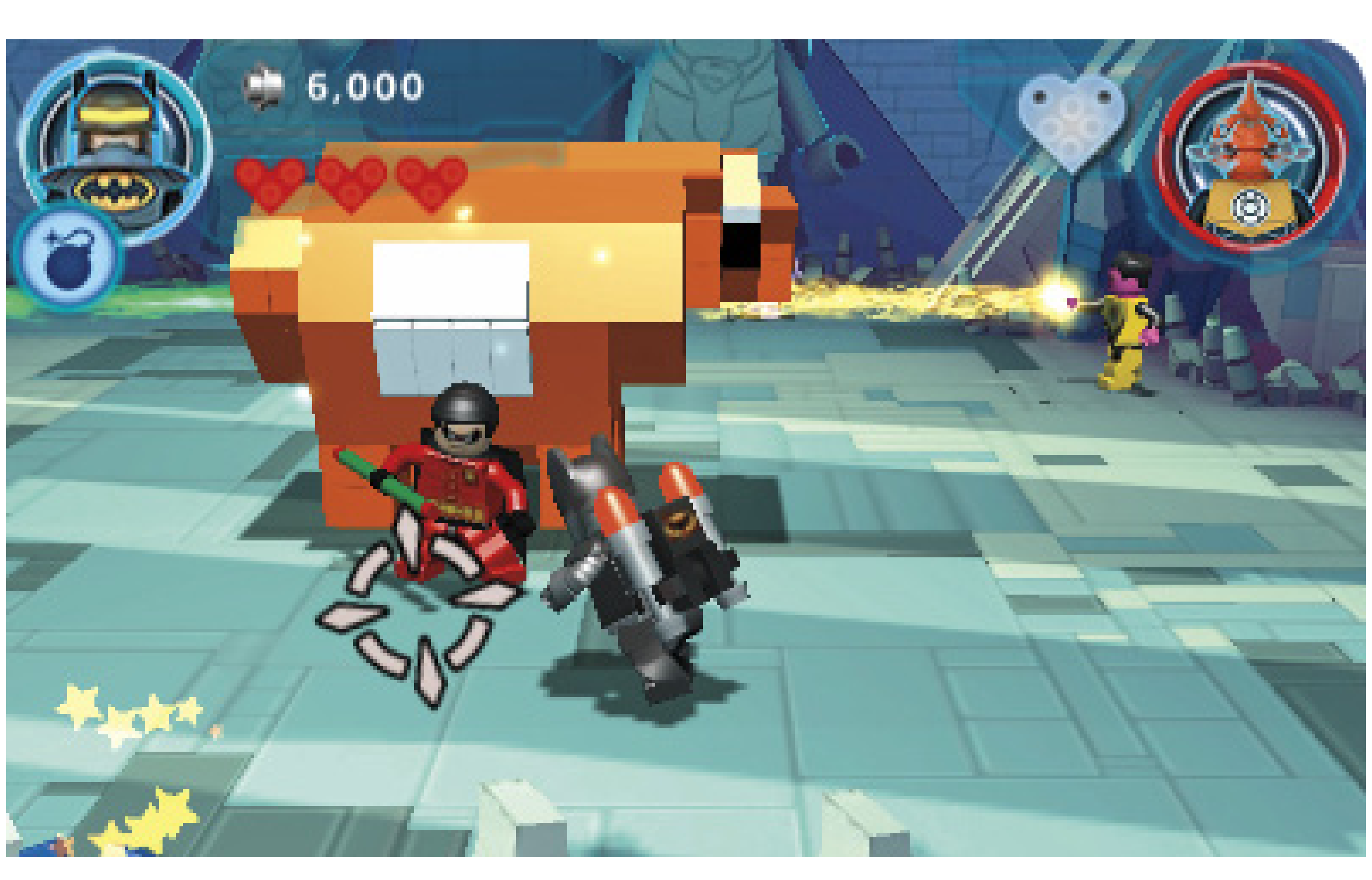


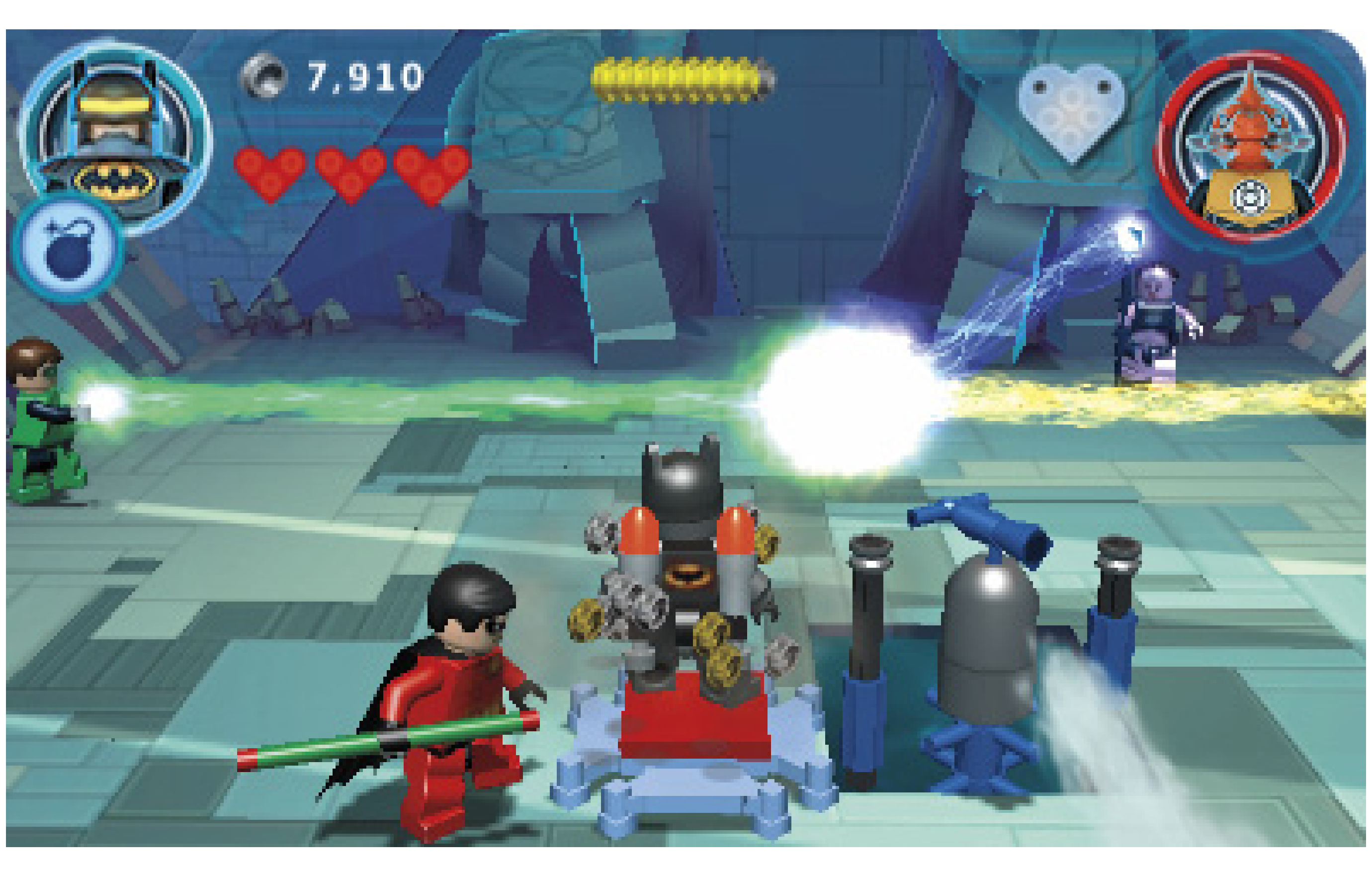


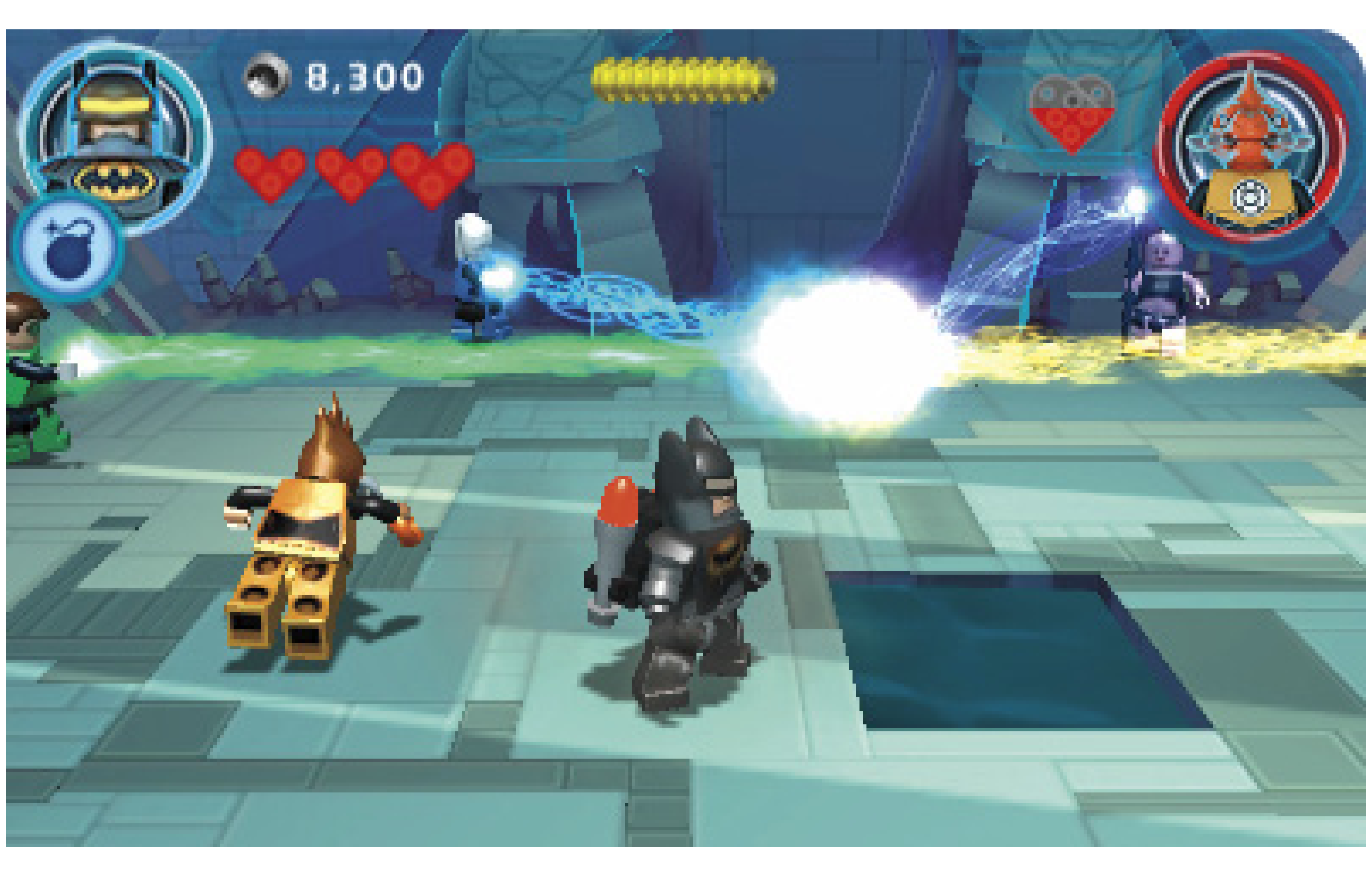




OBJECTIVE 2: WAKE SAINT WALKER







Once again, fight Larfleeze until he summons his goons. After taking out the goons, he manifests the giant cow statue again and attempts to crush you with it. When he places the cow statue down, use Detective Mode to find a silver LEGO panel.

Destroy the silver LEGO panel using explosives to reveal some LEGO bricks. Build the bricks into a water pump. Jump on the red button to activate it and send a jet of water at Saint Walker to wake him.

Don't forget to jump into the water where the pump was to claim The Joker Card.

> The Joker Card

OBJECTIVE 3: MAKE LARFLEEZE CROSS BEAMS

As before, fight Larfleeze and his goons. This time, instead of manifesting the giant cow to smash you, he fires his energy beam at you. Lure his aim to cross paths with the energy beams of the other lanterns to join their power and end the level.

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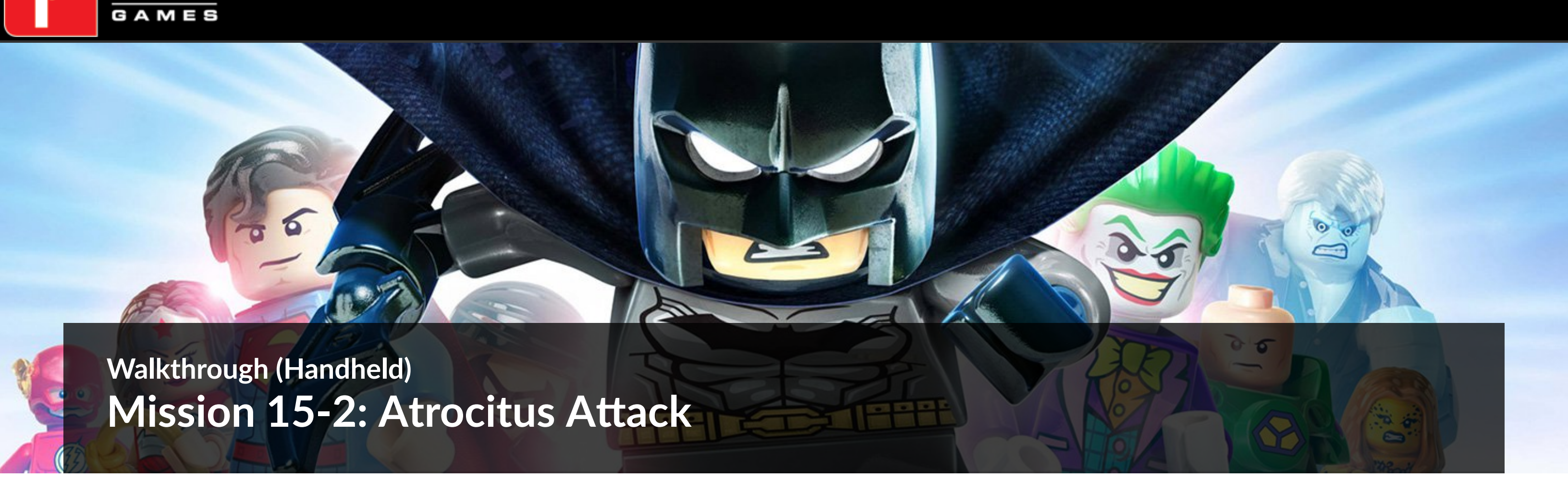


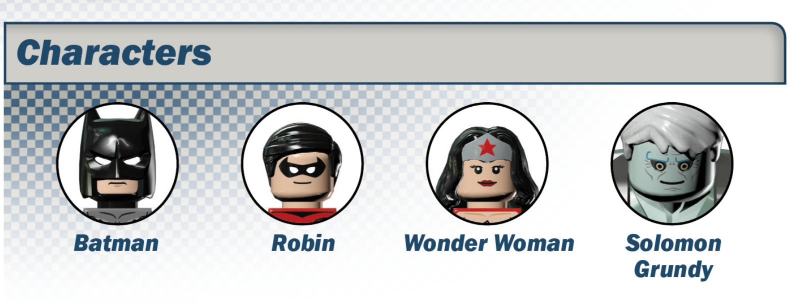
Walkthrough (Handheld)

Mission 15-2: Atrocitus Attack

WALKTHROUGH 15-2 MISSION

Atrocitus Attack

Characters



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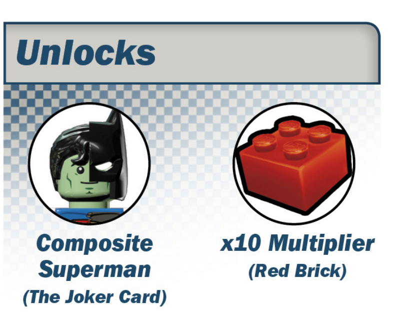
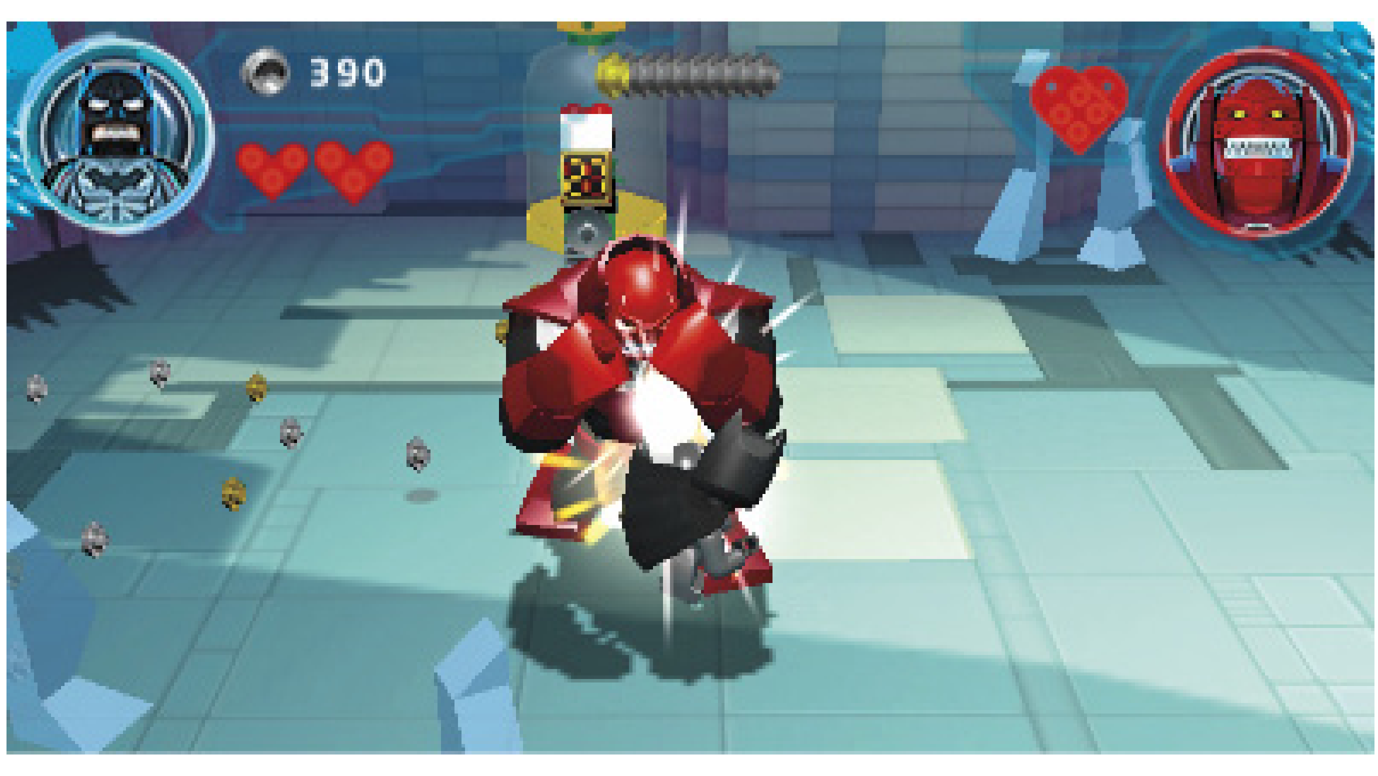
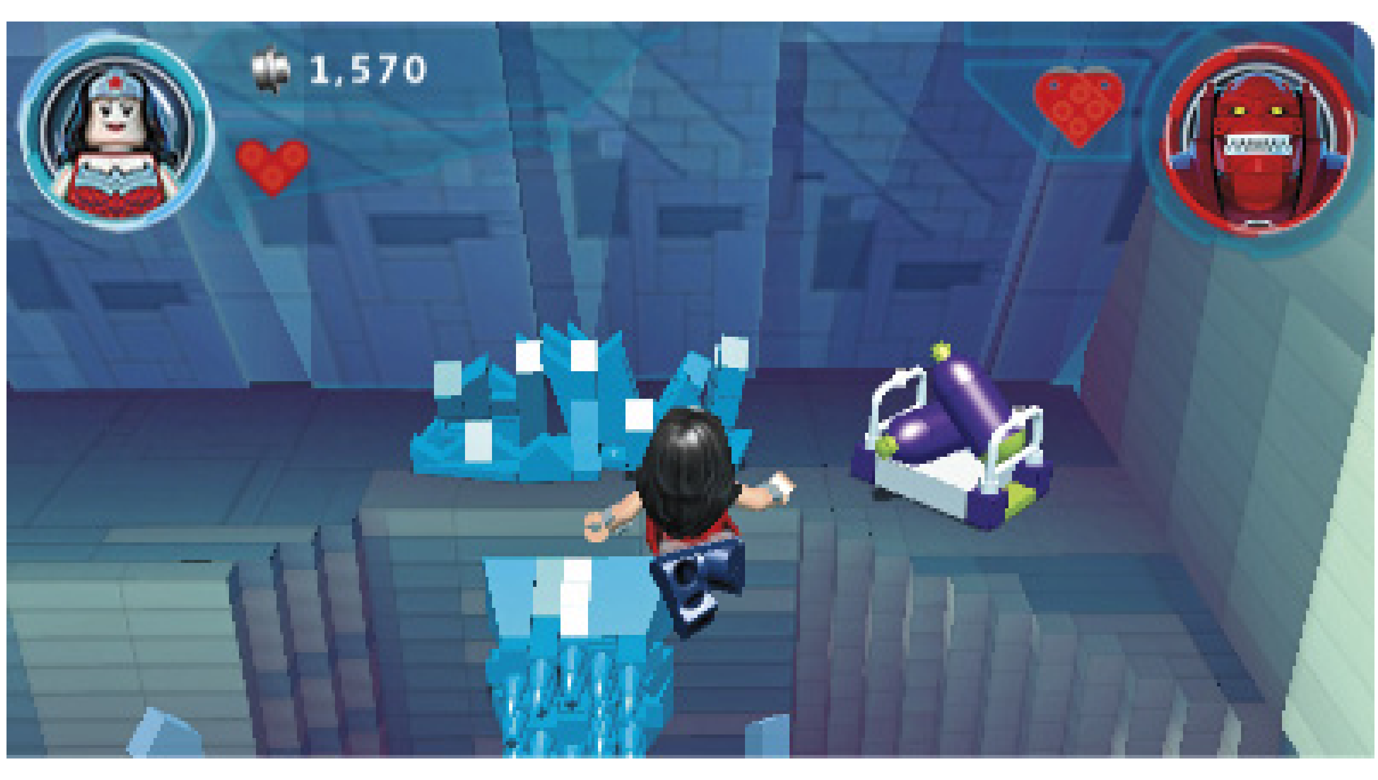


Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 5,000 studs.
The Joker Smash Challenge	Any	Destroy 3 Joker props. On the second floor, look for the first prop in the far right corner, the second against the back wall on the right, and the third near Green Lantern on the far left side of the level.
Red Brick	Any	Near the second Joker prop you find a wall of ice. Use the laser from Batman's Space Suit to melt it and reveal the Red Brick.
The Joker Card	Any	Use Wonder Woman to fly to the left side of the level. Next to Star Sapphire is a blue crystal ice pillar. Smash it to reveal The Joker Card.

OBJECTIVE 1: DEFEAT ATROCITUS





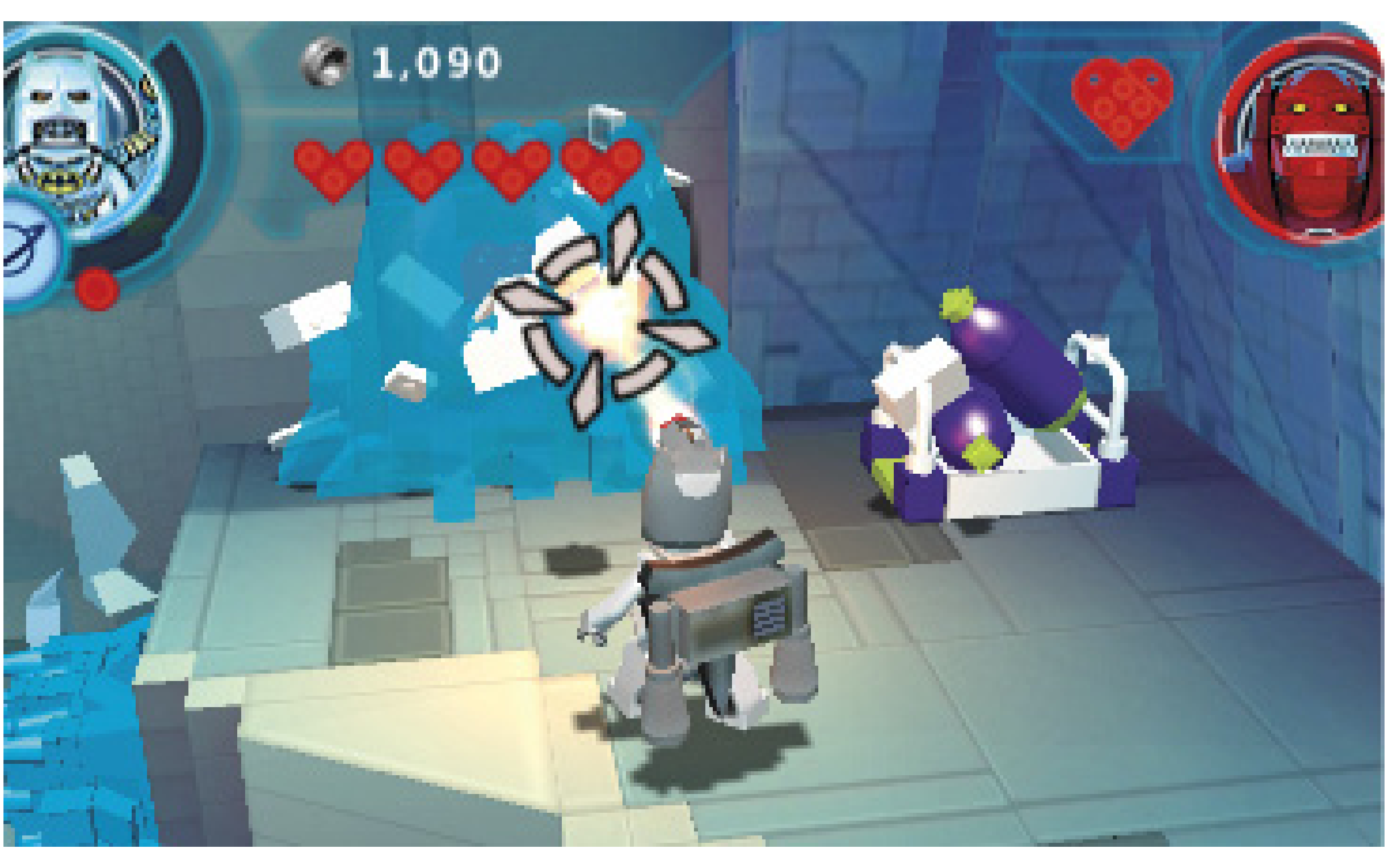
That fiend Atrocitus is a powerhouse, so avoid his punches at all cost. Wait for him to finish his flurry of punches and he tries to ground smash you. When he does, he is left stunned. Take the opportunity to deliver some combos of your own on him.

Have Wonder Woman fly to the upper floor of the level. Against the back wall to the right, you find a Joker prop. The second prop is in the far right corner near the front of the level.

> The Joker Smash Challenge: 2 / 3

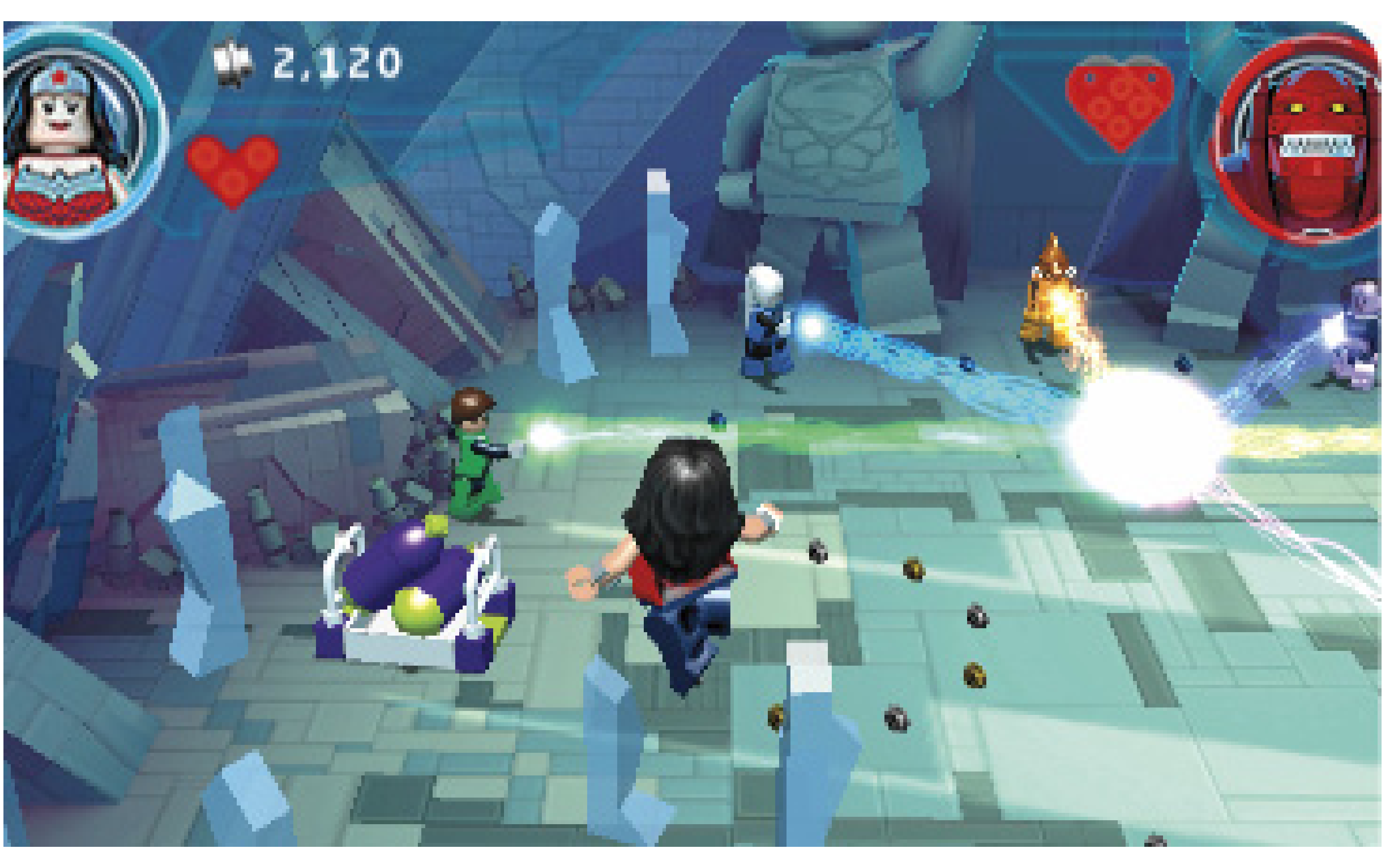
Next to the second prop, there is a wall of ice. Use the laser from Batman's Space Suit to melt it and reveal the Red Brick.

> Red Brick



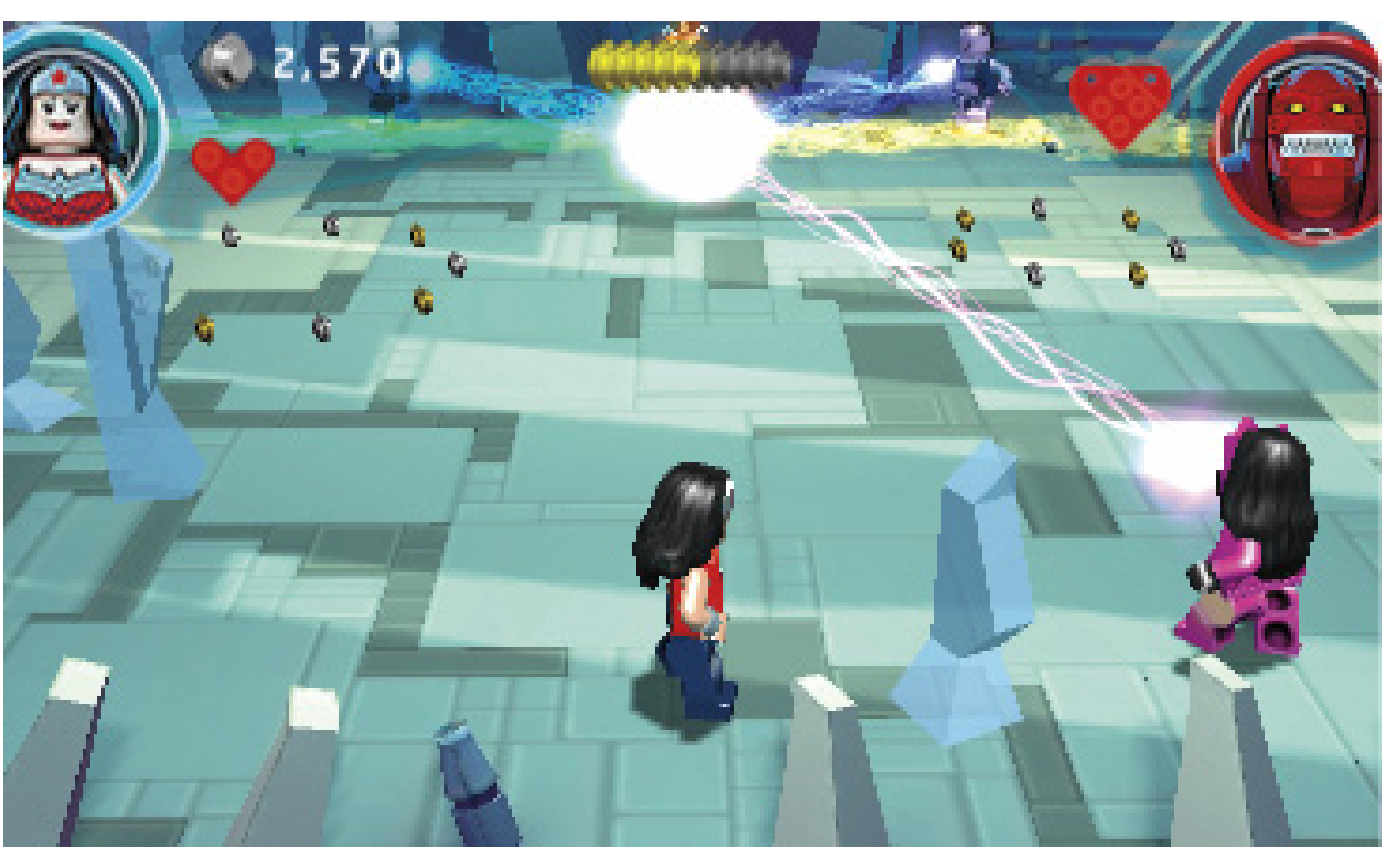
The third Joker prop is to the on the upper floor and to the left. You find it near Green Lantern.

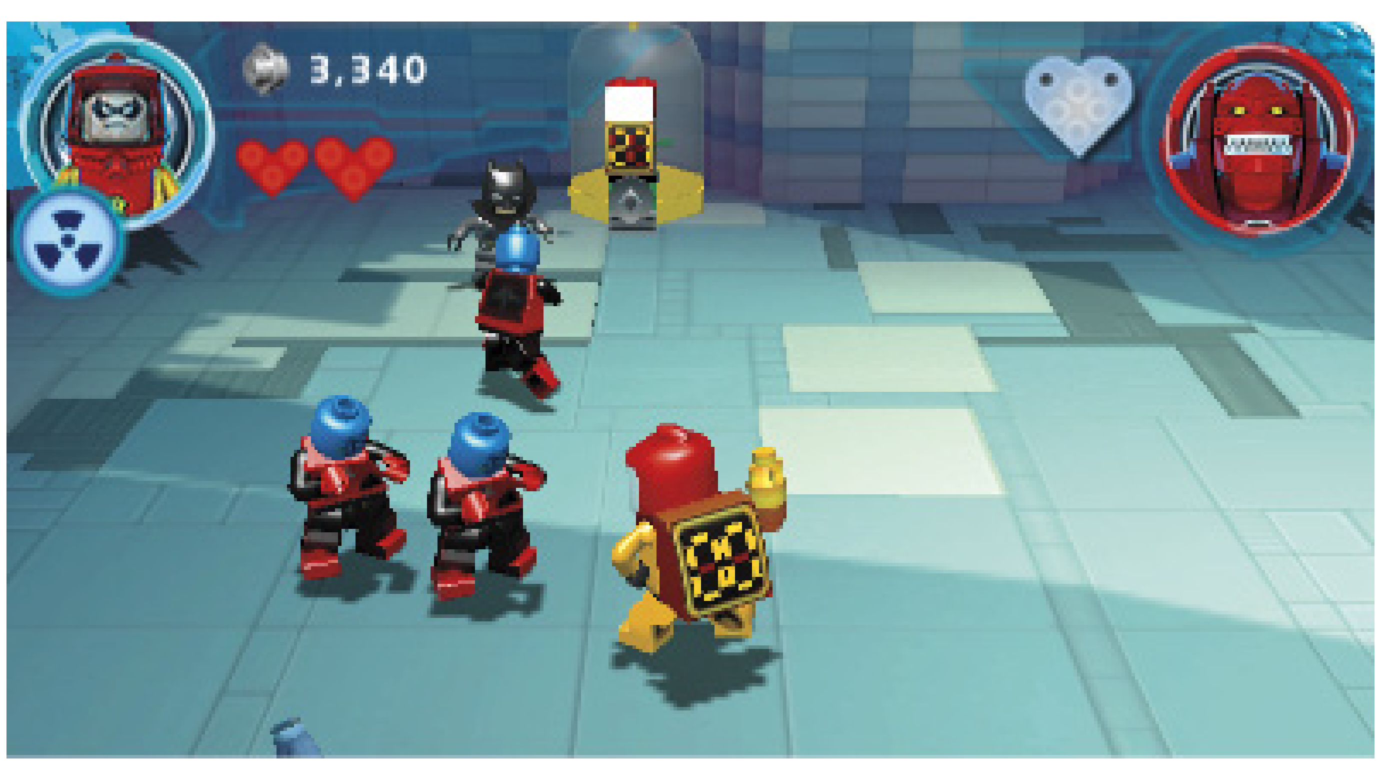
> The Joker Smash Challenge: 3 / 3

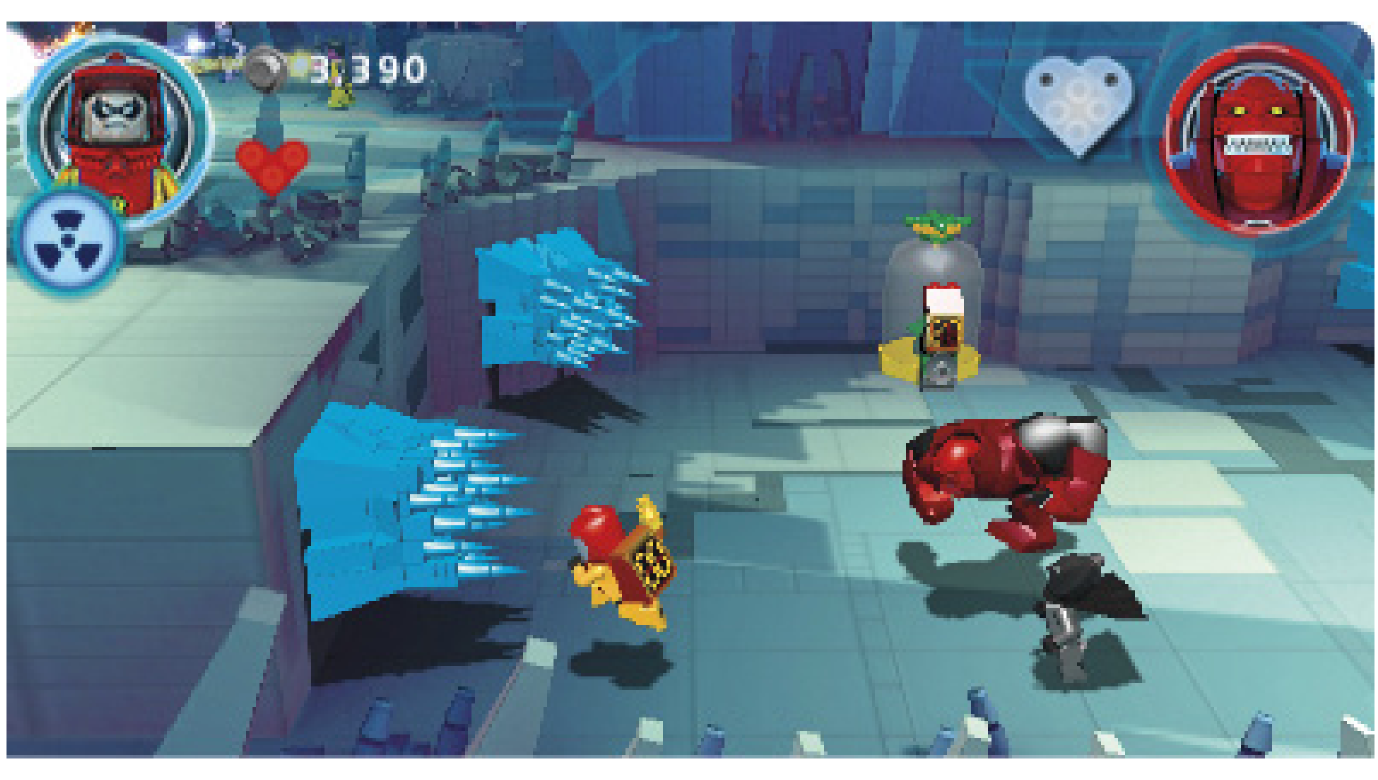


Next to Star Sapphire, you find a blue crystal ice pillar. Smash it to reveal The Joker Card.

> The Joker Card





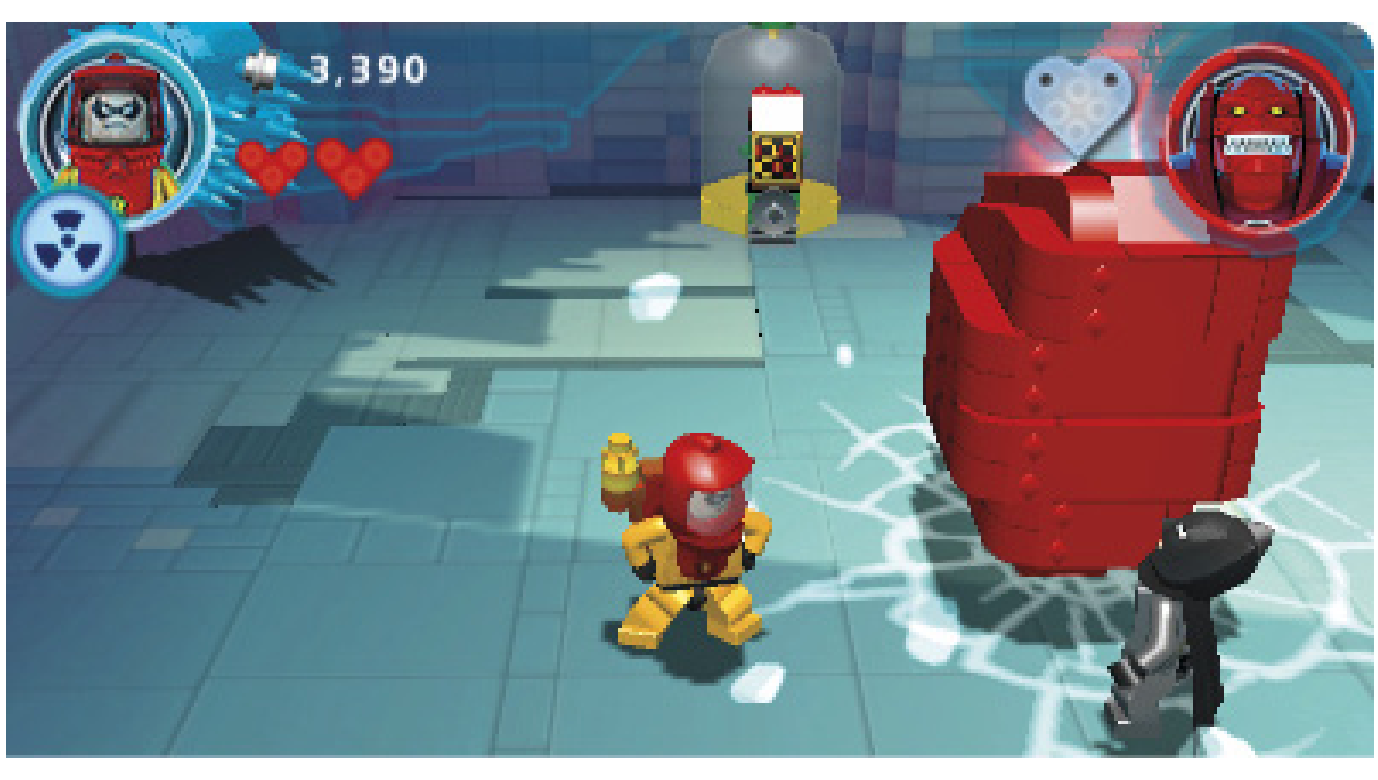


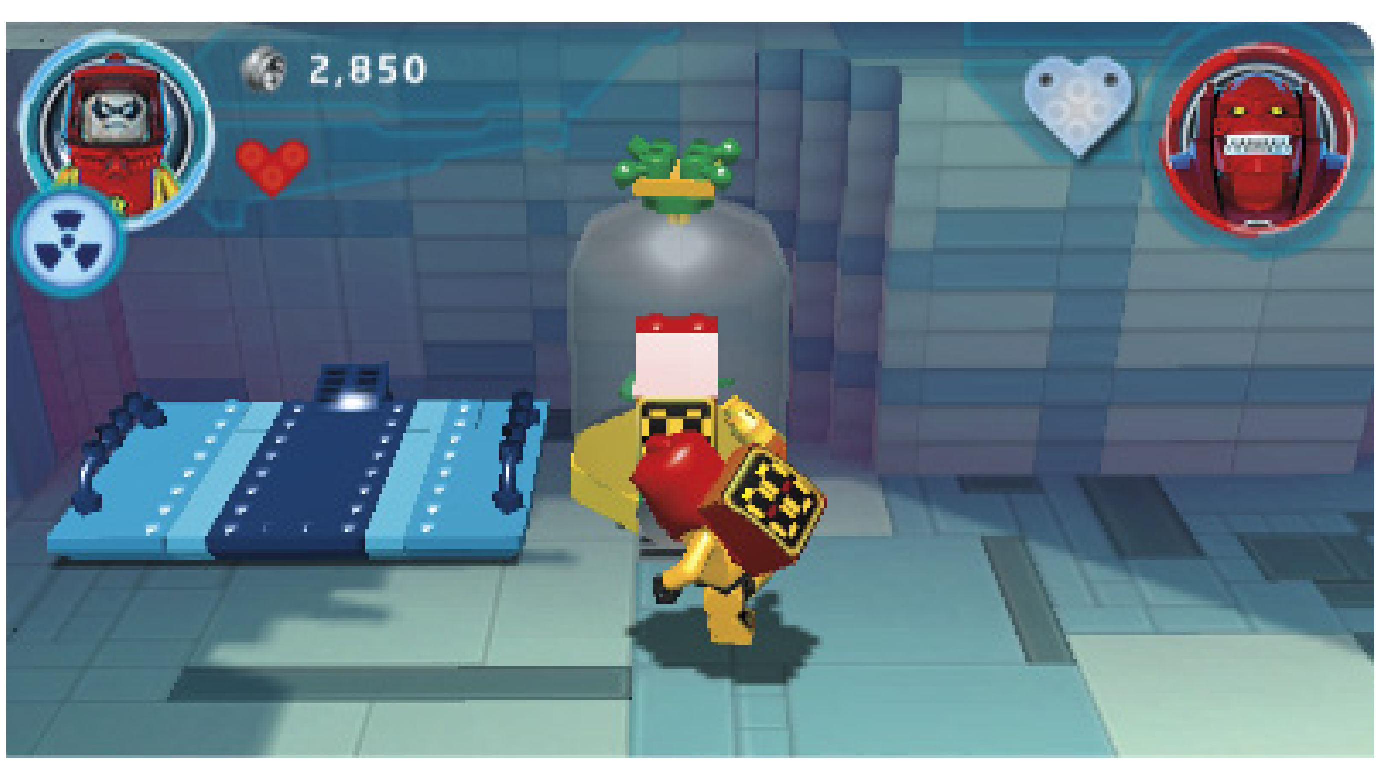
After inflicting some damage on Atrocitus, he summons his goons to fight you. Take them out!

When his goons are defeated, Atrocitus manifests a giant hammer to smash you with. Stay out of the weapons' shadow to avoid being crushed. After he gives up trying to crush you, the beast tries to ram you. Lure him into crashing into one of the spiky LEGO panels that are on the walls of the arena.

Atrocitus crashes into the spiky wall, but he still has some fight in him. Attack him again until he summons his goons. Defeat them and once again avoid being crushed by his hammer. Atrocitus didn't learn the first time and tries to ram you again as well. Send him careening into another spiky wall.

The next time that you manage to avoid his hammer attacks, he flees to the left, where the lanterns are gathered. Before taking up chase, equip Robin with his Hazard Suit and pick up the Attract pieces that have fallen to the ground. Place them into the Attract Station to build an elevator. Step onto the elevator to end the level.





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Walkthrough (Handheld)

Mission 15-3: Brainiac's Final Stand

WALKTHROUGH 15-3 MISSION

Brainiac's Final Stand

Characters

Batman
Robin
Wonder Woman
Solomon Grundy

Unlocks

Superboy
(The Joker Card)

Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
Stud Collect Challenge	Any	Collect 6,800 studs.
Lex Luthor Smash Challenge	Any	Destroy 3 Lex Luthor props. The first is near the sphere spot on the left, the second is on the far right side of the level, and the third is tucked into a corner on the right side.
Combat Challenge: Counters	Any	Perform 3 counters. After each time you stun Superman, Brainiac sends out his goons to fight you. Take a moment to dish out some swift counters to complete the challenge.
The Joker Card	Any	In the air above the second Lex Luthor prop; fly to reach it.

OBJECTIVE 1: DISTRACT SUPERMAN

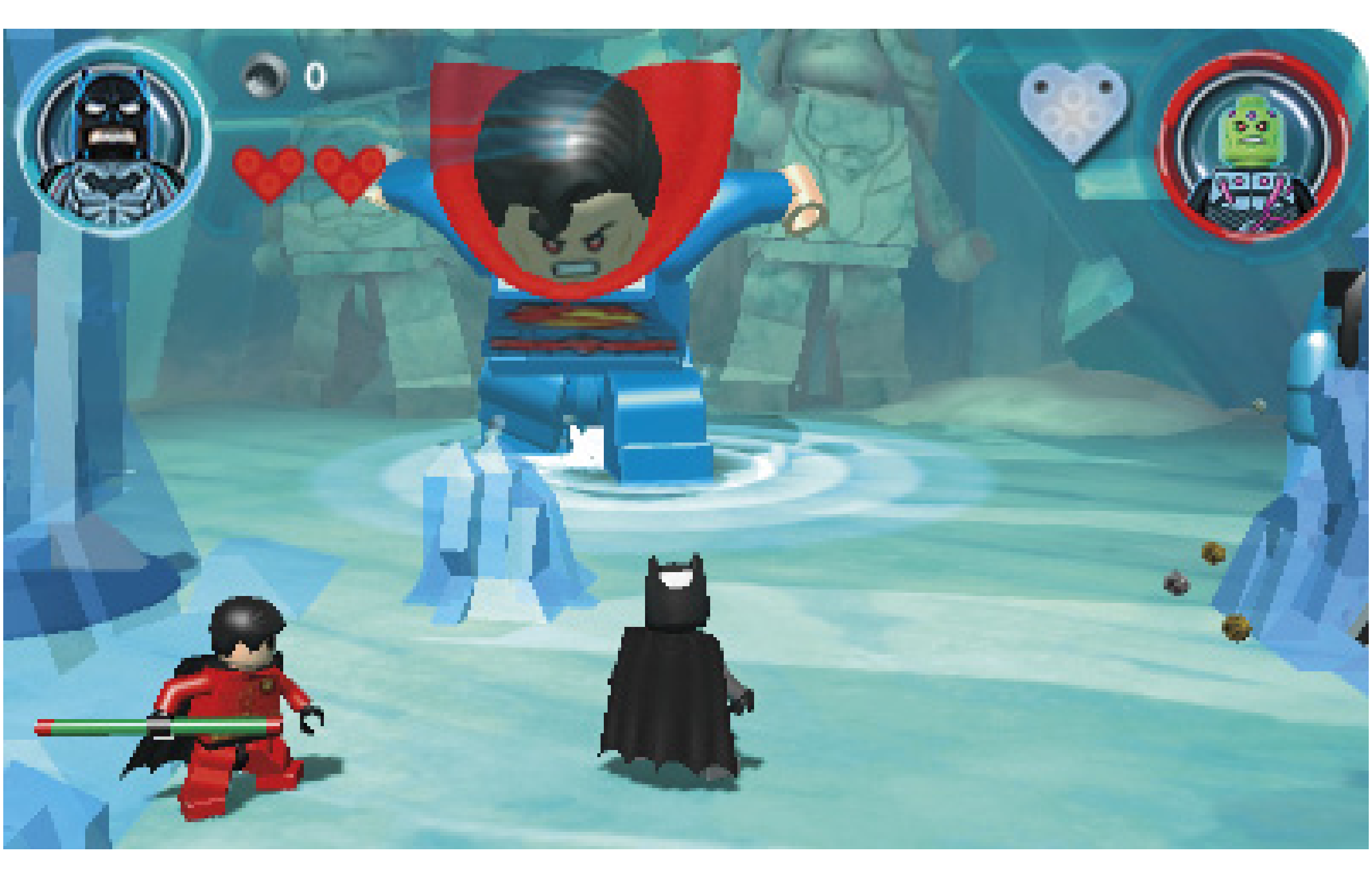
Batman vs. Superman! … except the odds are a little bit more in Superman's favor due to his massive growth spurt.

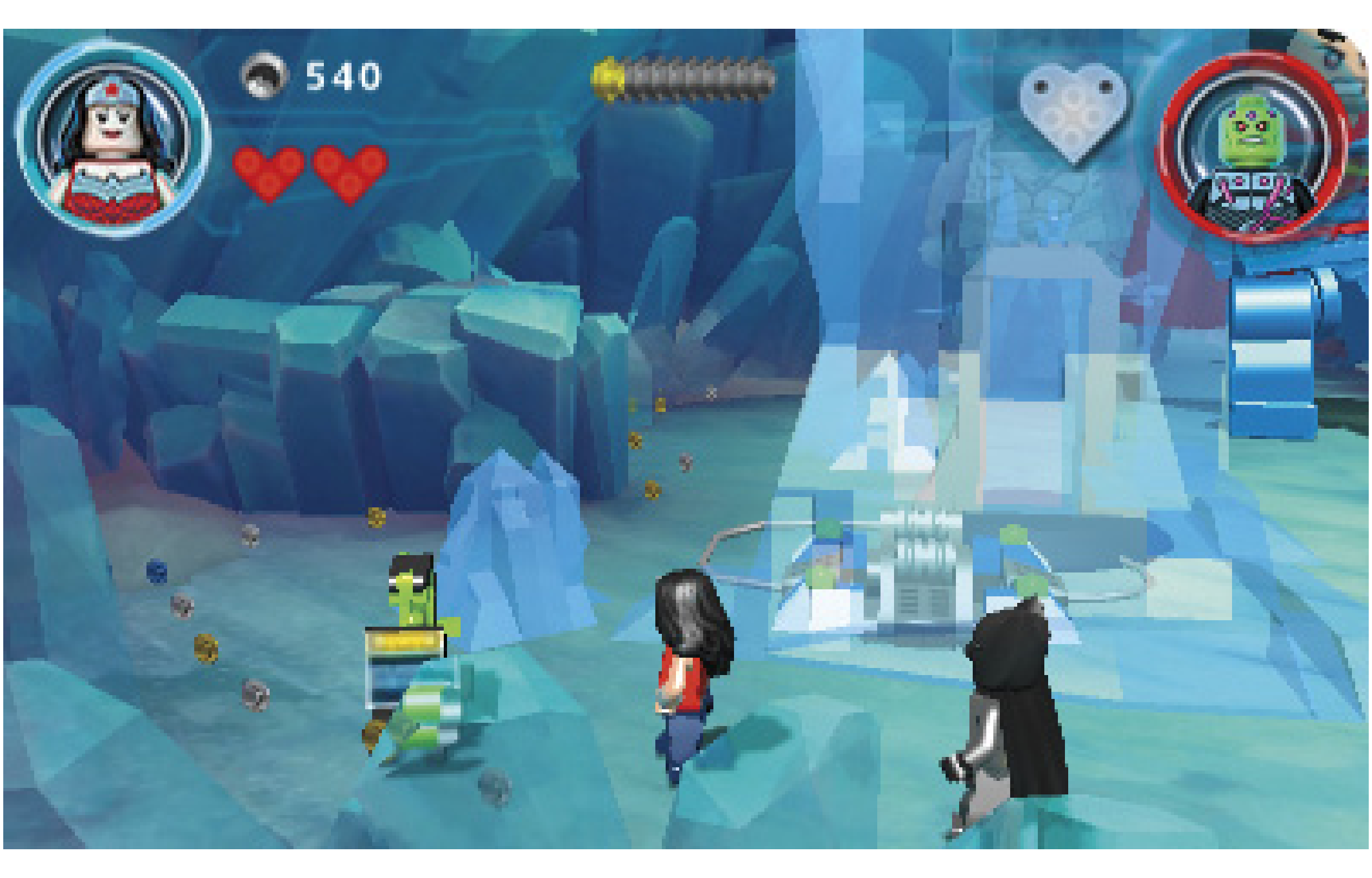
In the lower left corner of the level, you find a Lex Luthor prop. Smash it!

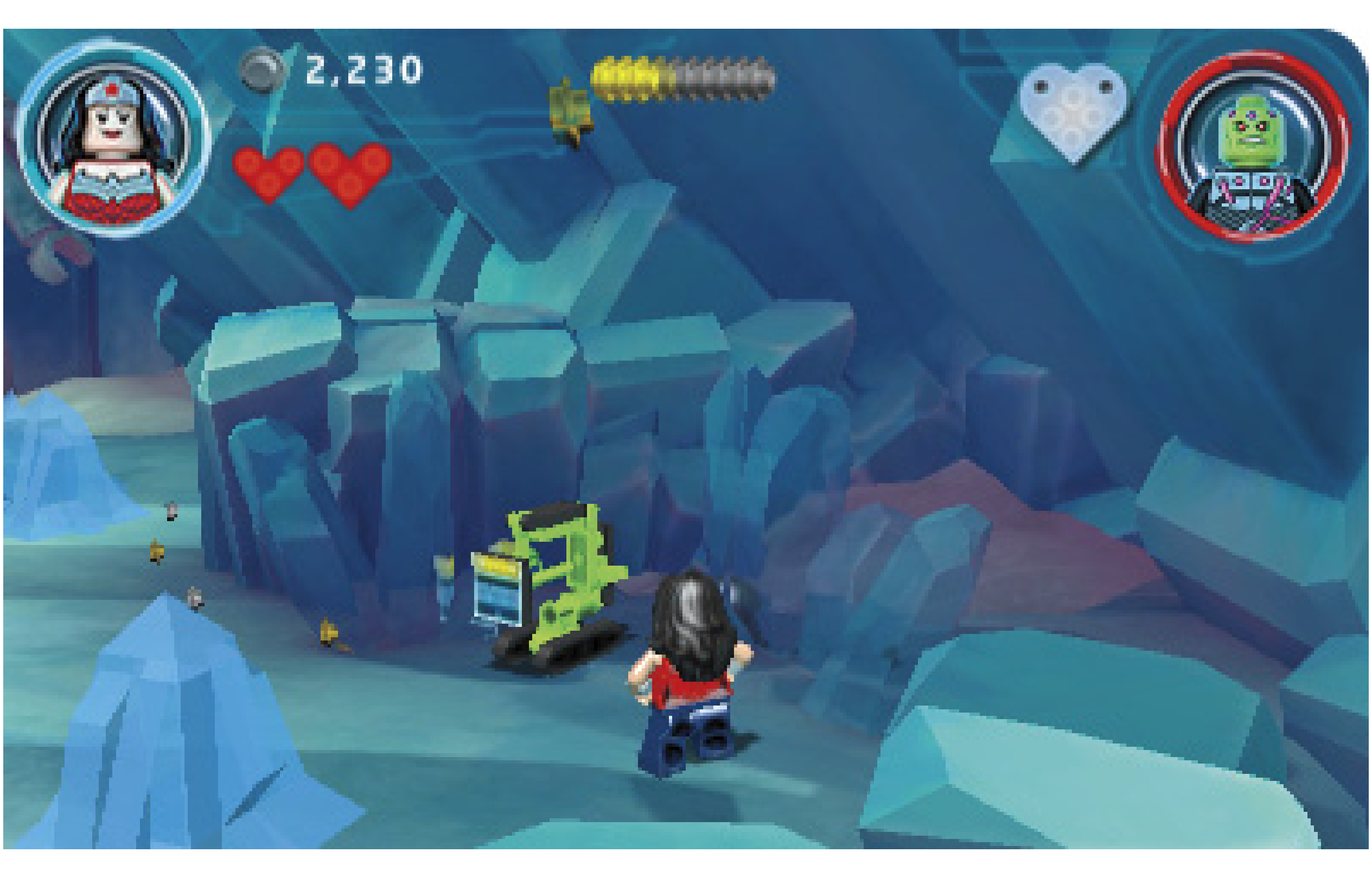
> Lex Luthor Smash Challenge: 1 / 3

Another Lex Luthor prop is on the far right side of the level.

> Lex Luthor Smash Challenge: 2 / 3







High in the sky above the Lex Luthor prop, you find The Joker Card.

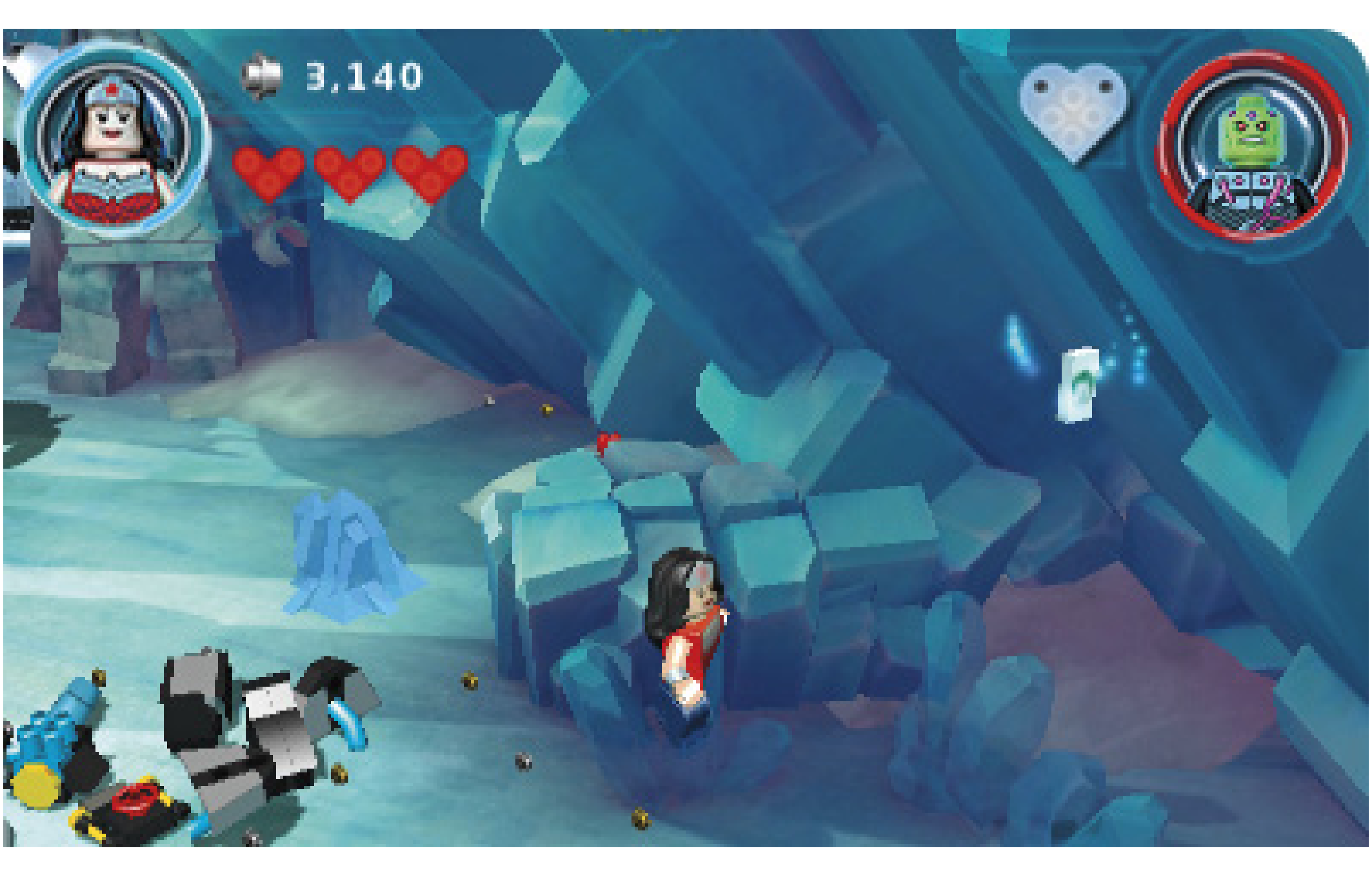
> The Joker Card

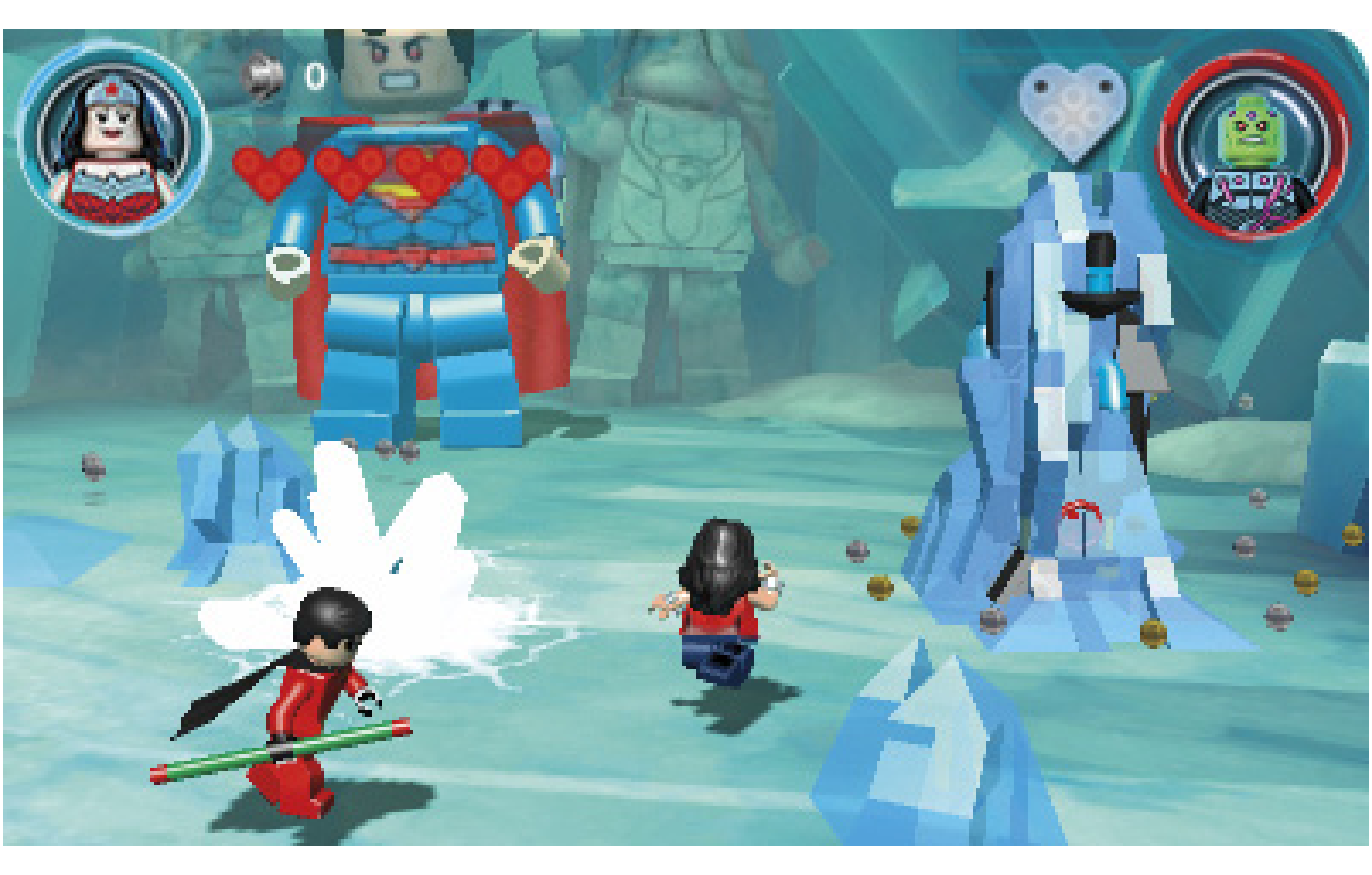
Tucked into a corner on the right side is the third and final Lex Luthor prop.

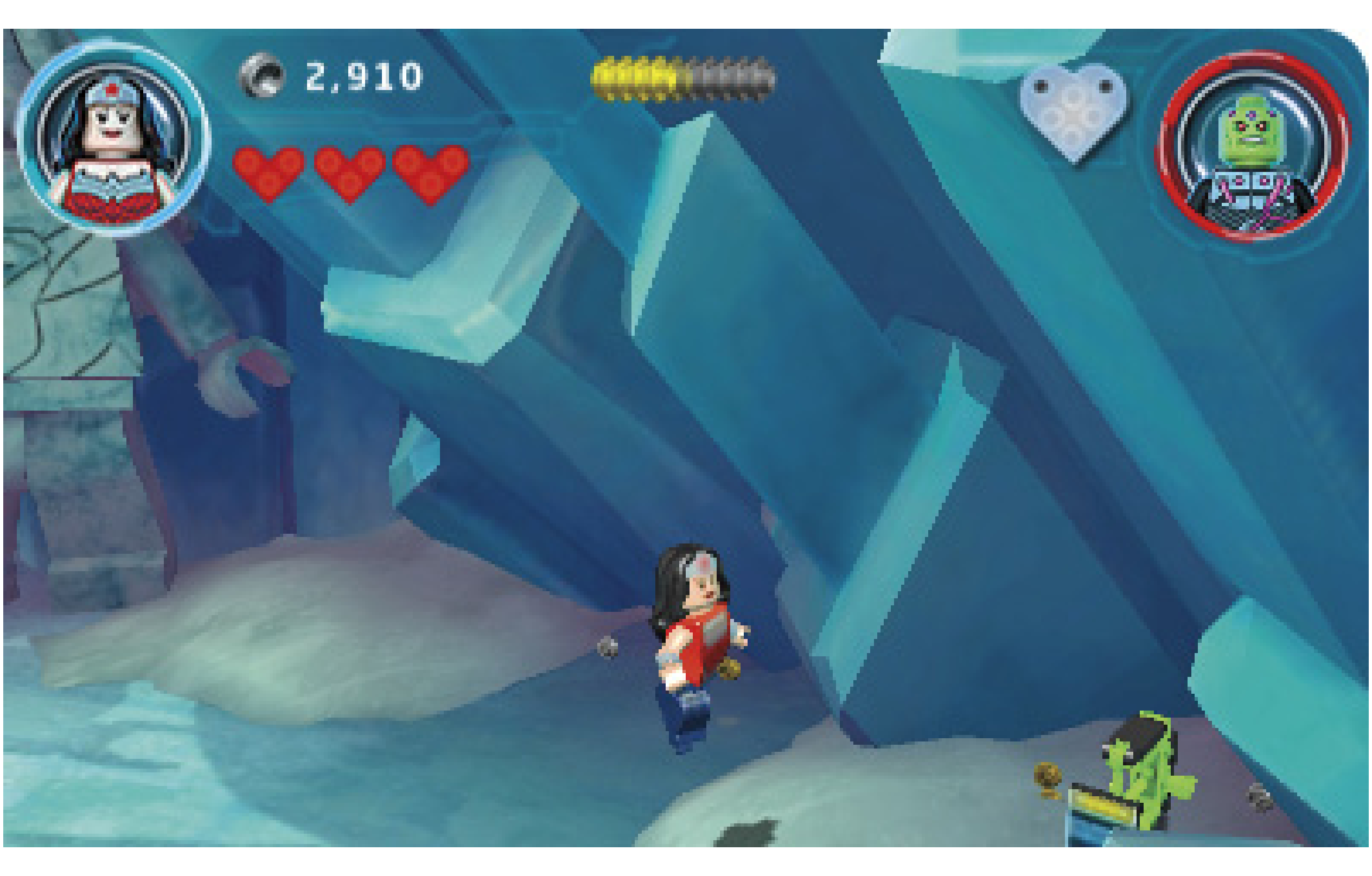
> Lex Luthor Smash Challenge: 3 / 3

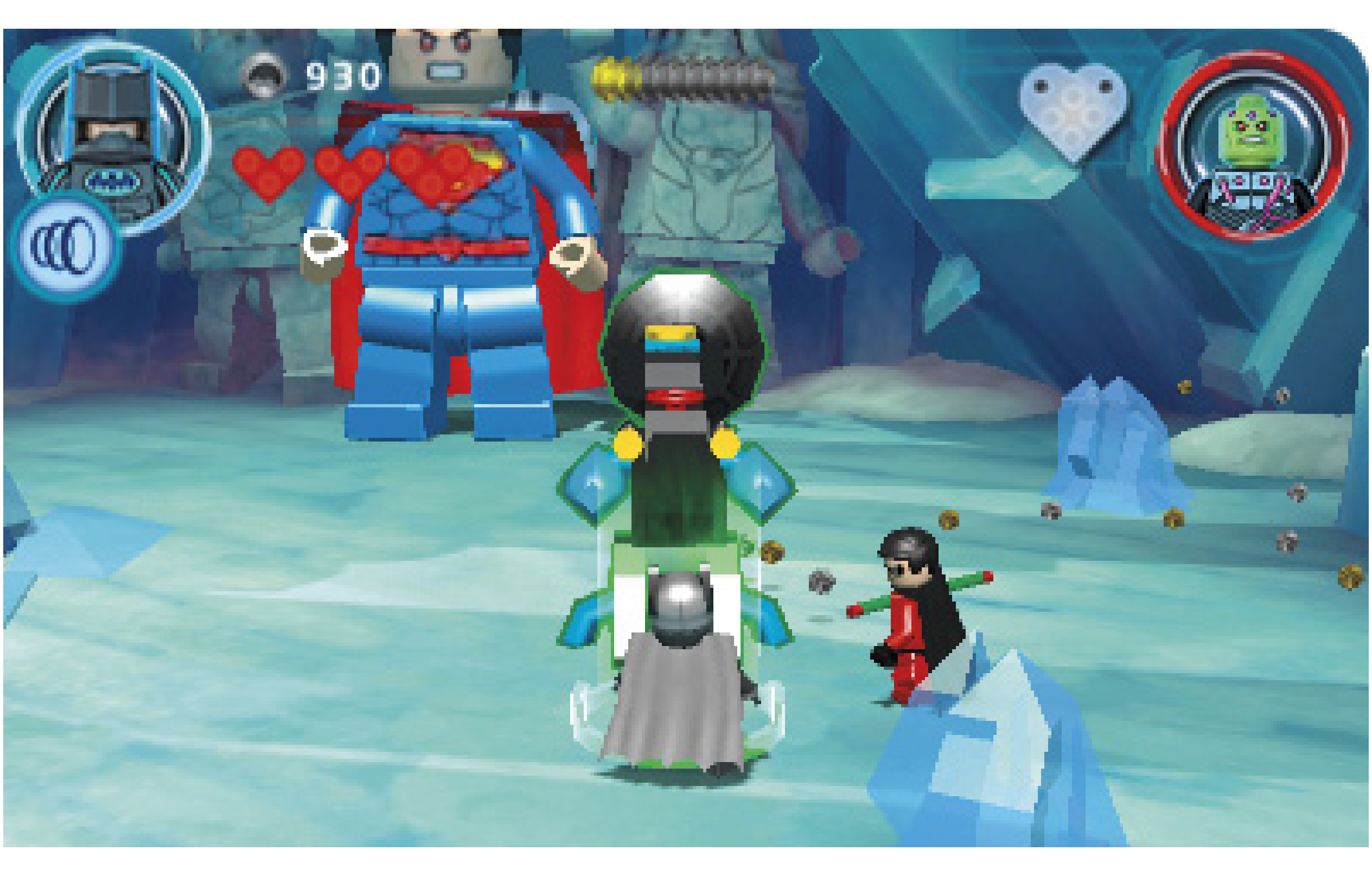
Watch out for the shockwave that ripples through the ground from Superman. These ripples follow you. Lure one into the large ice pillar on the right side.

The shockwave sends the rock crumbling down. Build the LEGO bricks left behind into a sonic cannon. Fire the cannon at Superman's head to distract him with a swarm of bats.

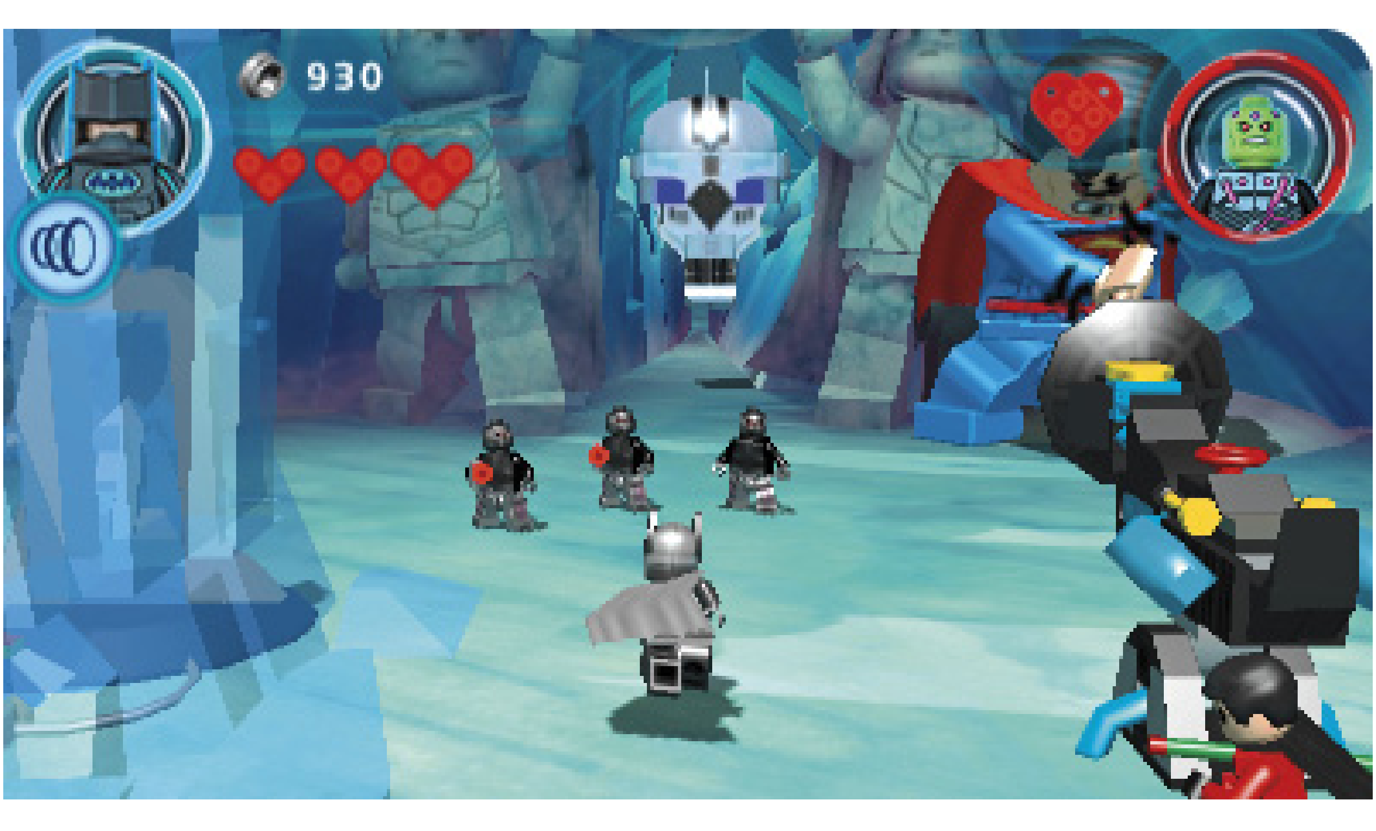


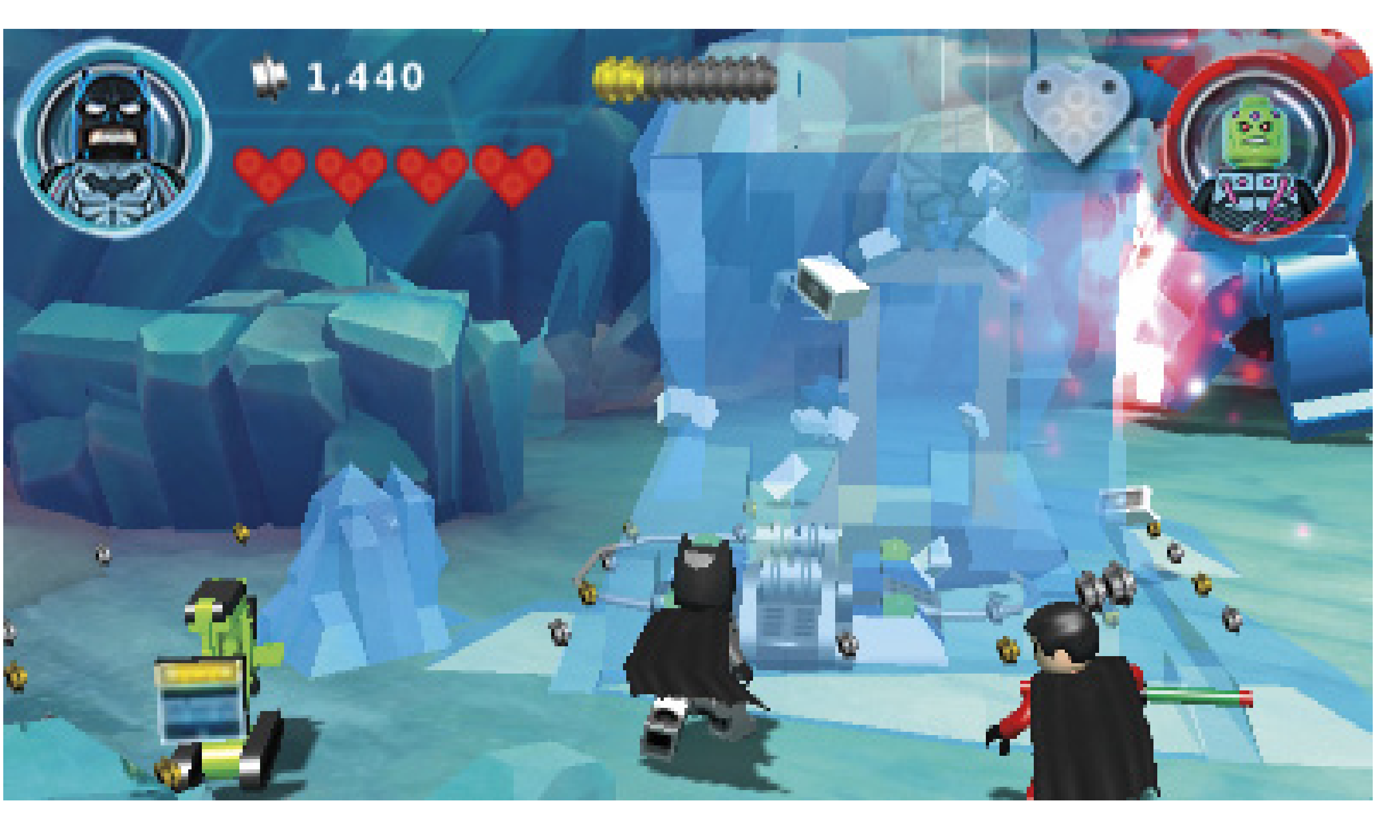


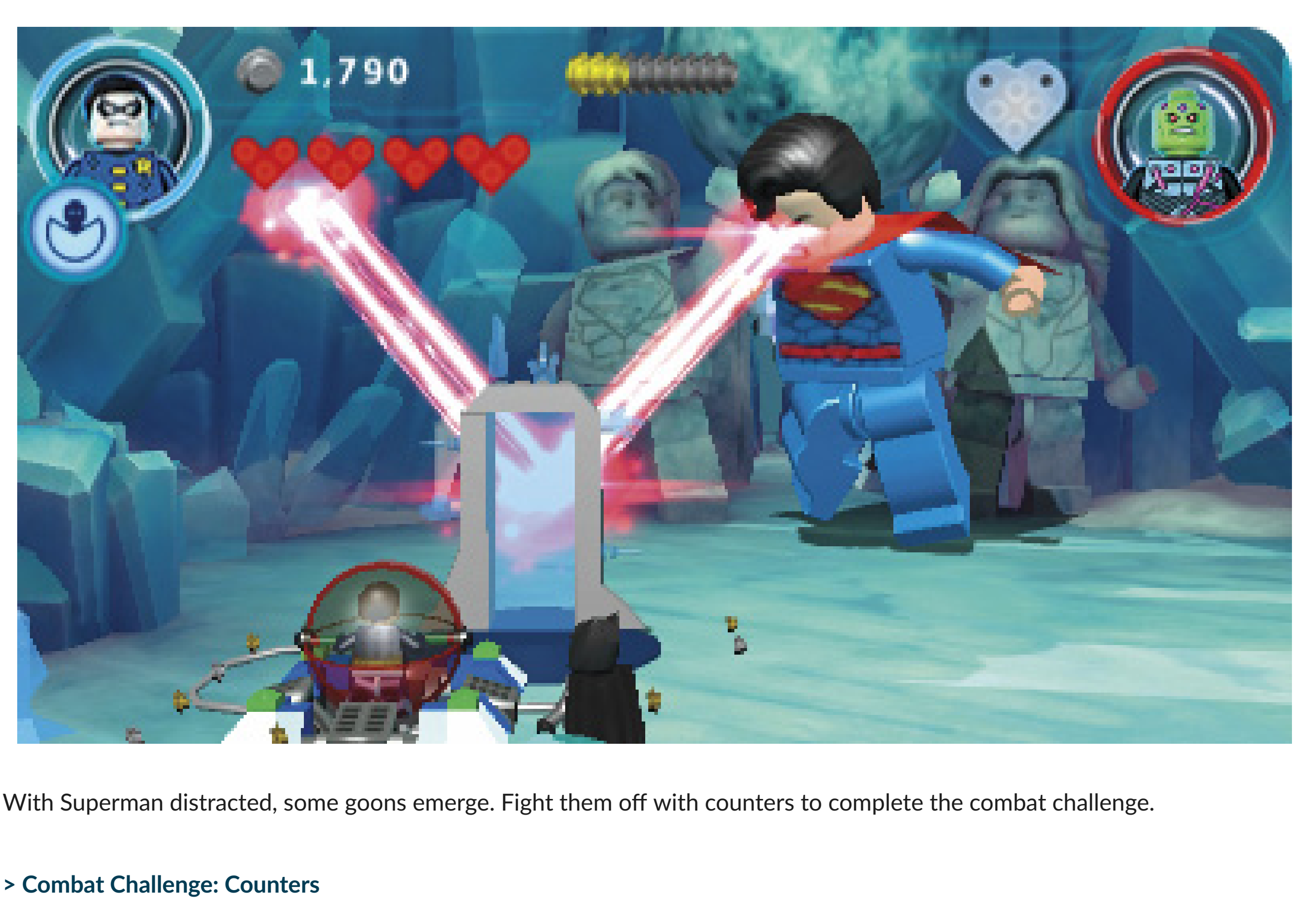




OBJECTIVE 2: REFLECT THE LASERS







With Superman distracted, some goons emerge. Fight them off with counters to complete the combat challenge.

> Combat Challenge: Counters

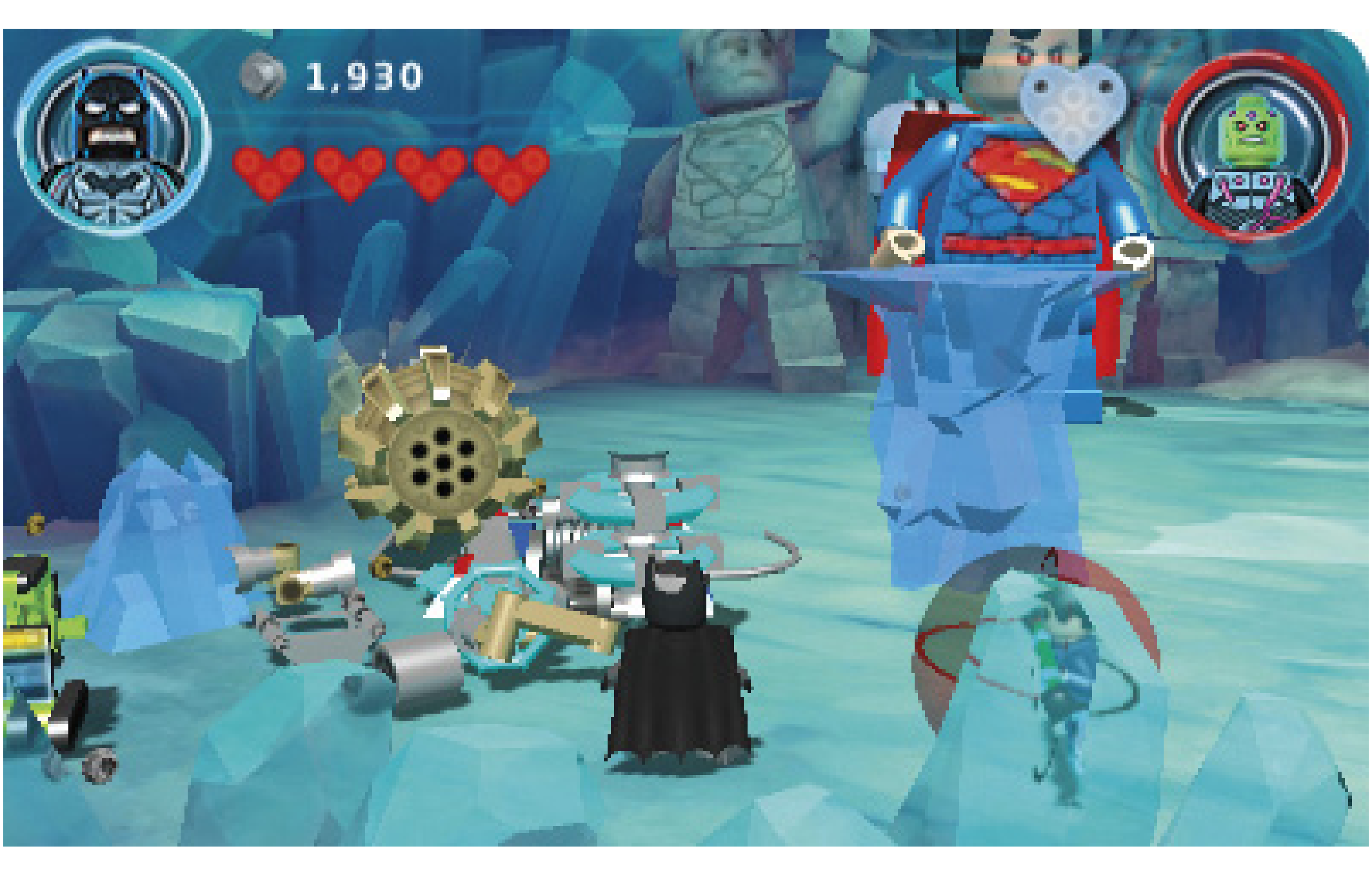
With Superman distracted and the goons cleared out, go after Brainiac! Take aim at his skull-shaped craft in the doorway along the back wall. Once he is hit, Superman snaps out of his stupor.

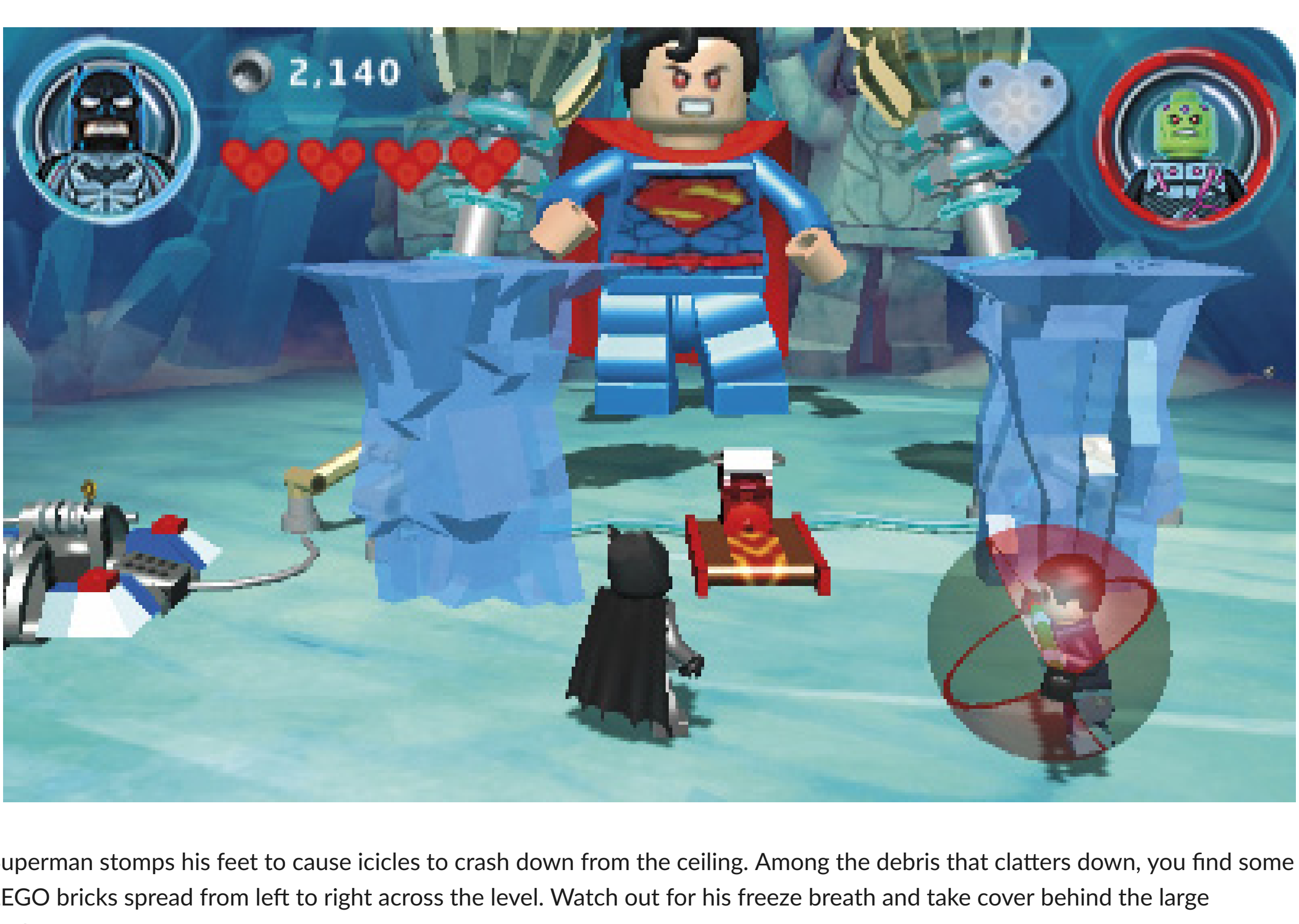
This time, Superman is using lasers to chase you down. Lure him into melting the large block of ice on the left side.

Once the ice has melted, use the sphere spot to turn the mirror and reflect the lasers back at Superman.

With Superman stunned, Brainiac deploys more minions to slow you down. Deal with them, then use a ranged attack to send a projectile flying at Brainiac.

OBJECTIVE 3: GIVE SUPERMAN A SHOCK





Superman stomps his feet to cause icicles to crash down from the ceiling. Among the debris that clatters down, you find some LEGO bricks spread from left to right across the level. Watch out for his freeze breath and take cover behind the large icicles!

Build the LEGO bricks into two massive Van de Graff generators and a speed spot. Run on the speed spot to electrocute Superman and end the level.

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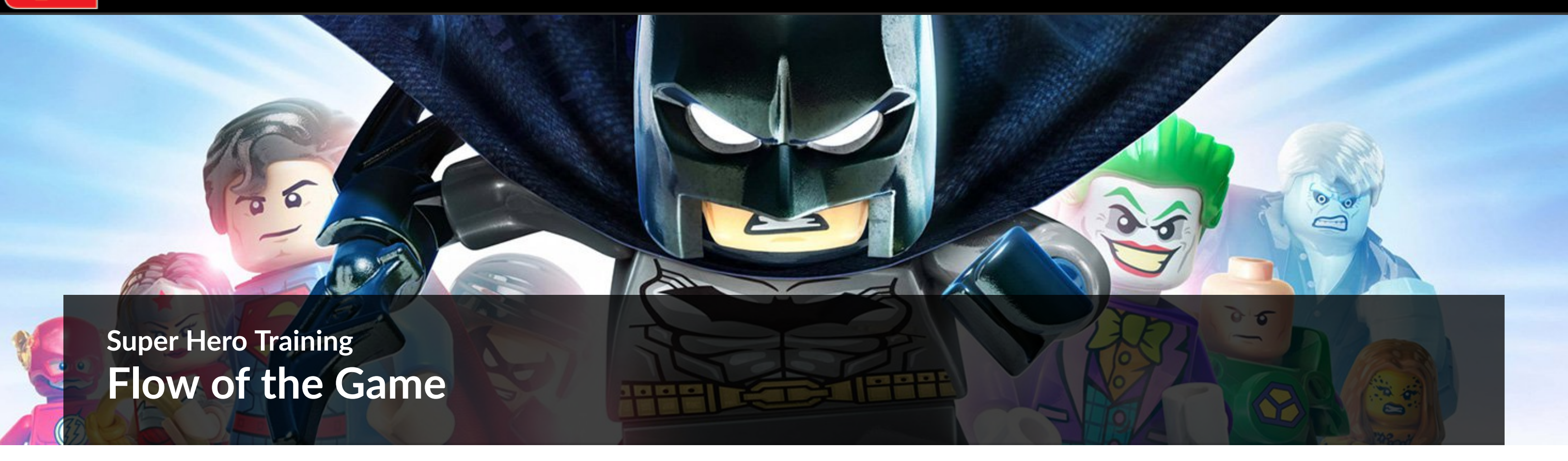


Super Hero Training

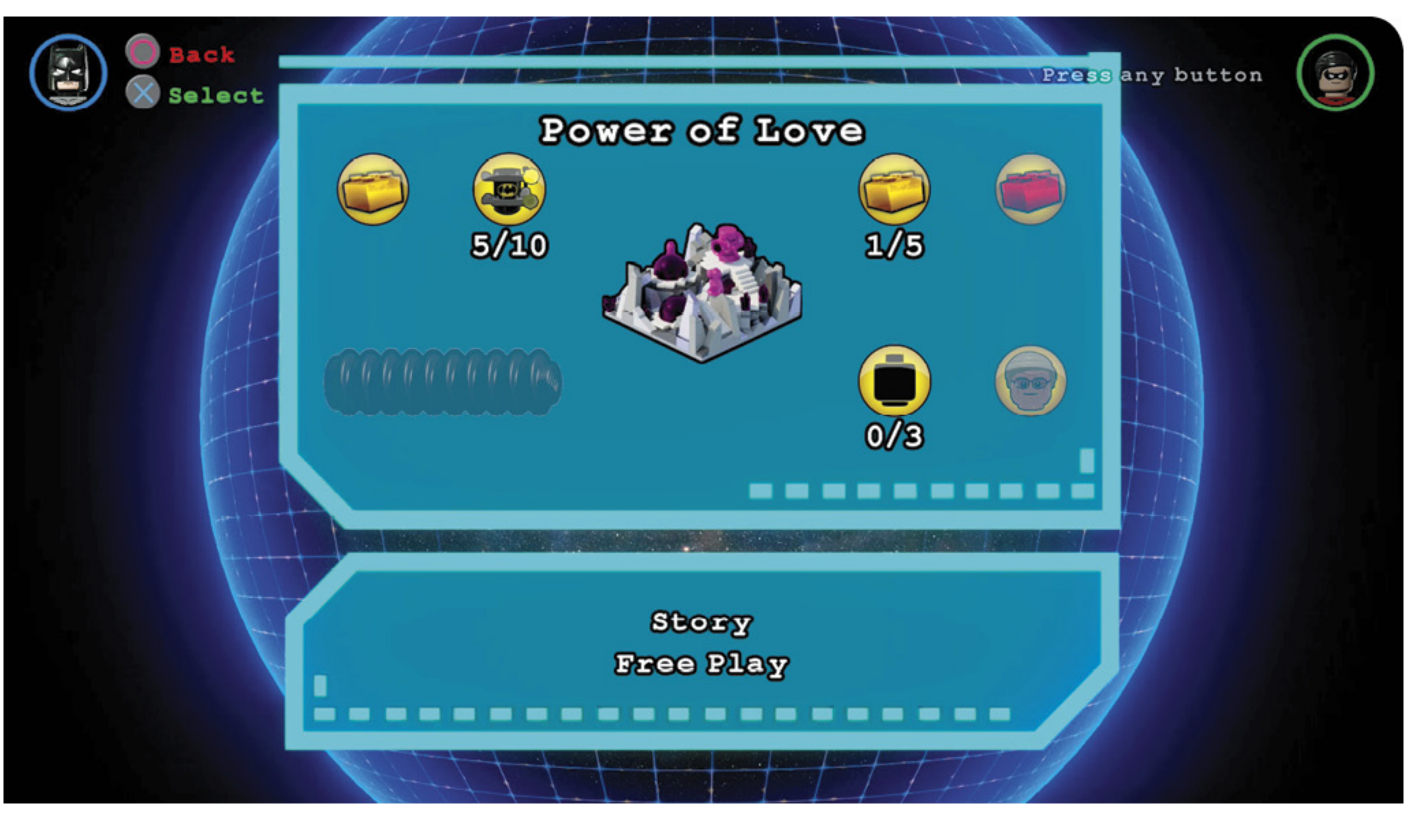
So you want to be a hero? It's easier than you might think! Especially after you review this chapter, which provides a quick and thorough overview of what it takes to become a true force for good in the crime-ridden world of LEGO Batman 3.

LEGO Batman 3 thrusts you into the action the moment that you begin a new game. Complete the first mission, and you find yourself in the Batcave—one of *LEGO Batman 3*'s many hub areas. Other hubs include the Hall of Justice and the Watchtower. It's within these hub areas that you discover more missions, along with hundreds of additional secrets!

STORY MODE

The first time that you play each mission, you'll be enjoying Story Mode. In Story Mode, you play as two or more preset heroes (usually Batman and Robin), and you're treated to brief, yet hilarious, cutscenes that bring the adventure to life. Your Story Mode heroes always have the skills it takes to beat the mission, but they often lack many of the special abilities that are needed to fully explore each stage. That's where Free Play comes in!

FREE PLAY MODE



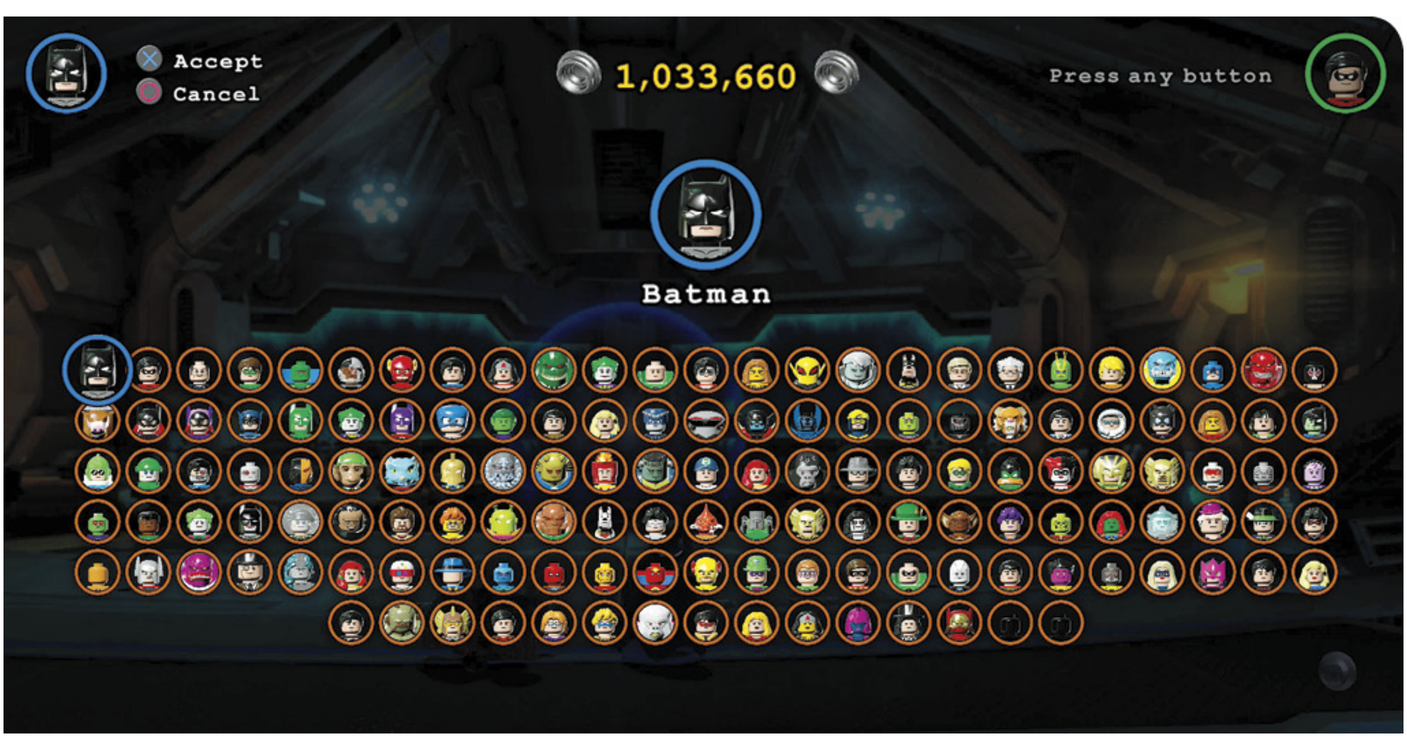
Each time you beat a level in Story Mode, you unlock Free Play for that stage. In Free Play, you can bring every character that you've unlocked into the missions. With a whole army of Free Play heroes and villains at your command, you can accomplish many new feats that you couldn't possibly have achieved during Story Mode. Simply press the Map button to bring up the Justice League Computer and quickly revisit any mission that you've beaten. Bust back through the missions in Free Play and find every hidden goodie that each level has to offer!

> Before revisiting any of the levels in Free Play, we strongly recommend that you beat all 15 levels in Story Mode. After unlocking all of the Story Mode characters, you can revisit the levels in Free Play with a host of heroes and villains at your side. The more characters that you have to play with, the more skills you are able to use, and the easier Free Play will be!

HUB AREAS

LEGO Batman 3 features multiple hub areas, including the Batcave, the Hall of Justice, the Watchtower, and more. You always return to a hub after you exit a level. While playing through Story Mode, simply follow the trail of "ghost studs" to locate the next mission, solving a few simple puzzles along the way.

The hub areas are big and filled with goodies, so there's plenty of exciting adventure to be had in them. A few puzzles must be solved in the hubs in order to advance the story, but the vast majority of the hub content is totally optional and can be explored at your convenience. However, like the missions themselves, you can't fully explore the hub areas at first—you need to unlock Free Play!



Beat the first six Story missions to unlock Free Play in the hubs. However, it is best to explore and conquer the hubs once you complete Story Mode, because you are free to use all of the characters that you've unlocked through completing the story. Unlock even more characters by breezing back through the missions to collect Tokens in Free Play, then set about exploring the hubs with a vast amount of heroes and villains at your disposal!

Check the "Hub Areas" chapter of this guide for a complete overview of everything you can see and do in the hubs!

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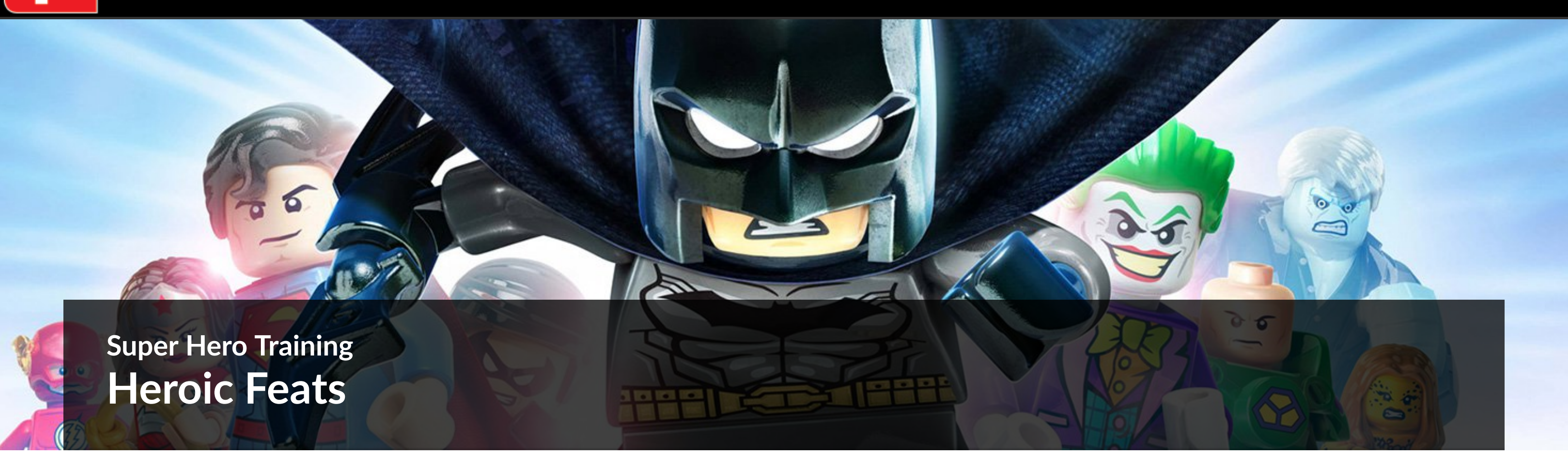
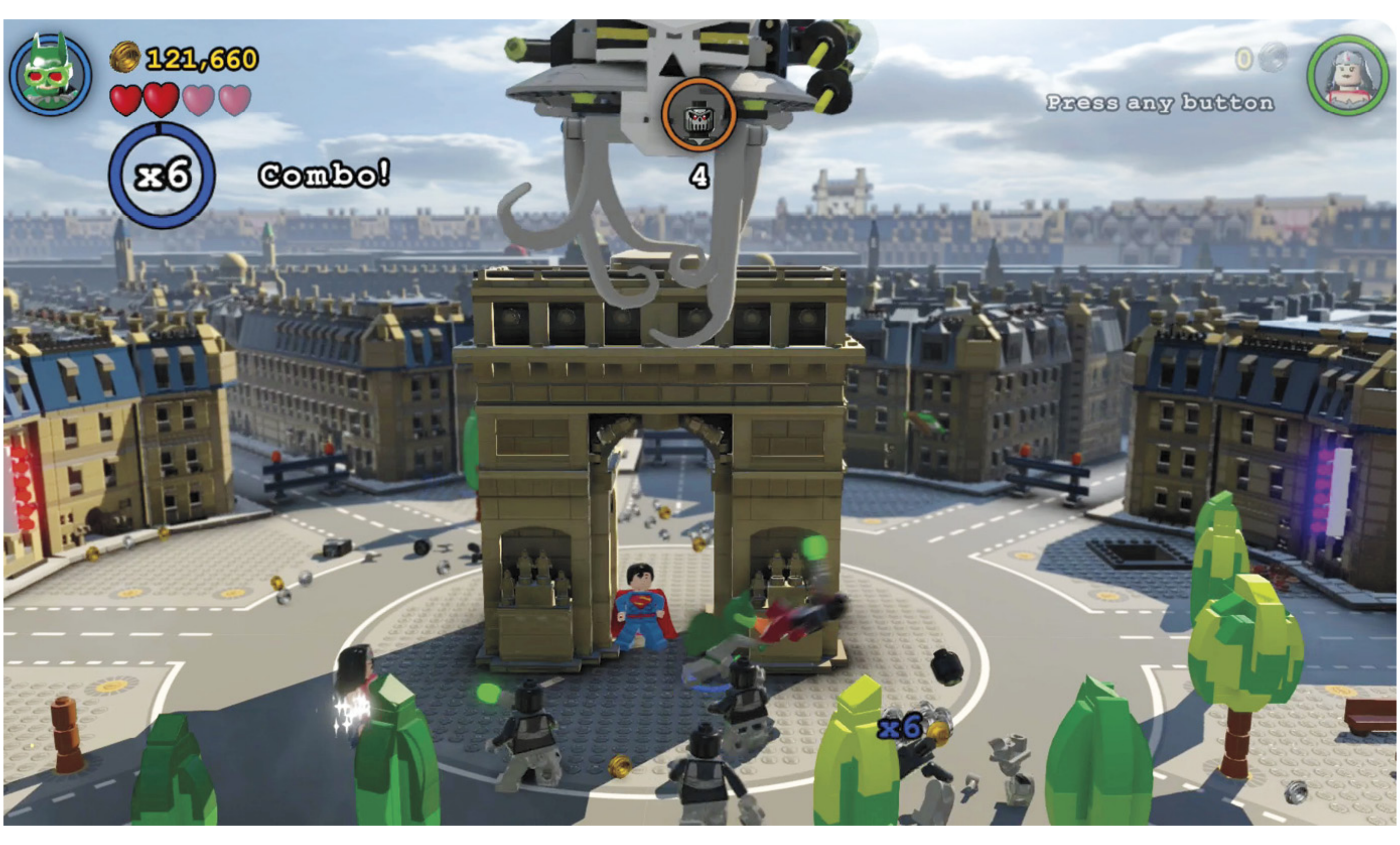


Super Hero Training

Heroic Feats

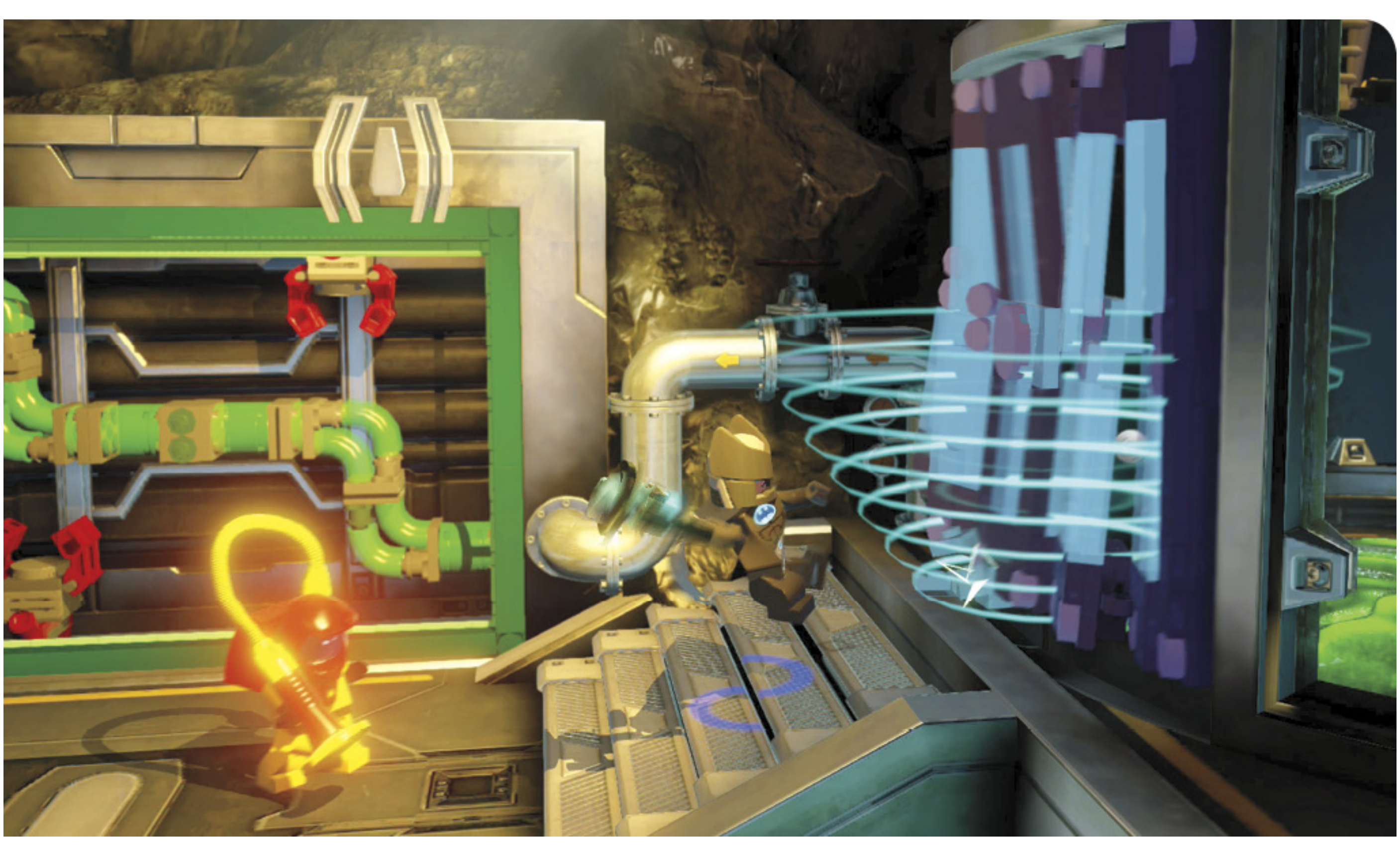
Heroes are defined by their actions. And in *LEGO Batman 3*, you've no shortage of heroic feats to perform!

FIGHTING



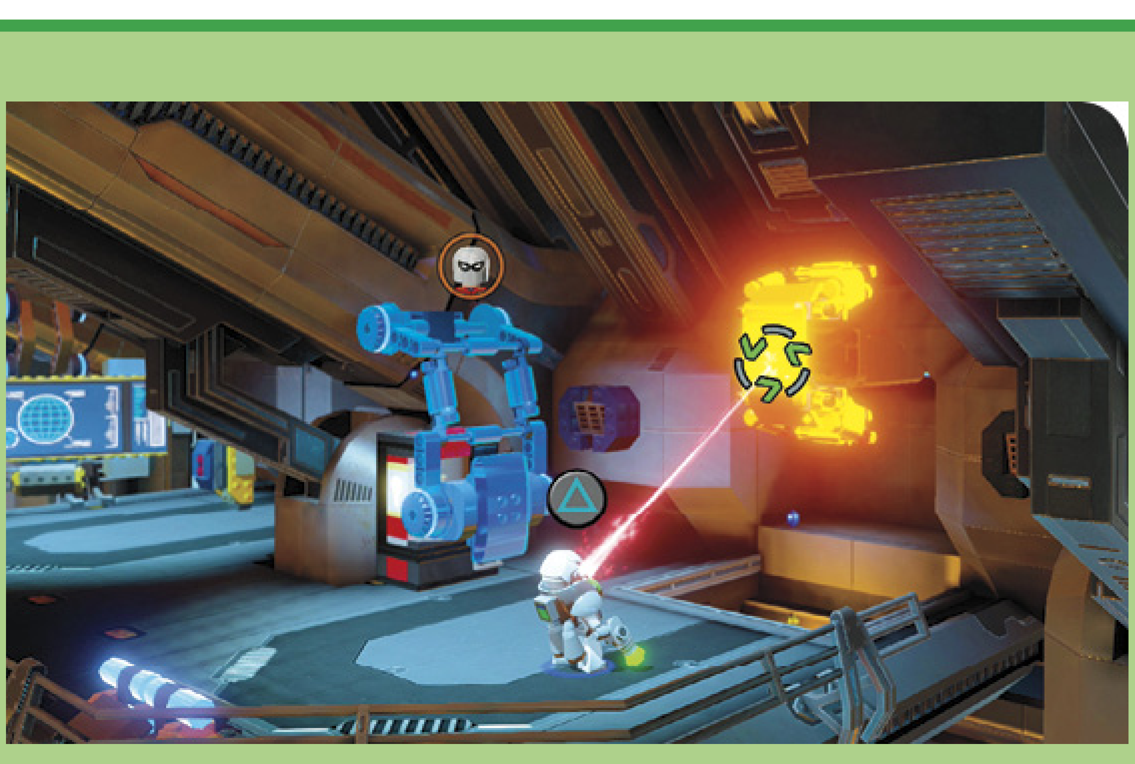
Standing tall in the face of evil is the hallmark of a true hero. When villains and goons threaten to overwhelm you, respond in kind and beat the bricks out of them! You can defeat most goons and cronies with a few heroic punches, but more powerful villains require extra effort to subdue. Simply press the Attack button to unleash your hero's particular brand of offense.

BREAKING STUFF



It may not seem very heroic, but smashing stuff is a great way to discover hidden goodies. If something appears to be made out of LEGO bricks, try smashing it and see what pops out. You almost always find studs—the main form of currency in *LEGO Batman 3*—but you might also discover something even more useful, like hopping bricks that can be built into new objects. In short, smash everything in sight and see how much property damage you can cause!

Hold the Attack button to aim and target out-of-reach objects with your hero's long-range weapons!



Some LEGO objects can't be destroyed simply by attacking them. It's important to know about these special objects, so let's review:

> Silver LEGO objects can only be destroyed with **explosive attacks**, such as Batman's homing missiles (when wearing the Power Suit).

> Gold LEGO objects can only be destroyed by **lasers** or **heat vision**. Just keep firing away until you overheat and destroy gold objects!

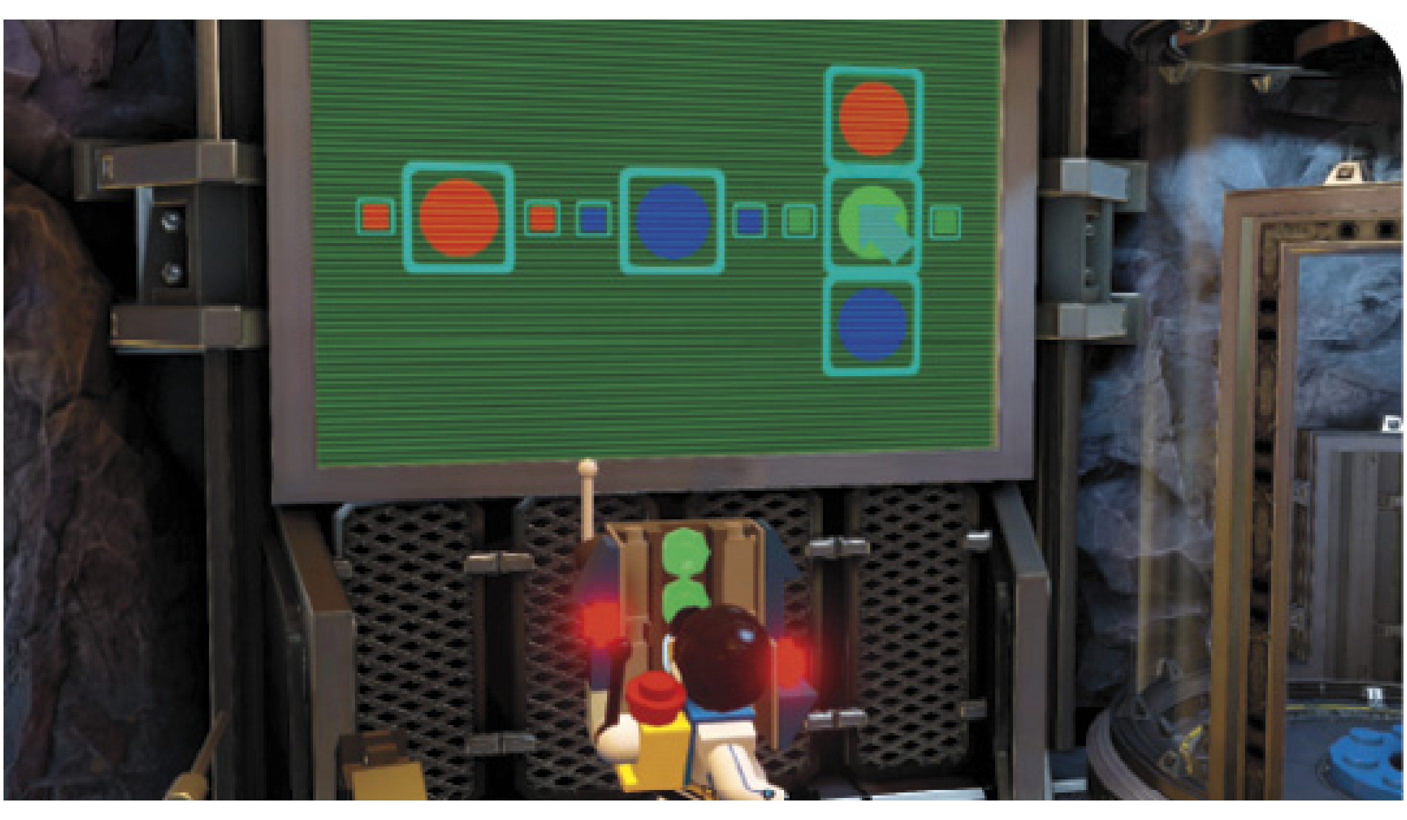
> Black LEGO objects can be miniaturized by **Brainiac's shrink ray**. Unlock Brainiac by completing Story Mode and then use him in Free Play Mode to shrink black, sparkling objects.

BUILDING STUFF

25,350
Press any button
0

If you ever notice a pile of hopping LEGO bricks, it's a sure bet that you can build something out of them. Simply approach hopping LEGO bricks and hold the Action button to start building. Whatever you build is sure to be useful!

ACTIVATING PANELS

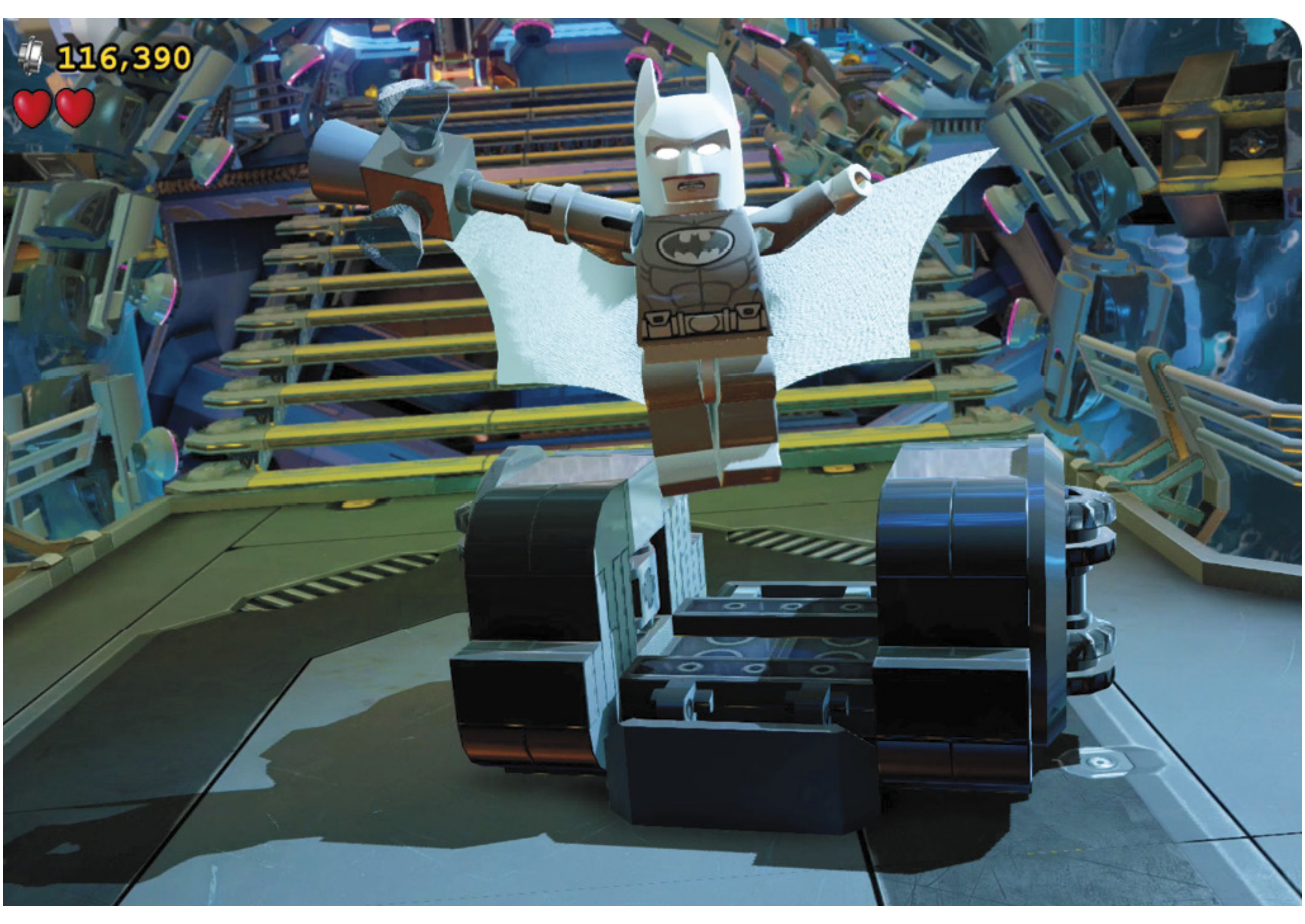


In order to progress through most levels, you usually need to activate a lever or panel at some point. Most of these interactions are obvious: you just approach the panel and then press the Action button to activate it. However, some panels require special abilities to activate. For example, techno panels can only be activated by characters that have the techno ability.

USING ABILITIES

What would a super hero be without clever gadgets and mighty abilities? In *LEGO Batman 3*, almost every character has some special power that they're just itching to unleash. Many of these abilities can be used simply by tapping or holding either the Attack button or the Action button. However, some abilities are "passive" in nature and simply function at all times (like The Flash's super-speed or Superman's invulnerability to fire). See the previous "Characters and Abilities" chapter to learn all about each hero's unique traits!

SPECIAL SUITS



Batman and Robin (and a few other characters) can instantly gain new weapons and abilities by changing into different suits. To unlock these special suits, seek out Suit Tokens as you explore. Each Suit Token that you collect unlocks a special gadget-packed adventuring suit, which may then be worn by any character that can use it. For example, collecting the Magnet Suit Token unlocks the Magnet Suit for both Robin and Cyborg. Hold the Tag button to view all of a character's suits (if they can use them) and pick one to wear. You can also cycle through a character's suits by pressing the trigger buttons.

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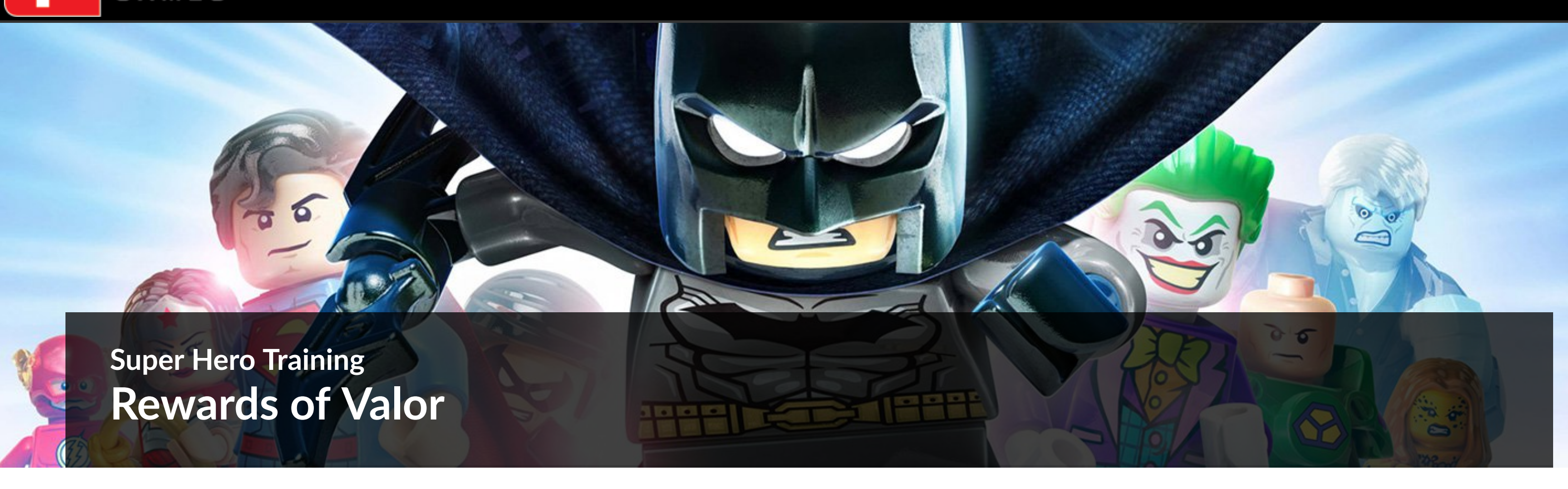


Super Hero Training

Rewards of Valor

Many consider heroism to be it's own reward, but few would say "no" to tremendous wealth and fame! Let's explore the worthy spoils that you'll want to secure as you enjoy your time in *LEGO Batman 3*.

STUDS

Studs are the only form of currency in *LEGO Batman 3*. You spend lots of studs to purchase new characters, so it's a good thing that the galaxy is packed with them. Many studs are just lying around, waiting to be collected, and you can discover many more by smashing stuff. Studs come in four colors, each with a different value:

> > Silver studs are worth 10 studs.

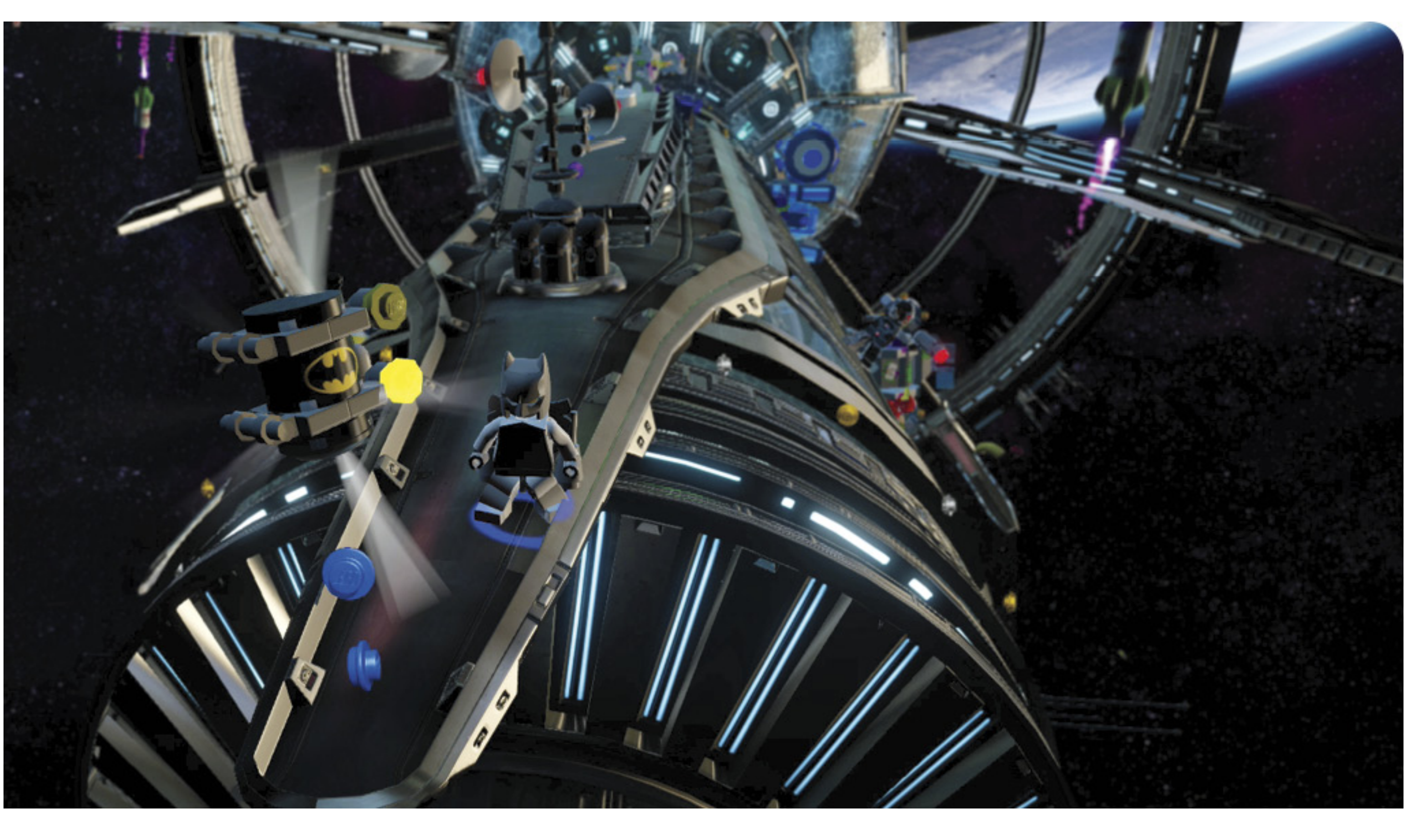
> > Gold studs are worth 100 studs.

> > Blue studs are worth 1,000 studs.

> > Purple Studs are worth 10,000 studs.

Purple Studs are so rare and valuable that they are labeled on the maps in this guide. Grab them to pad your bankroll and purchase new characters!

MINIKITS



Minikits are glowing, canister-like objects with a bat symbol on them. Clearly, they're worth collecting! Every level has ten Minikits for you to find, but most aren't easy to spot. Many Minikits require special abilities to acquire, and can only be claimed during Free Play.

Collect all ten Minikits from a level to complete the Minikit and earn 50,000 bonus studs! Follow the walkthrough to find every Minikit in the game to create a LEGO model of something from that area. How fun!

TOKENS

Tokens come in two flavors: Suit Tokens and Character Tokens.

We've touched upon Suit Tokens already; they unlock new gadget suits for heroes to wear. You can't beat the game without collecting all of the Suit Tokens, so you'll find these naturally as you progress.

On the other hand, Character Tokens are totally optional collectibles. Every level features three Character Tokens, and there are many more to discover in the hubs. Collecting a Character Token unlocks the associated character and makes that character available for purchase in the hubs. Spend studs in the hubs to purchase the character, and you are ready to use that character in Free Play!

But wait, there's more! Many extra Gold Bricks can be discovered by accomplishing feats around the various hubs. Some are found through simple exploration, while others are acquired by completing special quests for friends in need. See the "Hub Areas" chapter for complete details!

GOLD BRICKS

Level Complete
0/250
Skip

Gold bricks are important collectibles that can be obtained in many different ways. There are 250 Gold Bricks to acquire in the game, so you've got your work cut out for you! Five Gold Bricks can be earned from every level by completing the following tasks (you earn one Gold Brick for accomplishing each of these feats):

> > Beat a level in Story Mode.

> > Collect all ten Minikits in a level.

> > Collect all of the Tokens in a level (Suit Tokens and Character Tokens).

> > Fill a level's True Hero meter by collecting lots of studs.

> > Rescue Adam West, who has stumbled into peril in every level!

RED BRICKS

Red Brick
Unlocked

Red Bricks are ultra-rare collectibles. There are only 20 of them in the game (16 in Story missions and four available from the start), and each one lets you activate a special power. From collectible detectors to stud multipliers, Red Bricks can make the life of a super hero much easier. You find one Red Brick in every level, but only Plastic Man can help you obtain them. Check the walkthrough to track them all down!

Use stud multiplier Red Bricks to increase the value of every stud you collect. This makes reaching a level's True Hero Stud Requirement much easier and pads your bankroll for the purchase of new characters!

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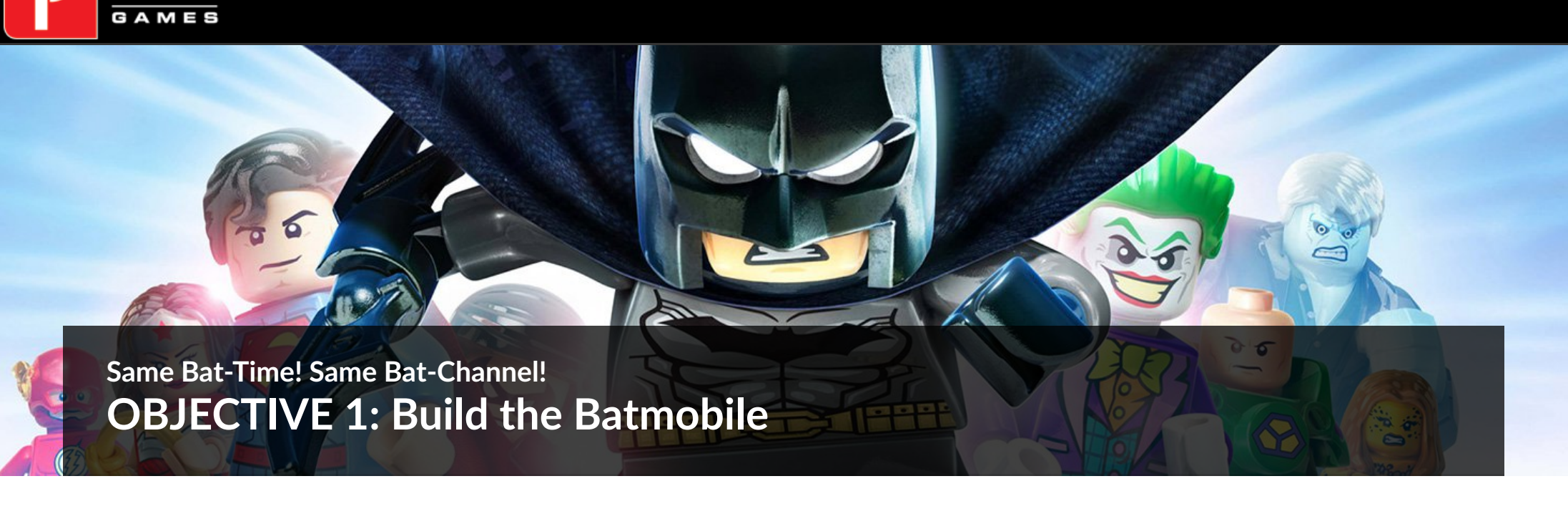


Same Bat-Time! Same Bat-Channel!

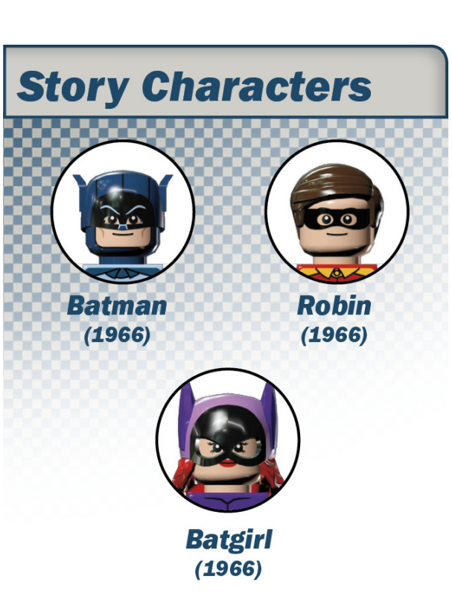
OBJECTIVE 1: Build the Batmobile

WALKTHROUGH
BONUS LEVEL
Same Bat-time! Same Bat-channel!
NA
NA
NA

The Story Thus Far...

The year is 1966—a time of peace, love, and costumed heroics! We join Gotham City's greatest heroes in their top-secret Batcave, where the Batphones are ringing off the hook. The Joker is at it again! The Dynamic Duo is poised to give chase—but what's this? The Batmobile has been stolen!

Story Characters



Batman *(1966)*

Robin *(1966)*

Batgirl *(1966)*

Super Hero Stud Requirement:

100,000

Minikits

No.	Objective Area	Mode	Notes
1	1	Story	Smash three red, ringing Bat-Phones around the Batcave.
2	1	Story	Bounce on the bases of the background Batpoles.
3	1	Free Play	Use the vent access after opening the garage door on the right.
4	1	Free Play	Activate the Toy Wonder panel on the left, then build the race car and drive through the gates.
5	1	Free Play	Use super senses after using the conveyor belt, then dig up bricks and build and use the spinner.
6 (Not on Map)	2	Story	Up high during the chase scene (collect with Batgirl).
7 (Not on Map)	2	Story	Down low during the chase scene (collect with the Batmobile).
8	3	Free Play	Up in the Joker teeth on the right (flight required).
9	3	Free Play	In the fridge on the second floor (laser or heat vision required).
10	3	Story	Up in the Joker teeth on the second floor (smash the teeth).

Tokens

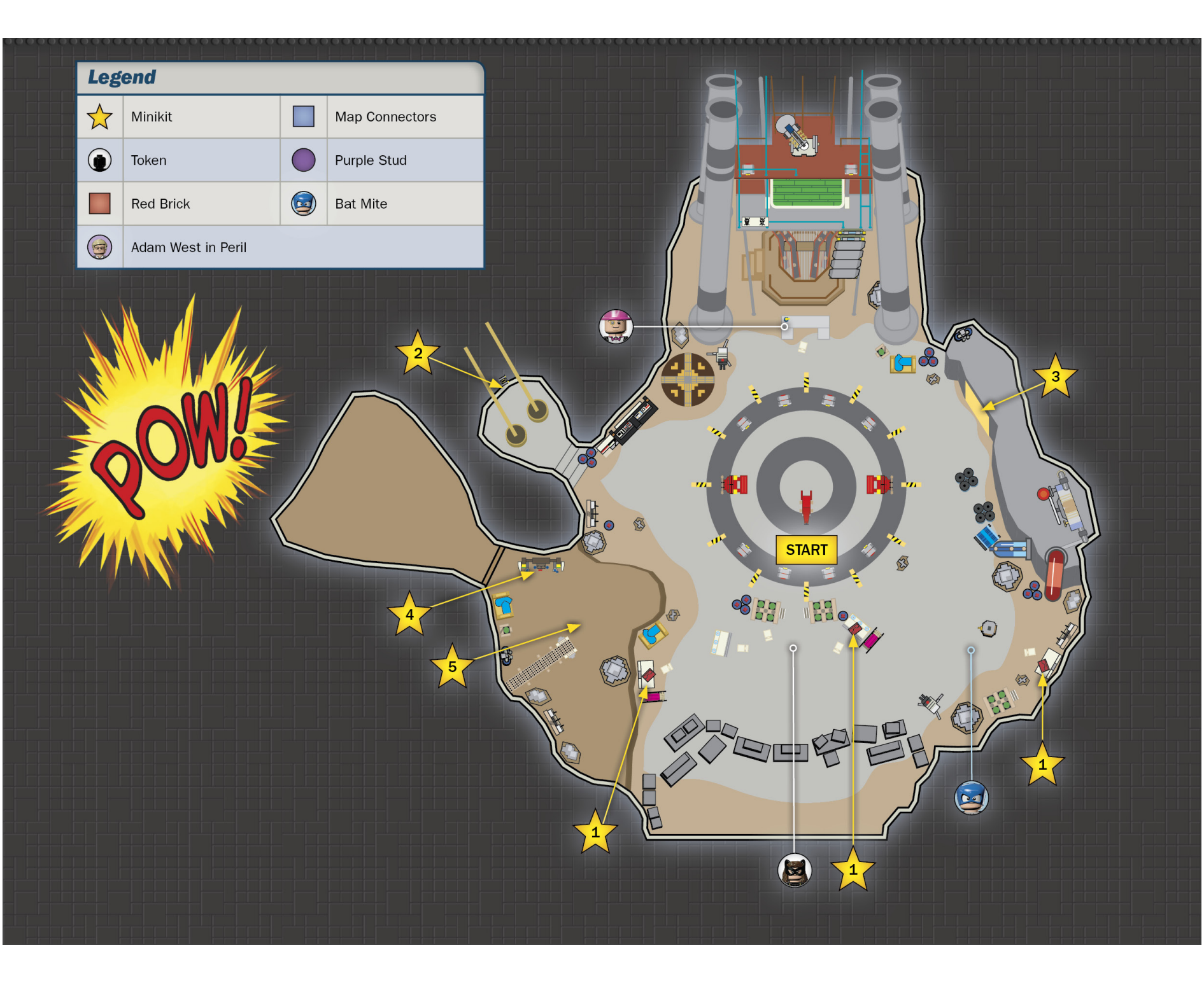
Icon	Character	Objective Area	Mode	Notes
	Catwoman (1966)	1	Free Play	Smash the foreground objects and then build and use the Lantern pad.
	The Penguin (1966)	1	Free Play	Complete Bat-Mite's fetch quest (only appears in Free Play).
	The Riddler (1966)	3	Free Play	Smash the plant on the right and then dig in the dirt.

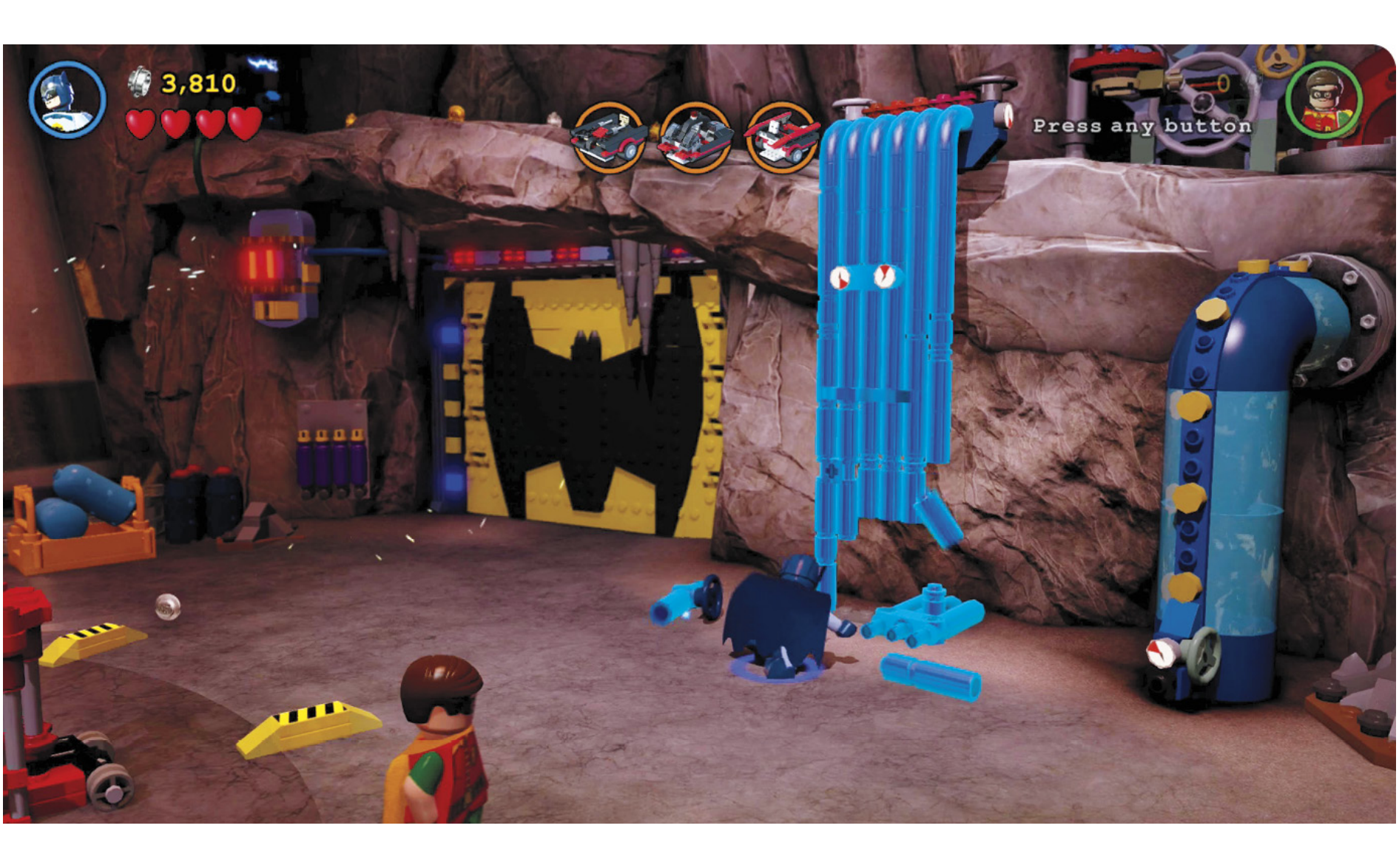
Red Brick

No.	Effect	Objective Area	Mode	Notes
16	Bat-Fight Captions	3	Free Play	Upstairs, knock the Plastic Man pad down to the floor and then use it.

Adam West in Peril!

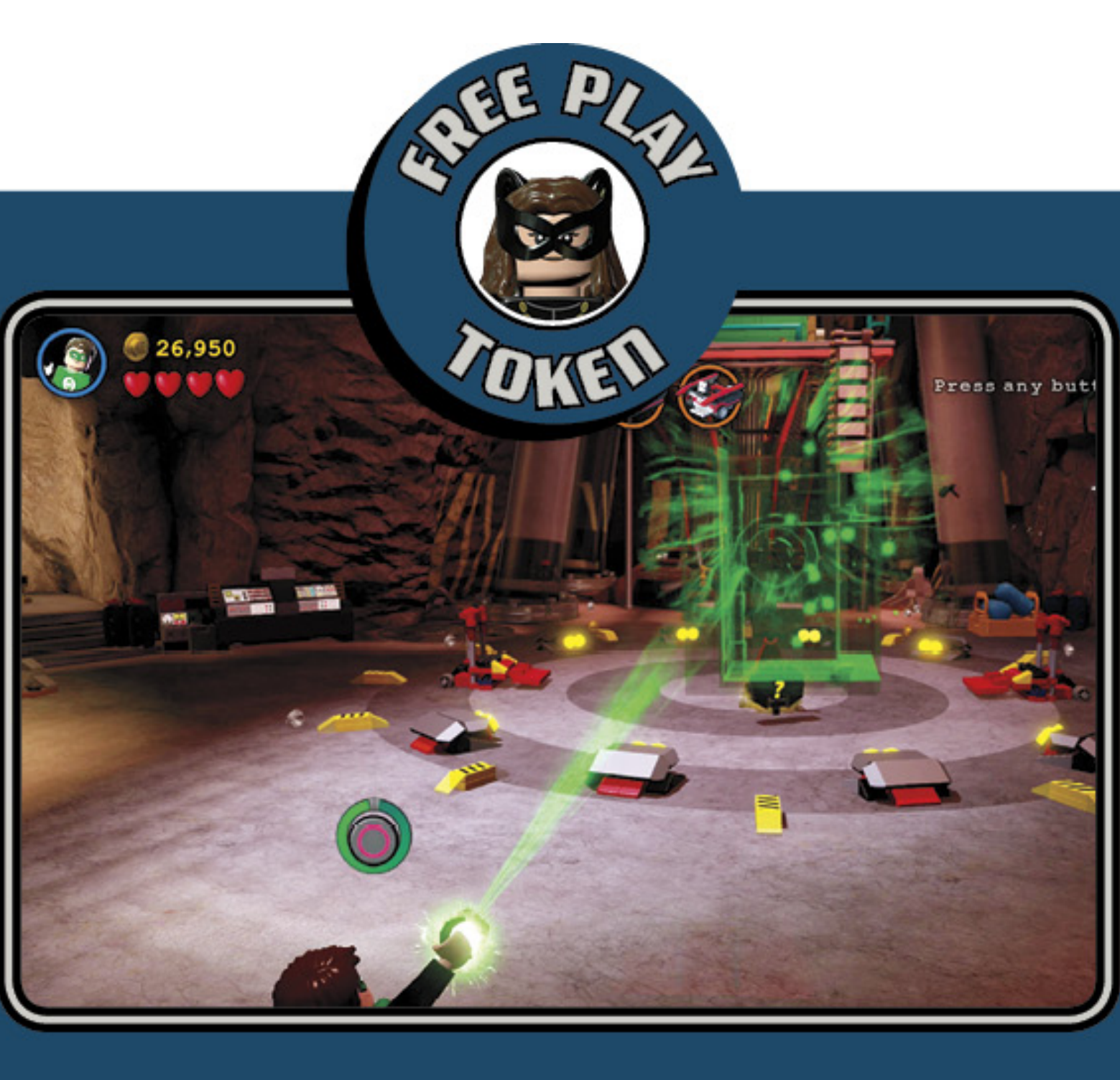
Objective Area	Mode	Notes
3	Free Play	Use a laser or heat vision to destroy the gold part of The Joker's truck.





Catching The Joker won't be easy without some wheels. Luckily, Batman has the sweetest wheels in Gotham City! You just need to help him rebuild his ride. Begin by smashing the blue crates on the right. Build the bricks to place magnetic pipes on the nearby wall, and then send Robin climbing up with his trusty Bat-Magnetic Kit.

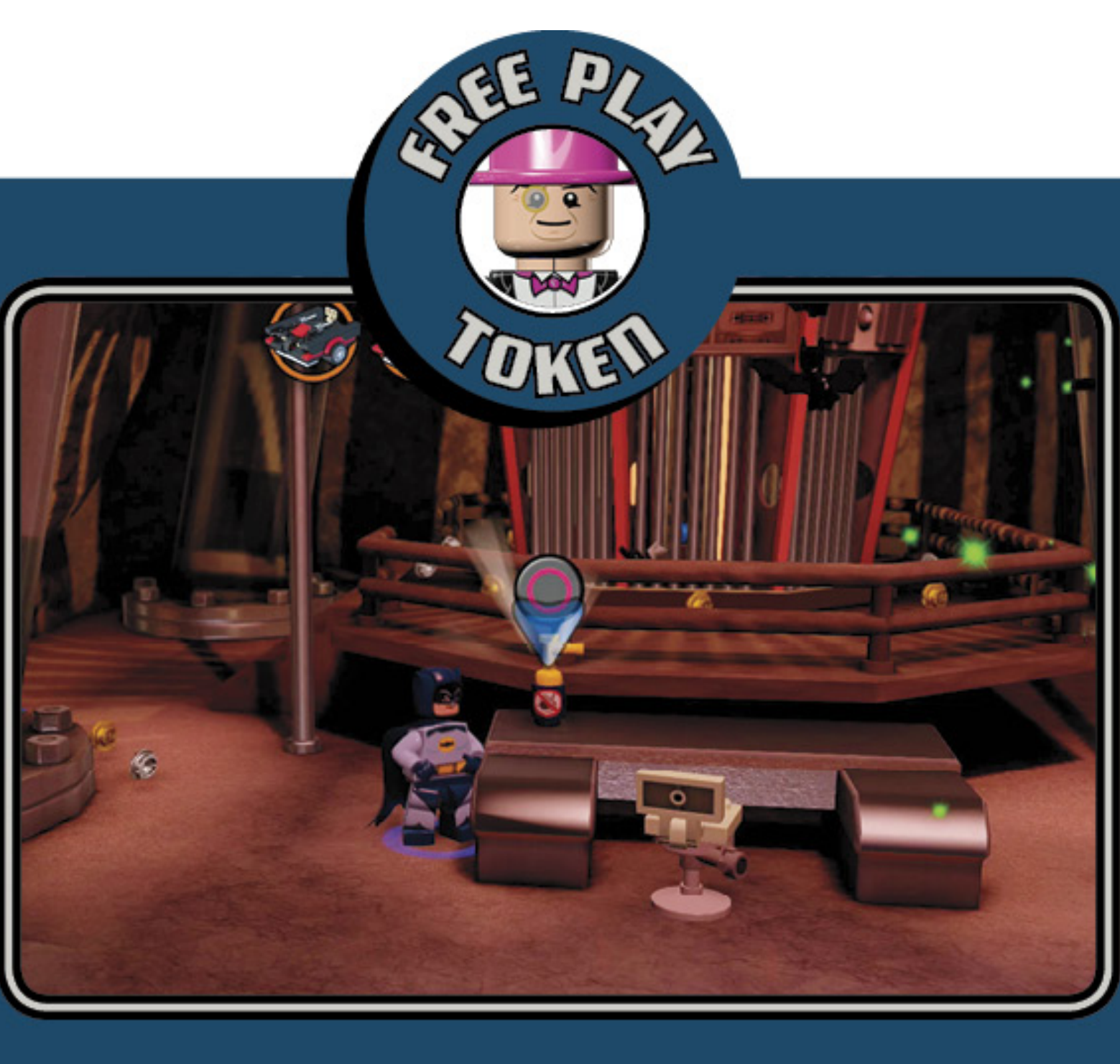
FREE PLAY TOKEN



CATWOMAN (1966)

During Free Play, smash the foreground objects to discover some hopping bricks. Build these into a Lantern pad and then activate it to construct a safe that contains a Character Token!

FREE PLAY TOKEN

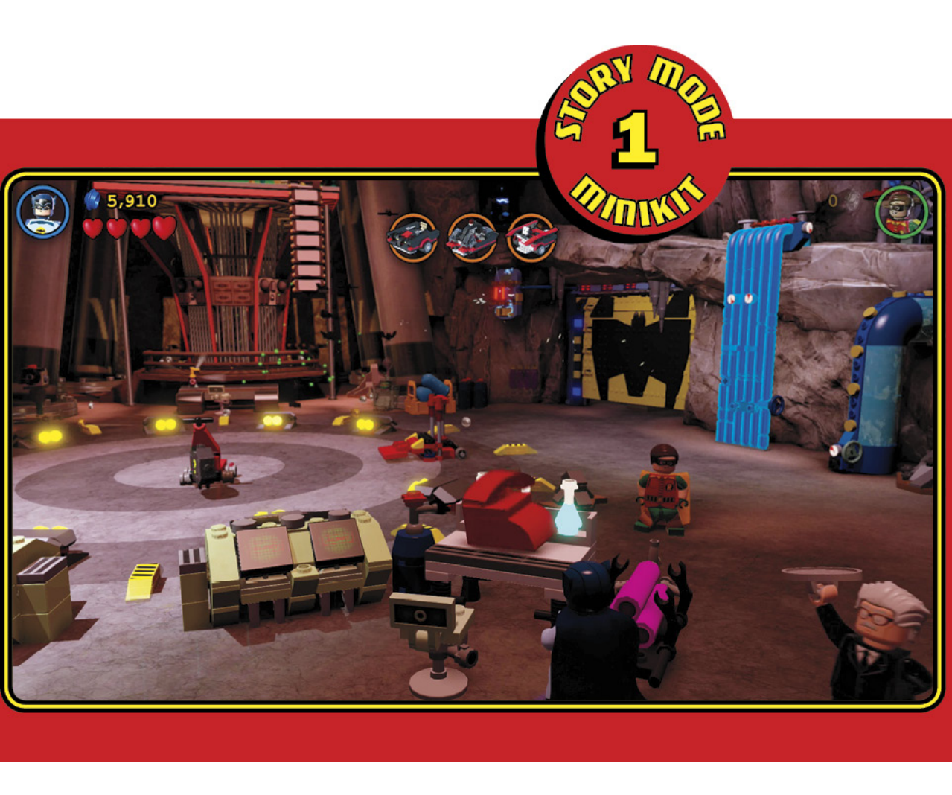


THE PENGUIN (1966)

In Free Play mode, a small box with a grapple hook sits on the floor to the right. Grapple and pull the hook to make an inflatable pool pop out! Bat-Mite would like to take a dip, but there are sharks in those waters. Help him by retrieving the shark repellent that now appears in the background. Return this item to Bat-Mite, and a new Character Token is yours!

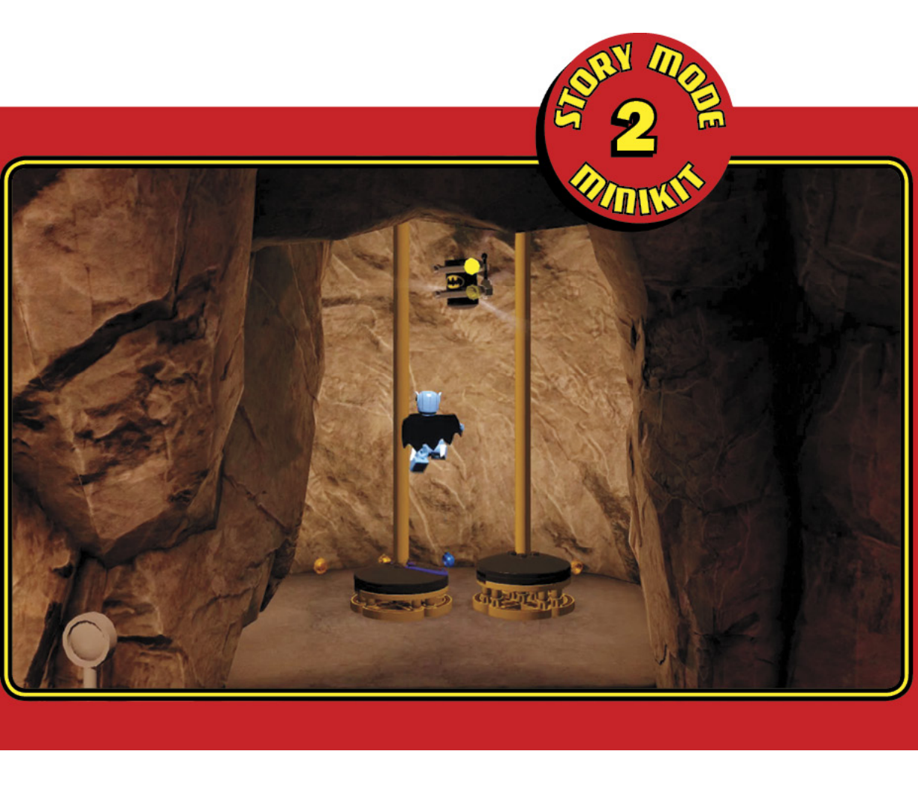
Search the right foreground corner to pocket a hidden Purple Stud!

STORY MODE 1 MINIKIT



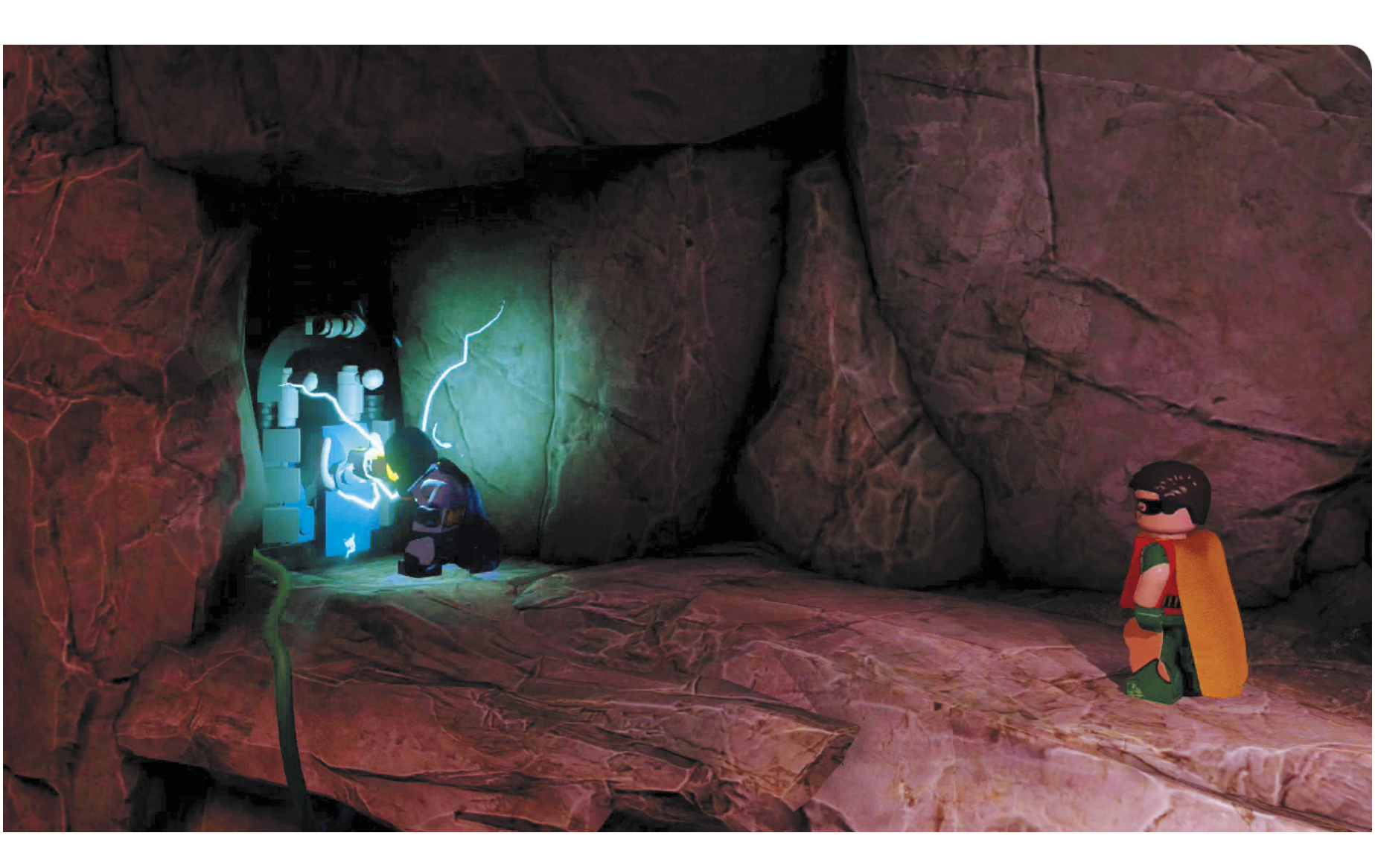
Smash three red, ringing Bat-Phones around the Batcave to receive a Minikit. Batman's busy enough as it is!

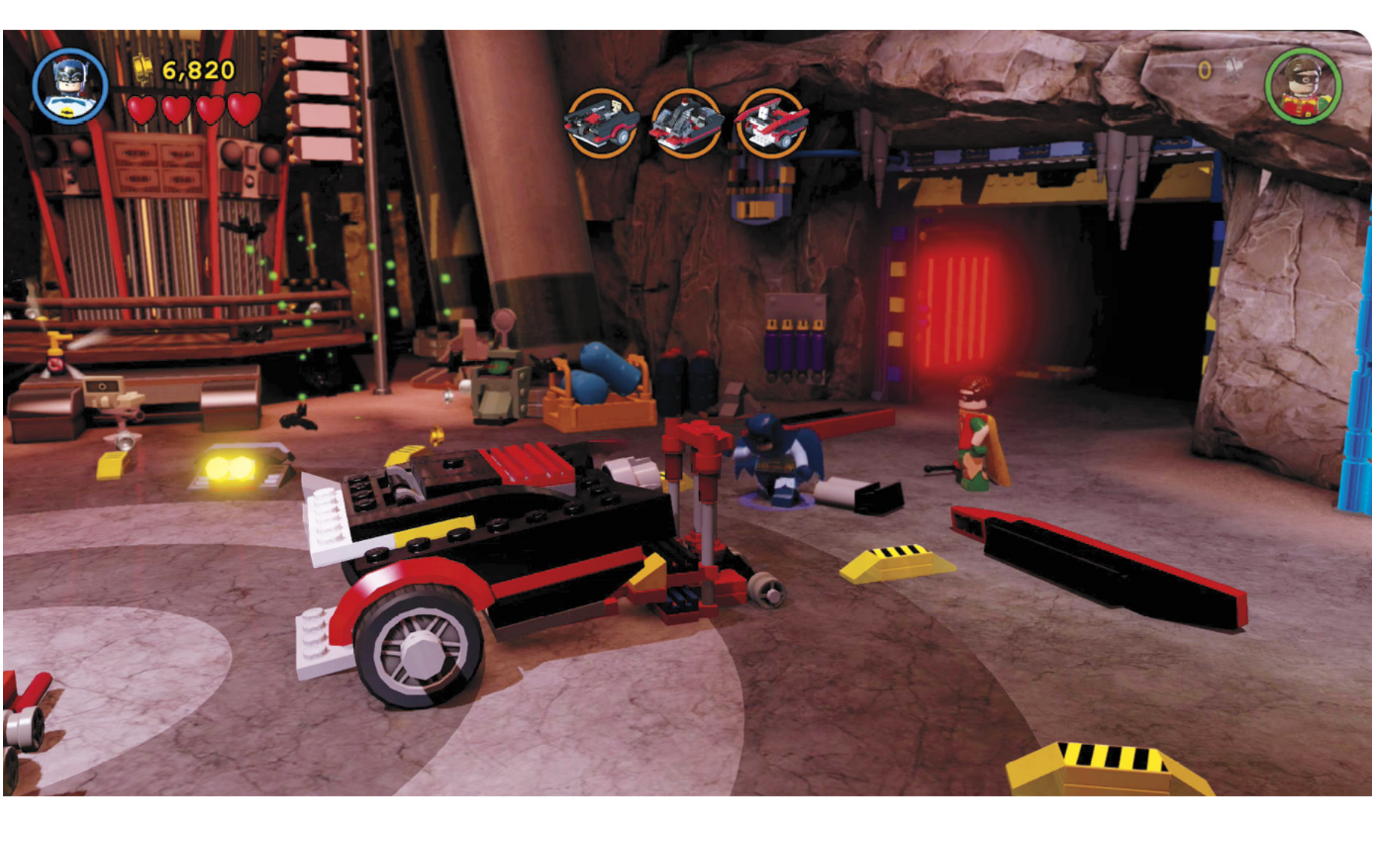
STORY MODE 2 MINIKIT



Bounce on the bases of the background Batpoles to bound up and bag another Minikit!

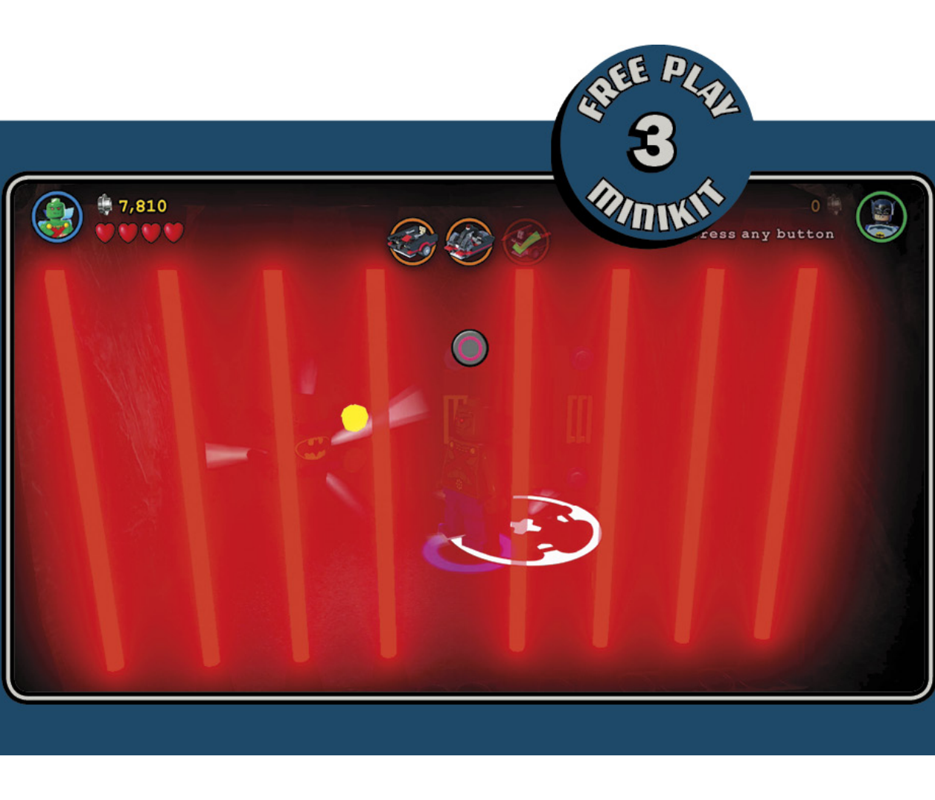
Jump on the red button above the magnetic pipes, and it lowers under Robin's weight, causing the nearby water pipes to burst. Batman rides the resulting geyser up to join you. Tag to Batman and drain the power from the nearby electric panel using his trusty Bat-Electric Gun.



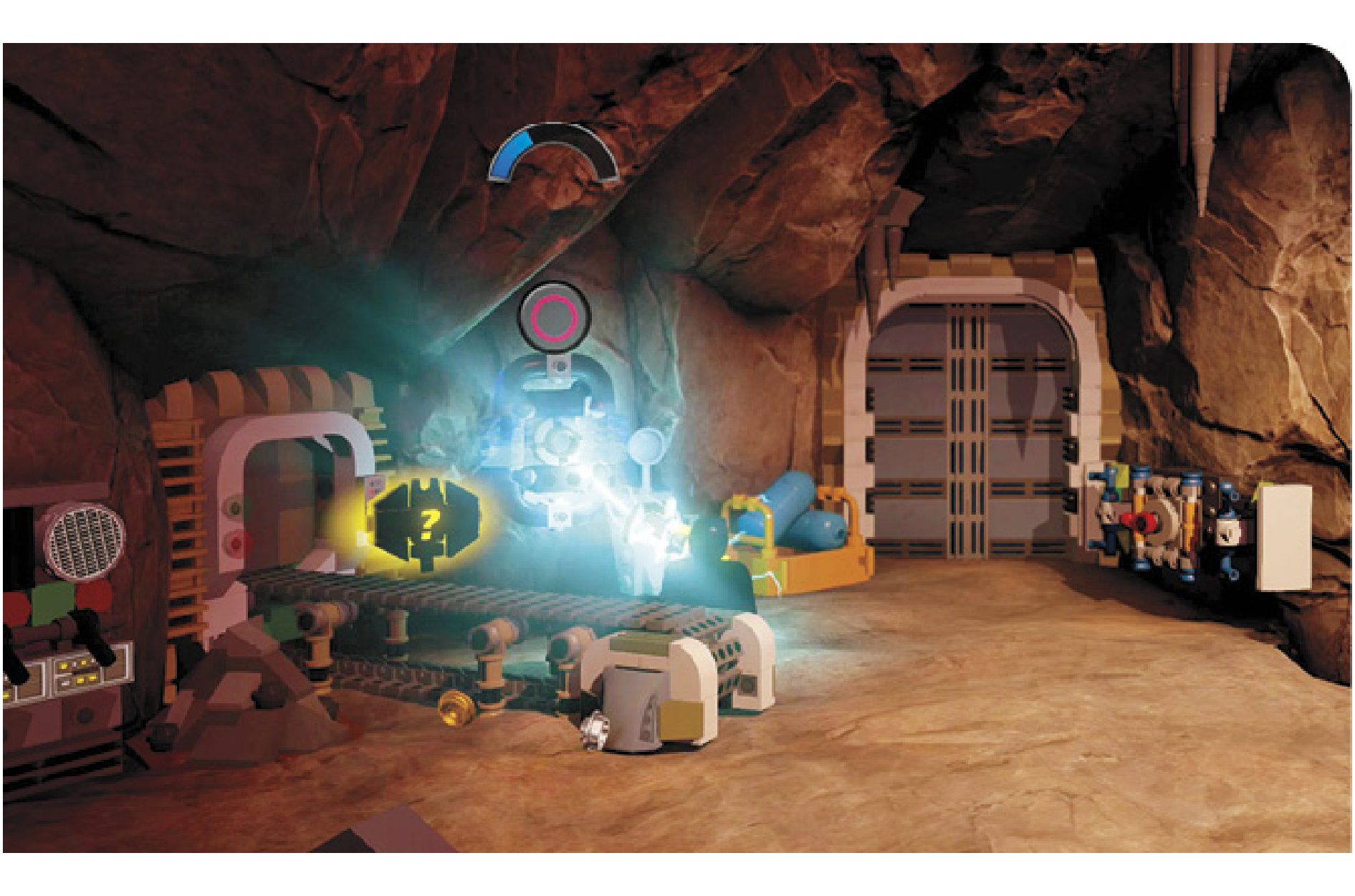


Draining the power from the electric panel causes a garage door to open below you. Smash the boxes that tumble out, then build the bricks into one end of the Batmobile. You're getting there!

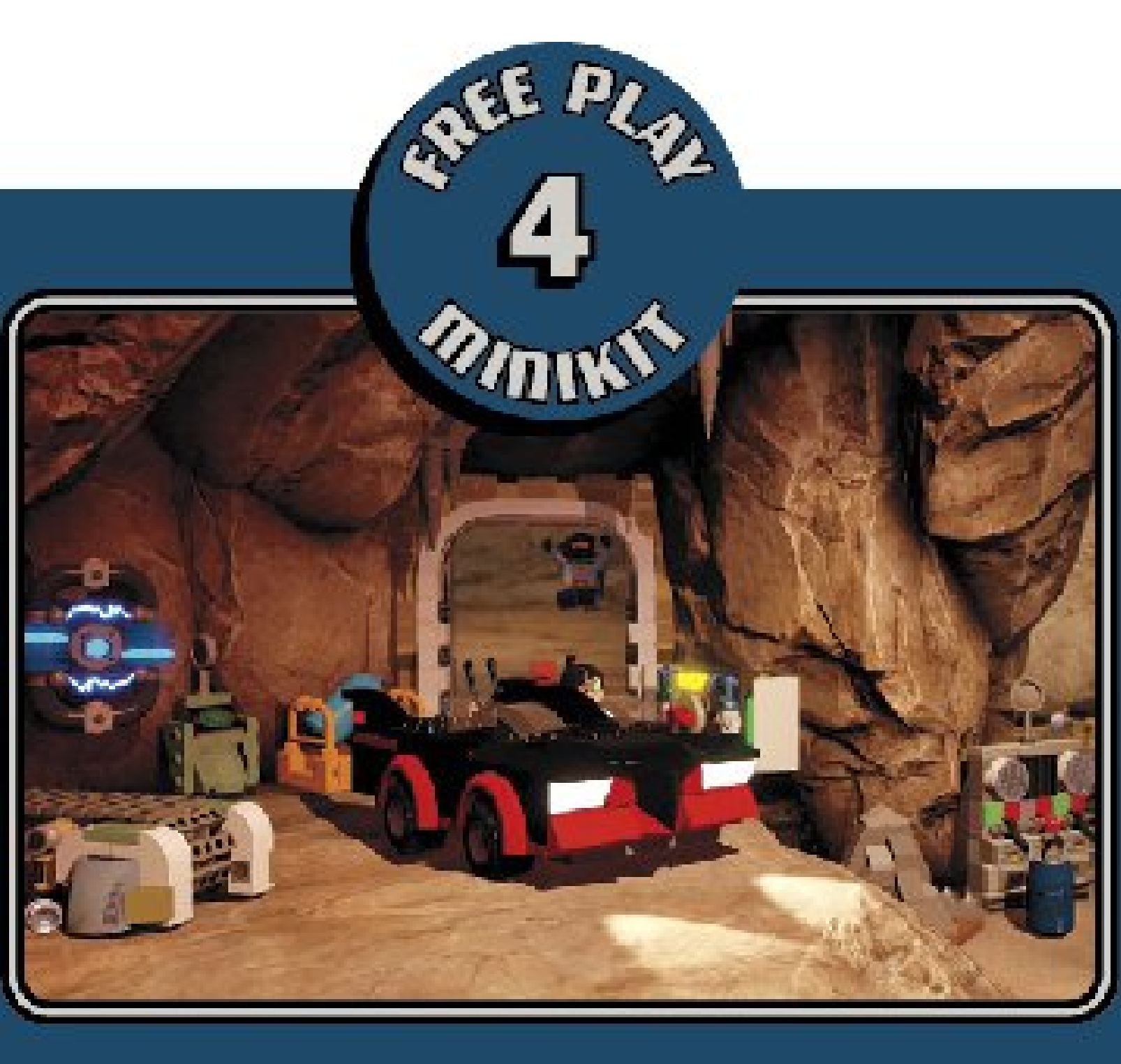
FREE PLAY 3 MINIKIT



After opening the garage door, send a character such as Martian Manhunter through the vent access beyond. You emerge in a nearby containment cell, right near a Minikit!



FREE PLAY 4 MINIKIT

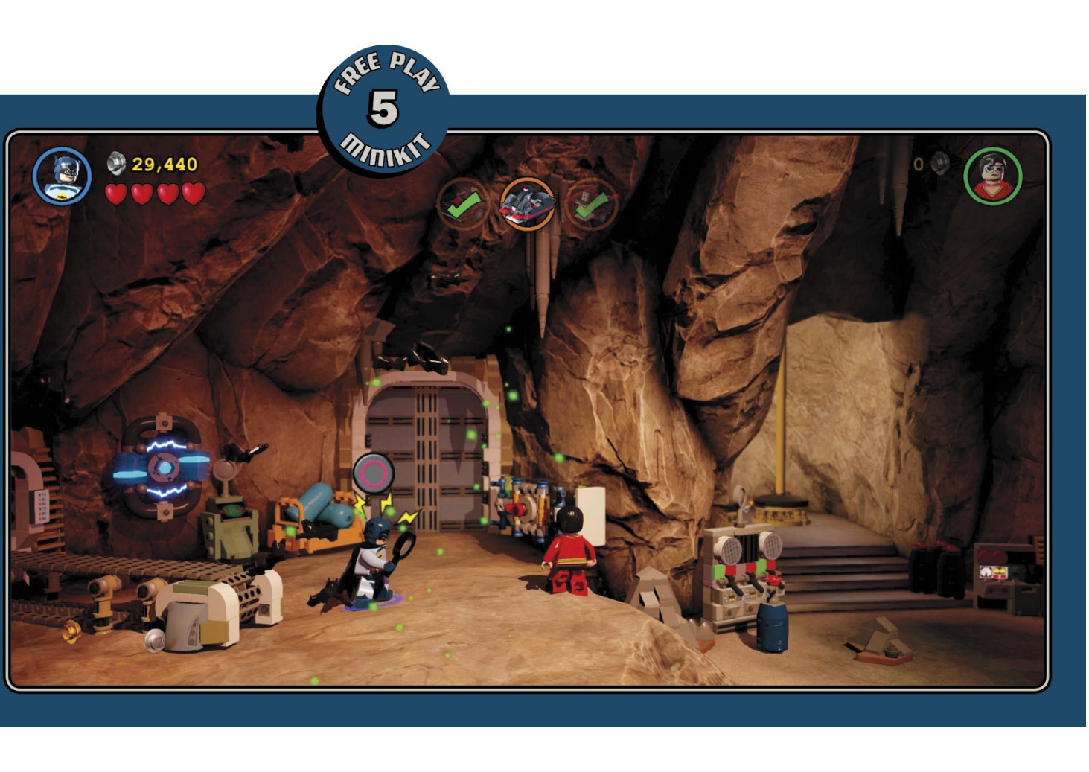


In Free Play, activate the Toy Wonder panel near the conveyor belt with Robin (Techno Suit). A nearby door opens, and some bricks tumble out. Build these into a sweet set of wheels (not the Batmobile, mind you), then speed through the three gates that have appeared around the Batcave. Smash all three gates to score a Minikit!

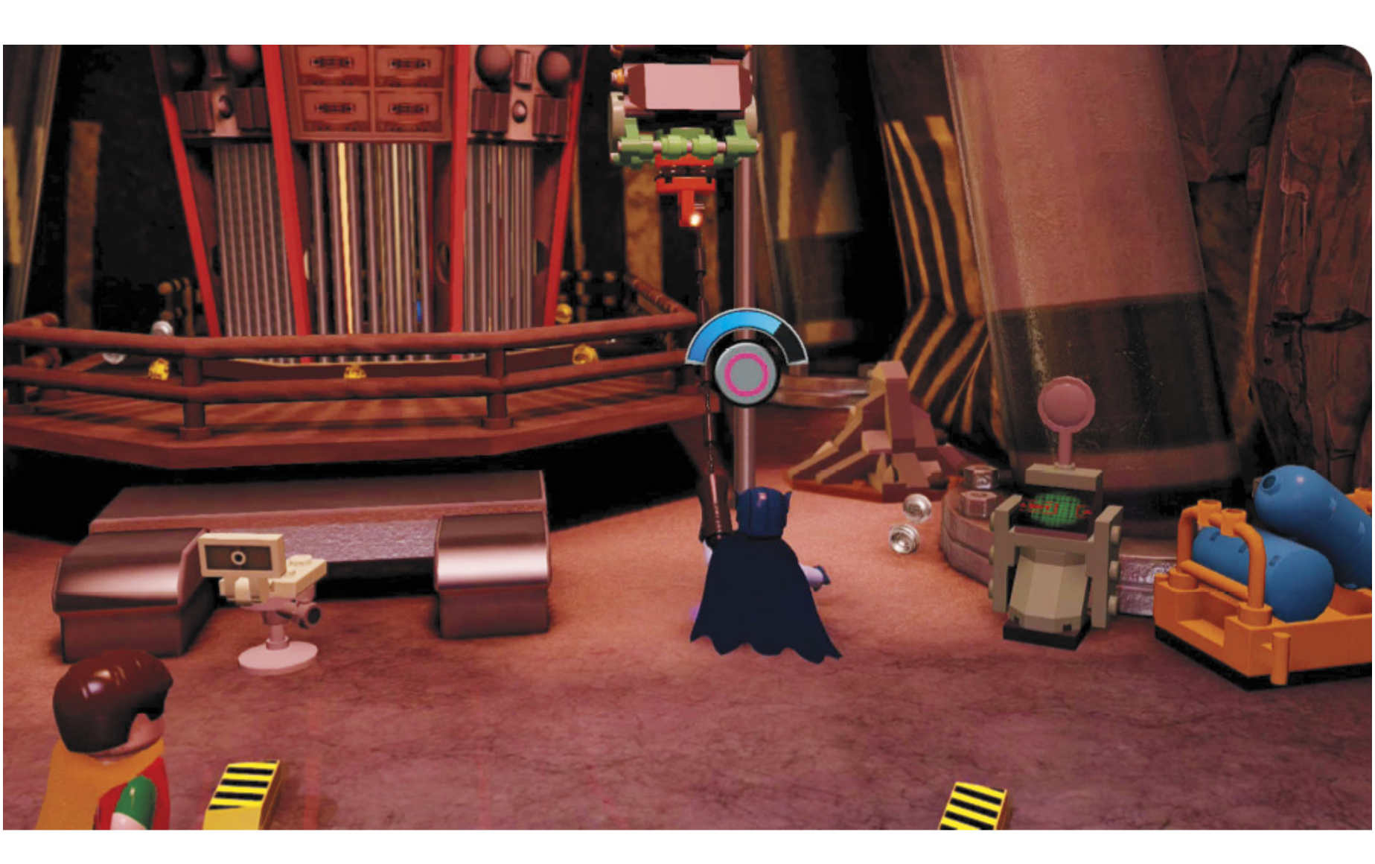
Cross the Batcave and find another electric panel on the left wall. Deposit the charge that Batman is carrying into this panel to start the nearby conveyor belt. Boxes are then delivered to the center of the room. Smash them and build the bricks into another part of Batman's ride.

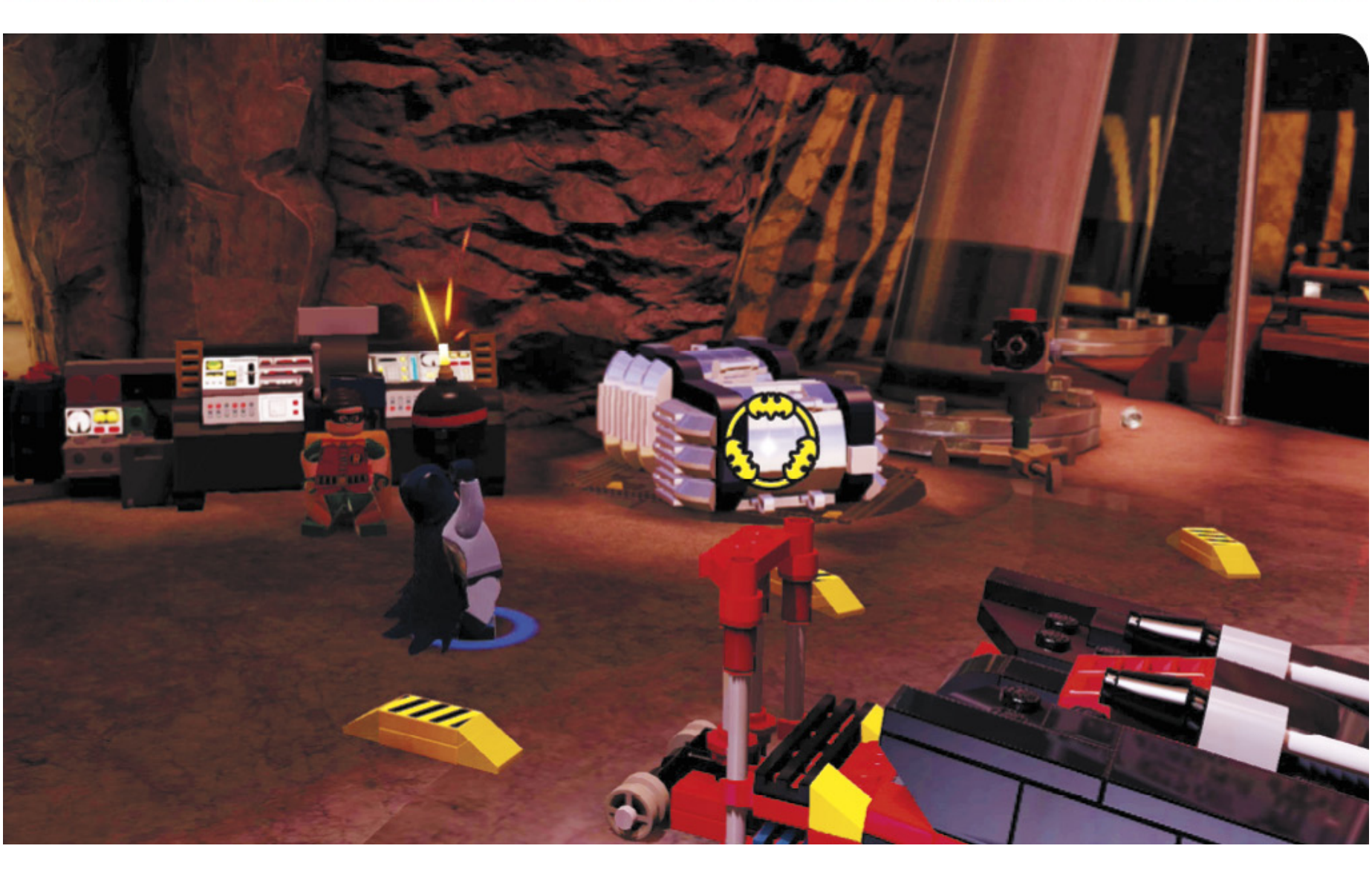
FREE PLAY 5 MINIKIT

After activating the conveyor belt, use super senses to detect a suspicious mound of dirt nearby. This can only be done in Free Play. Use a character such as Green Lantern to dig in the dirt and uncover some bricks. Build the bricks into a spinner and then push the green side of the handle to start the belt again and make a Minikit emerge from the wall!



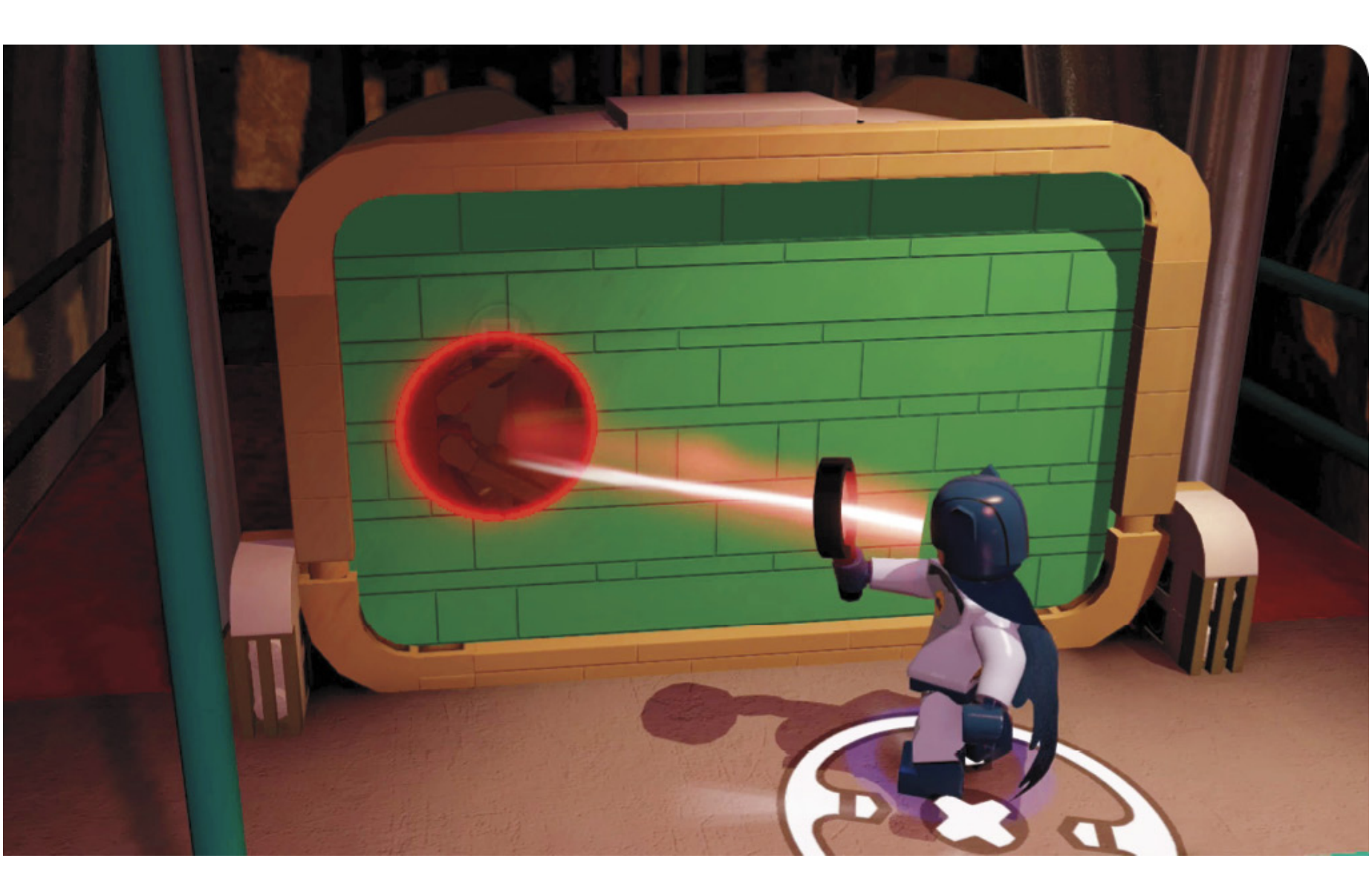
Only one part left to go! Move into the background and use Batman's magnifying glass to spy an orange hook on a ladder. Grapple the hook to pull down the ladder, then climb up to reach a green LEGO wall.





Tag Robin and hack the techno panel to make a pair of silver crates rise from the floor nearby. Tag Batman and hold the Interact button to whip out a Bat-Bomb, then press the Attack button to throw it at the crates. Ka-boom! Build the remains of the silver crates into the Batmobile's final part.

Use Batman's magnifying glass again to peer through the green LEGO wall. Close three clamps to power up a satellite dish that calls in a remote control blimp. The blimp drops a crate. Drop down and smash it, then build the bricks that spill out into a techno panel.



Good work! With the Batmobile fully assembled, you're ready to go. Hop into the driver's seat and set atomic batteries to power!

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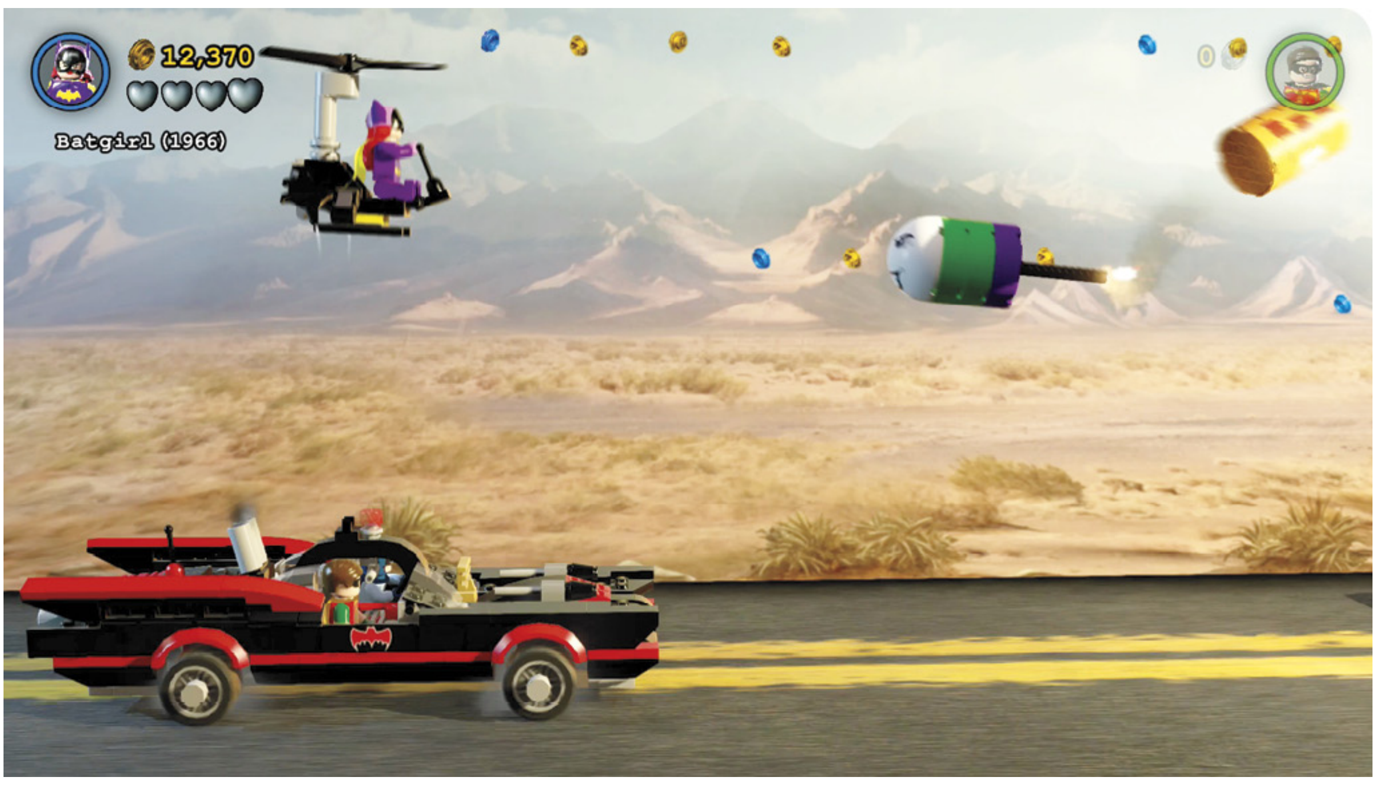
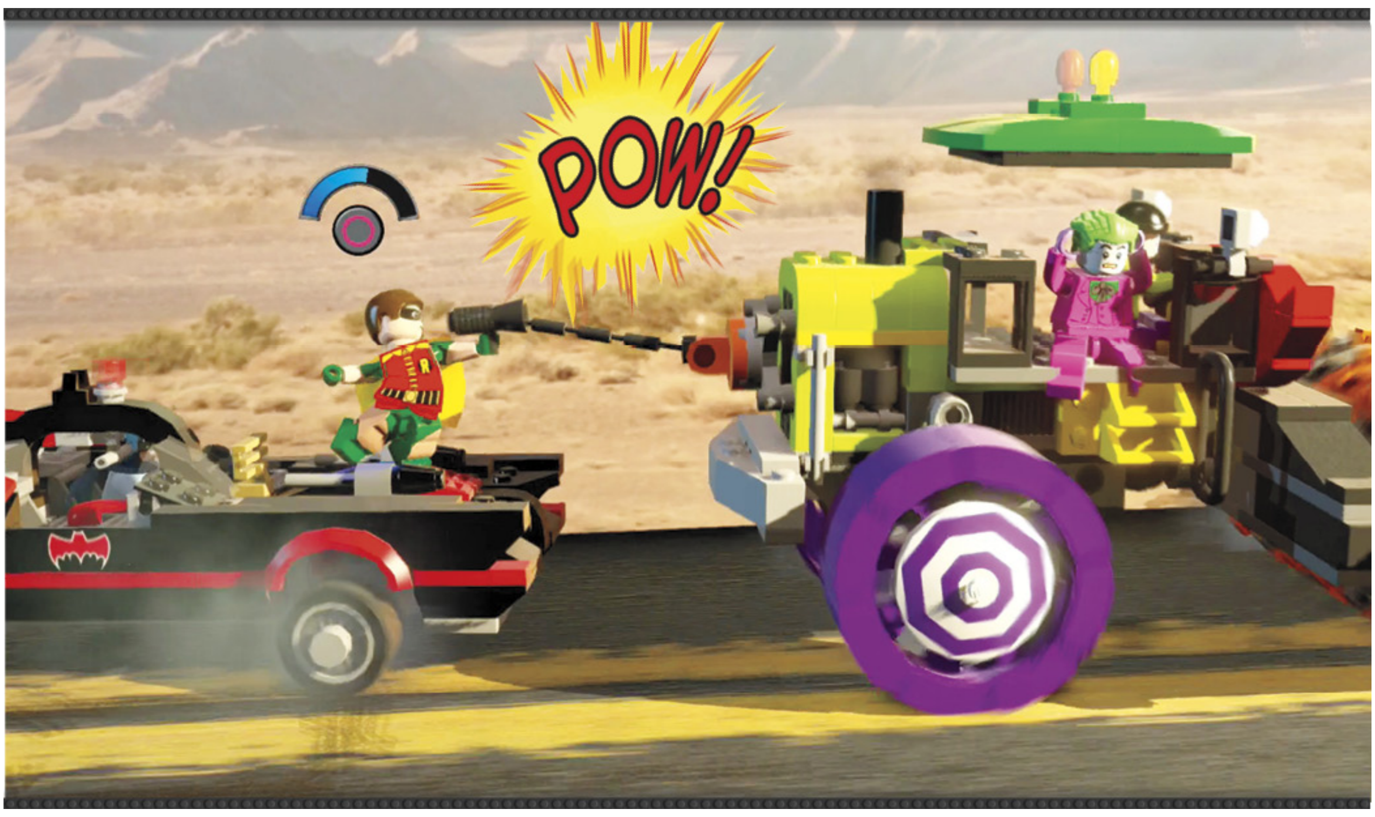
Same Bat-Time! Same Bat-Channel!

OBJECTIVE 2: Catch The Joker!

You're hot on The Joker's tail, but he isn't just going to pull over. Fortunately, Batgirl has arrived in her helicopter to lend a hand! Use Batgirl to blast the barrels and other objects The Joker hurls at you from his truck. Wait until you catch up to The Joker, then tag Batman and fire the Batmobile's laser at the gold panel on the back of The Joker's vehicle.

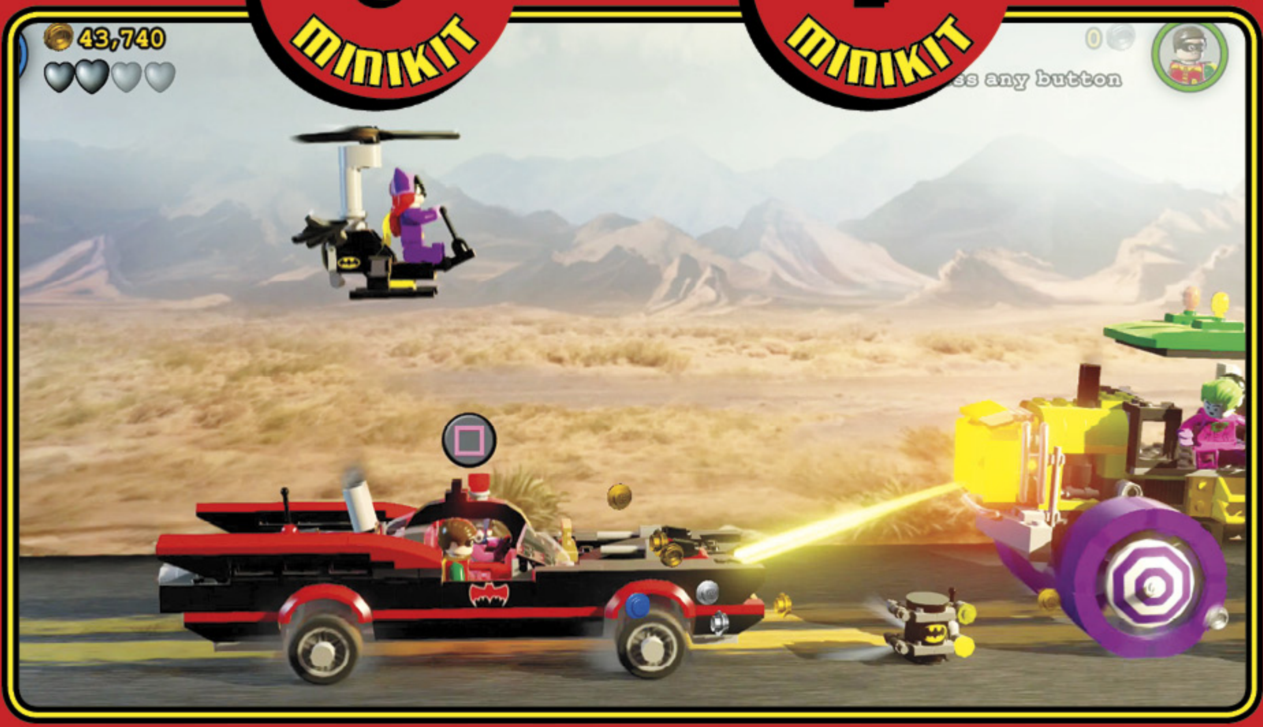




Destroying the gold panel exposes an orange hook. The next time you catch up to The Joker, Robin brazenly leaps onto the Batmobile's hood. Tag him and grapple the orange hook to make The Joker's vehicle spin out of control!

STORY MODE 6 MINIKIT

STORY MODE 7 MINIKIT



Collect two Minikits while chasing The Joker. One is up high; use Batgirl to grab it. The other is on the road; nab it as you chase The Joker in the Batmobile. Don't worry if you miss them—they'll be back! Just don't disable The Joker's vehicle until you've grabbed them both.

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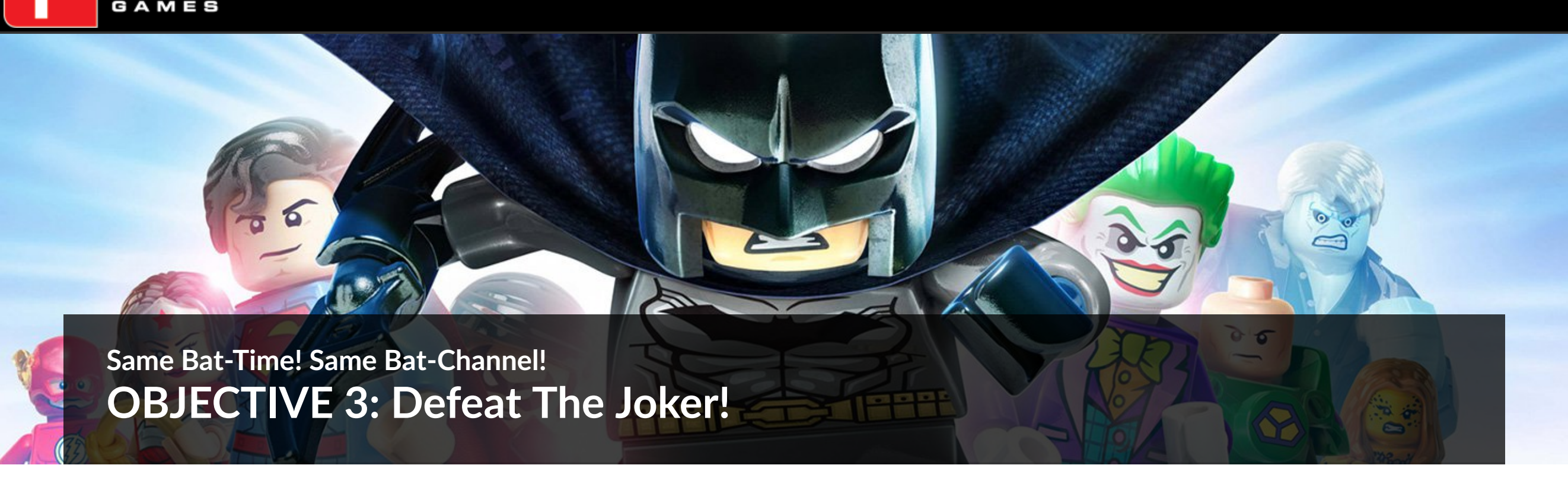
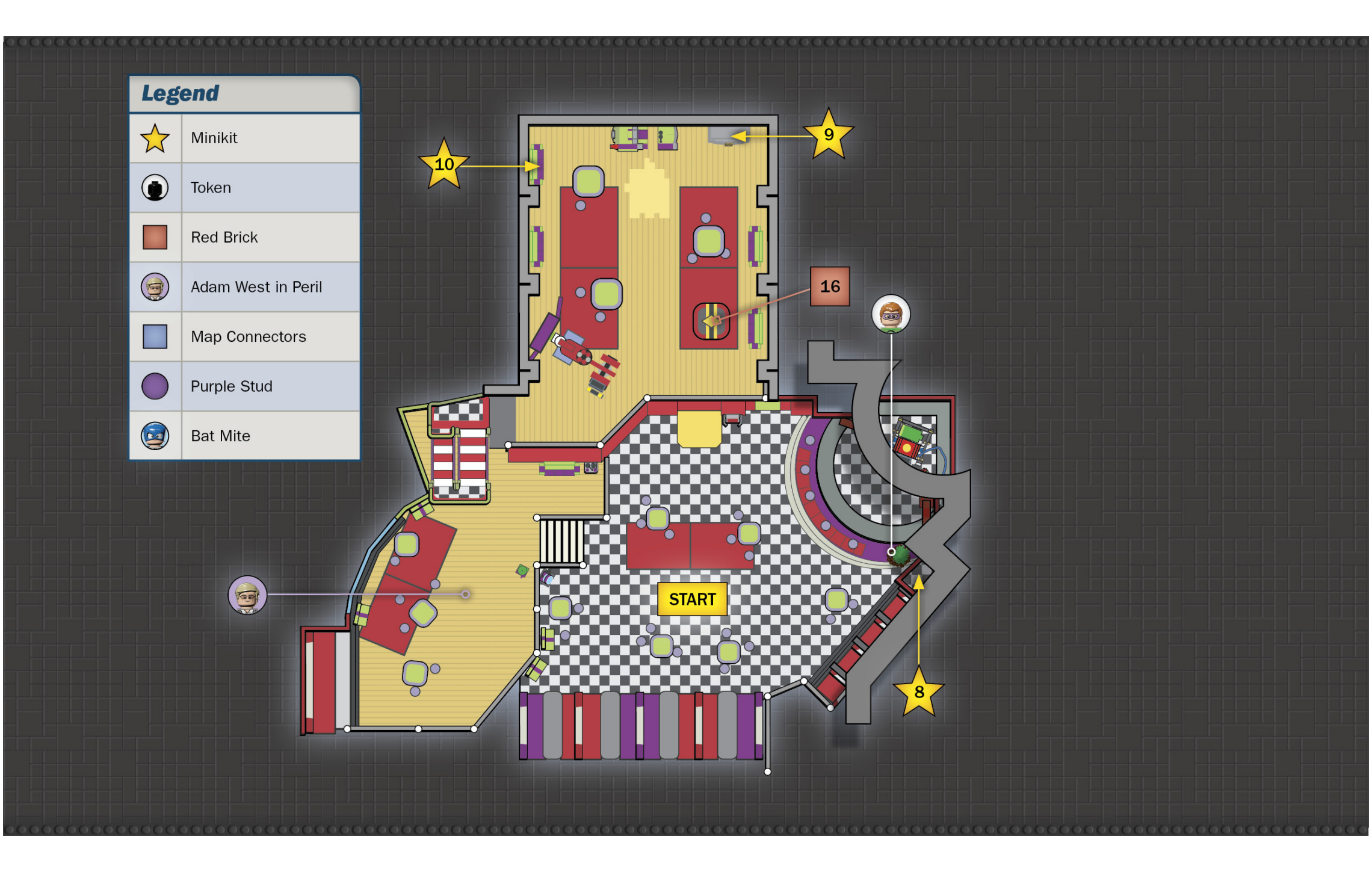
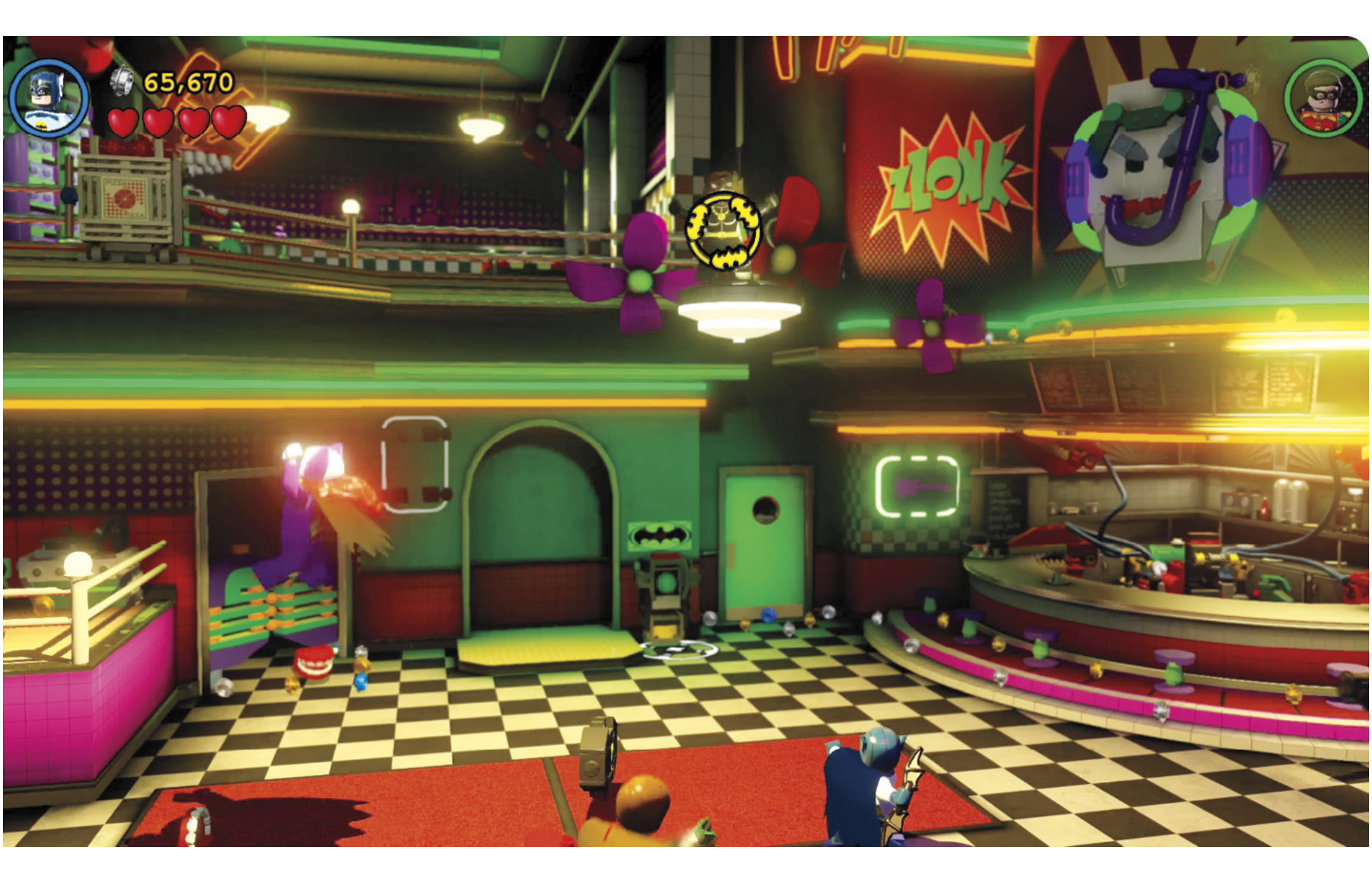


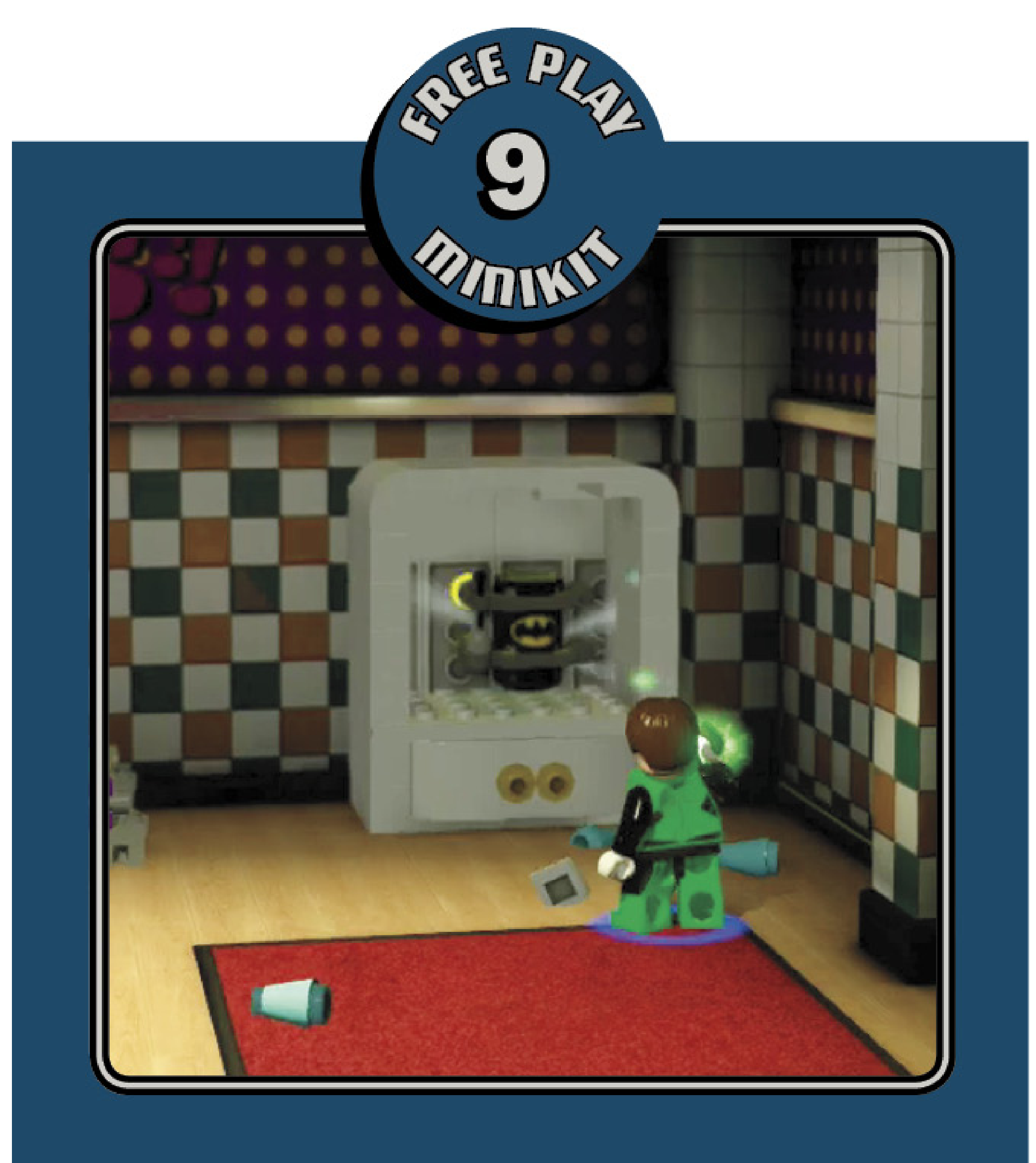
Same Bat-Time! Same Bat-Channel!

OBJECTIVE 3: Defeat The Joker!

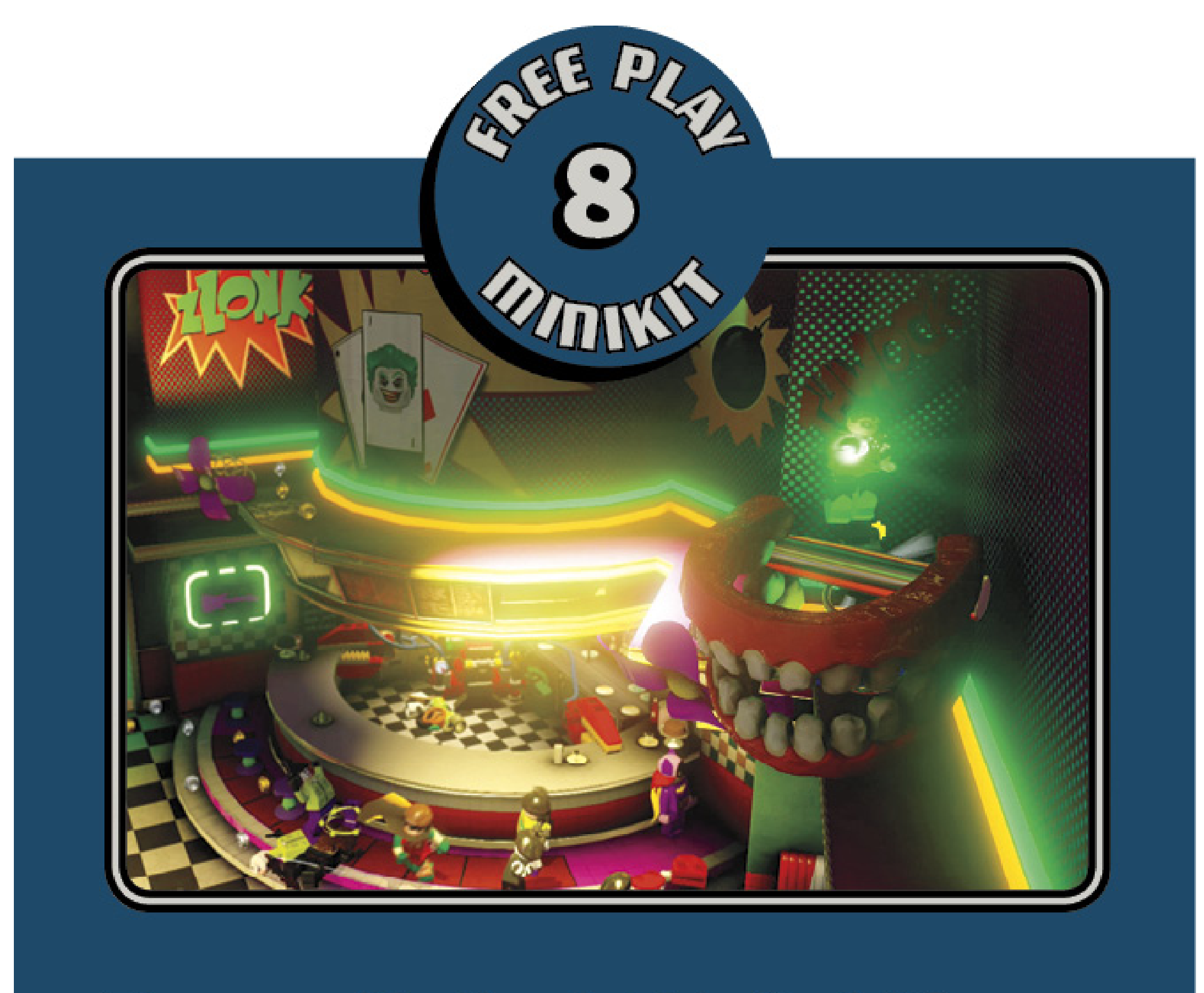




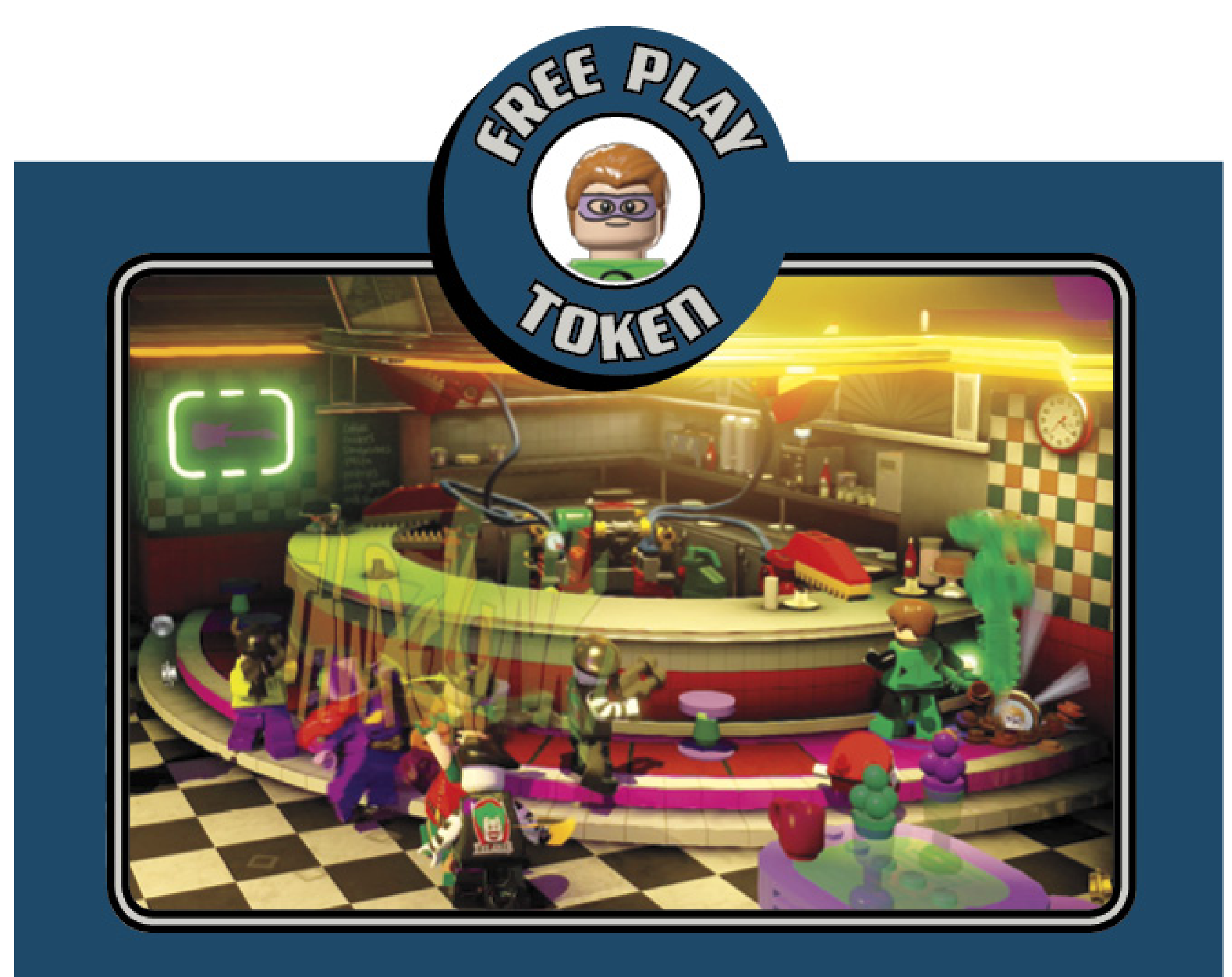
The Joker has fled into a diner—the perfect place to serve him his just deserts! Well, it would be, if The Joker hadn't planned this all out. You've stumbled into a dastardly ambush! Aim and strike the villainous Catwoman twice with Batarangs as she leaps between the diner's overhead lights.



Fly up to the diner's second floor and attack the refrigerator to open it. There's a Minikit inside, but it's frozen solid! Use a laser or heat vision to thaw out this chilly treasure.



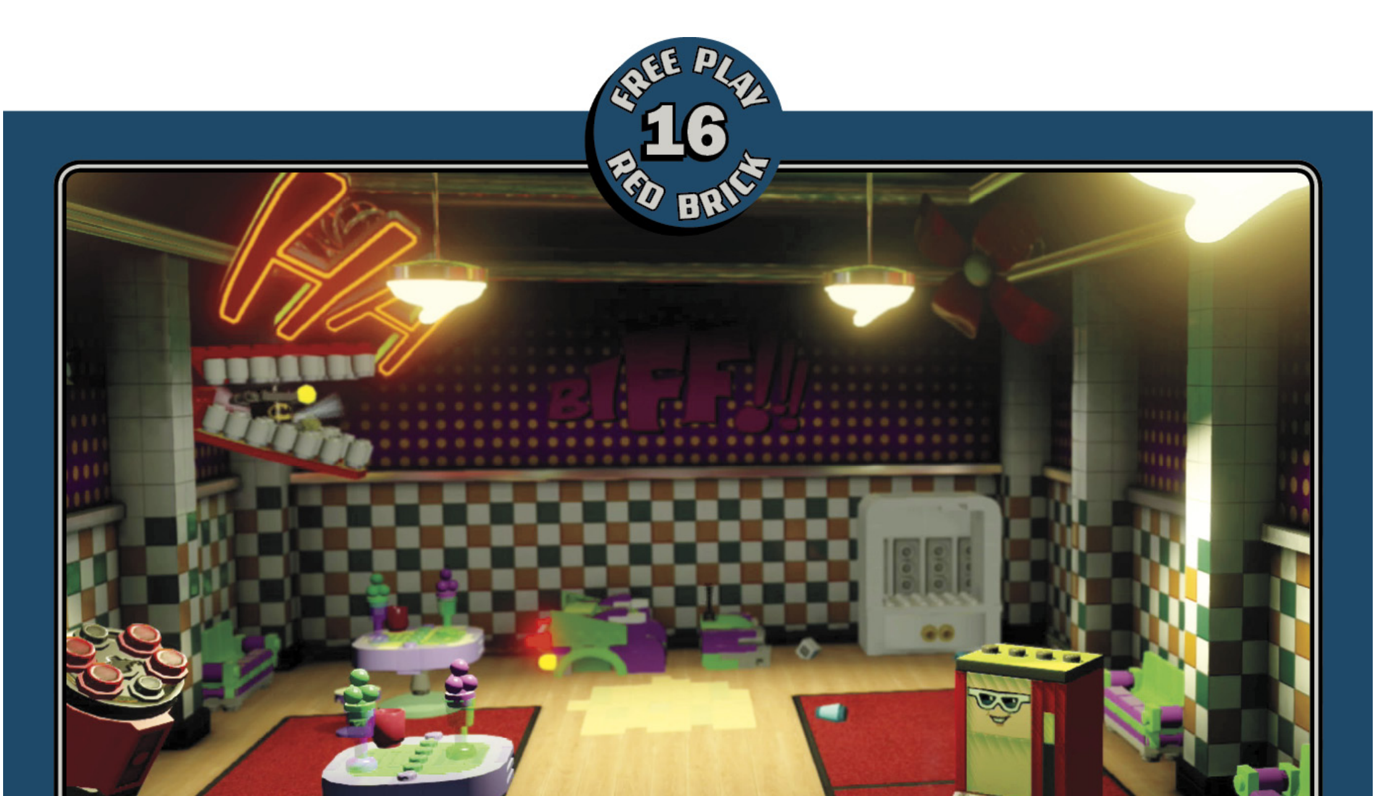
Fly up and to the right to find this Minikit hiding inside a big pair of Joker teeth. They must be high in protein!



THE RIDDLER (1966)

Smash the potted plant on the diner's right side to uncover a mound of dirt. Use a Free Play character that can dig, such as Green Lantern, to uncover a Character Token!

When Catwoman leaps to a sign, use Batman's keen detective senses to identify that the sign is being held up by silver supports. Hold the Interact button to whip out another Bat-Bomb, then aim and toss it up at Catwoman to bring her crashing down. Don't worry, she has nine lives!

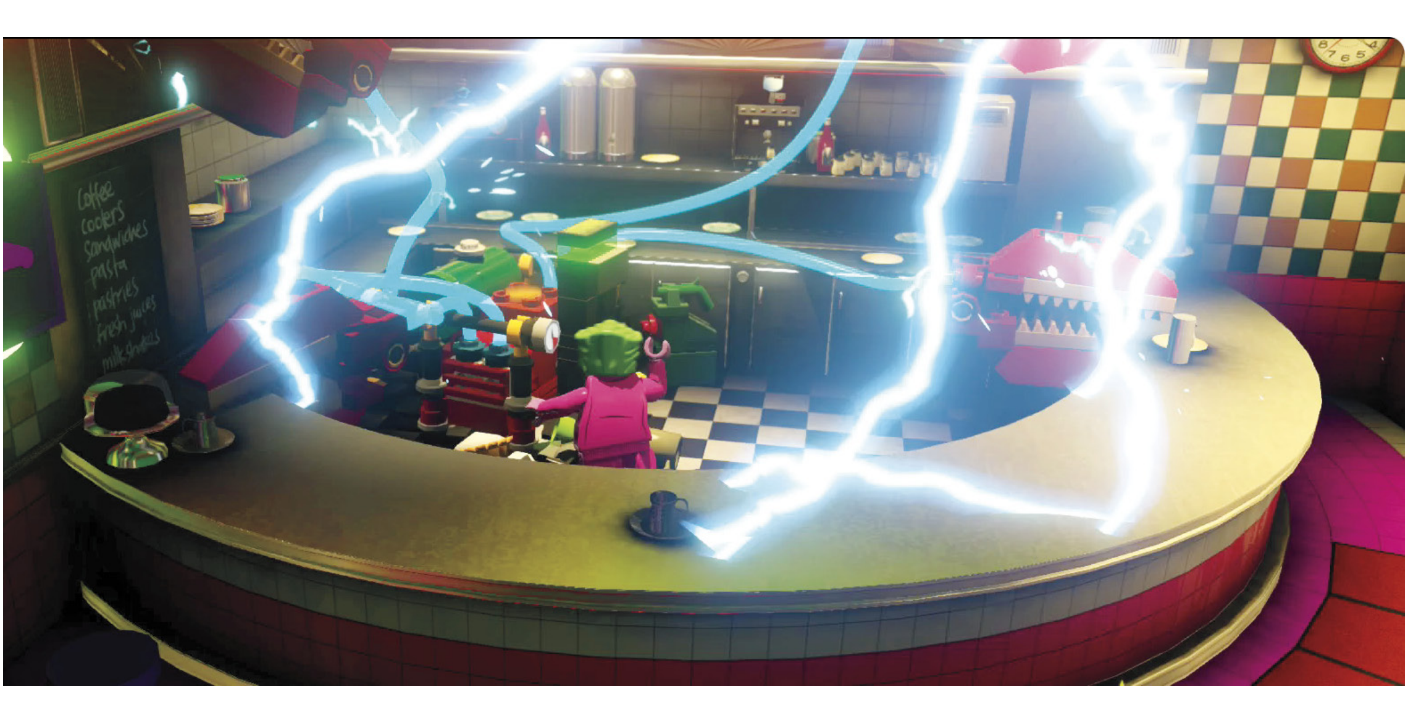


BAT-FIGHT CAPTIONS

One of the tables on the diner's second floor looks a lot like a Plastic Man pad. Hit it to knock it to the floor, then use the stretchy super hero to activate the pad. He assumes the form of a vending machine and spits out a Red Brick! Was he carrying that around this whole time?!

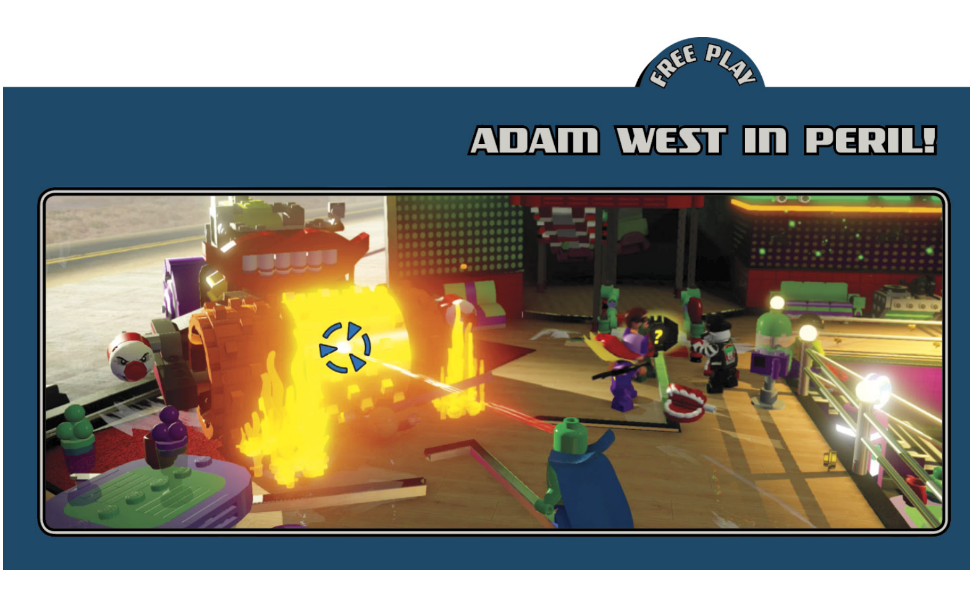
ZLONK
KA-BOOM!!

THE JOKER ARRIVES



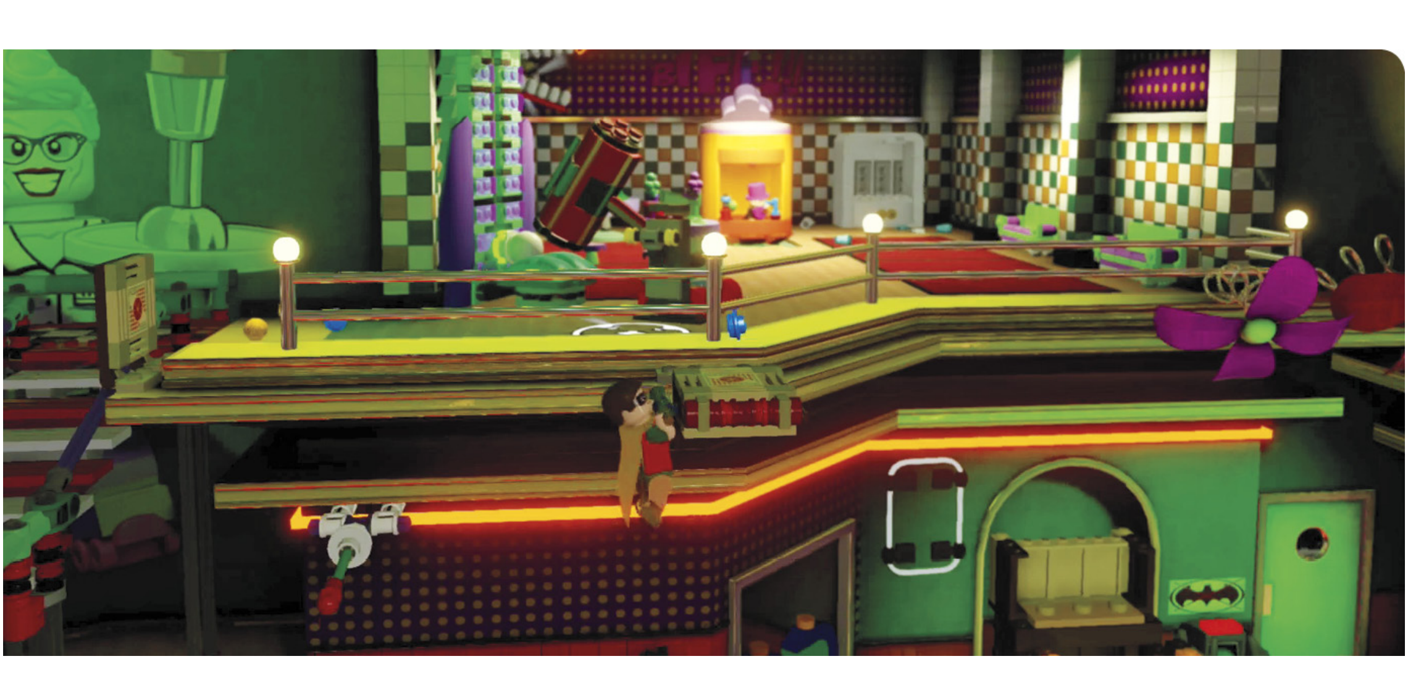
Build the sign's scattered Bricks into … something incomplete. The Joker then comes smashing into the diner in his souped-up truck. Attack the Clown Prince of Crime until he shocks you with his joy buzzer, then tag another hero and crack The Joker to knock off one of his hearts. Keep it up until he flees behind the counter and surrounds himself in electricity.

ADAM WEST IN PERIL!



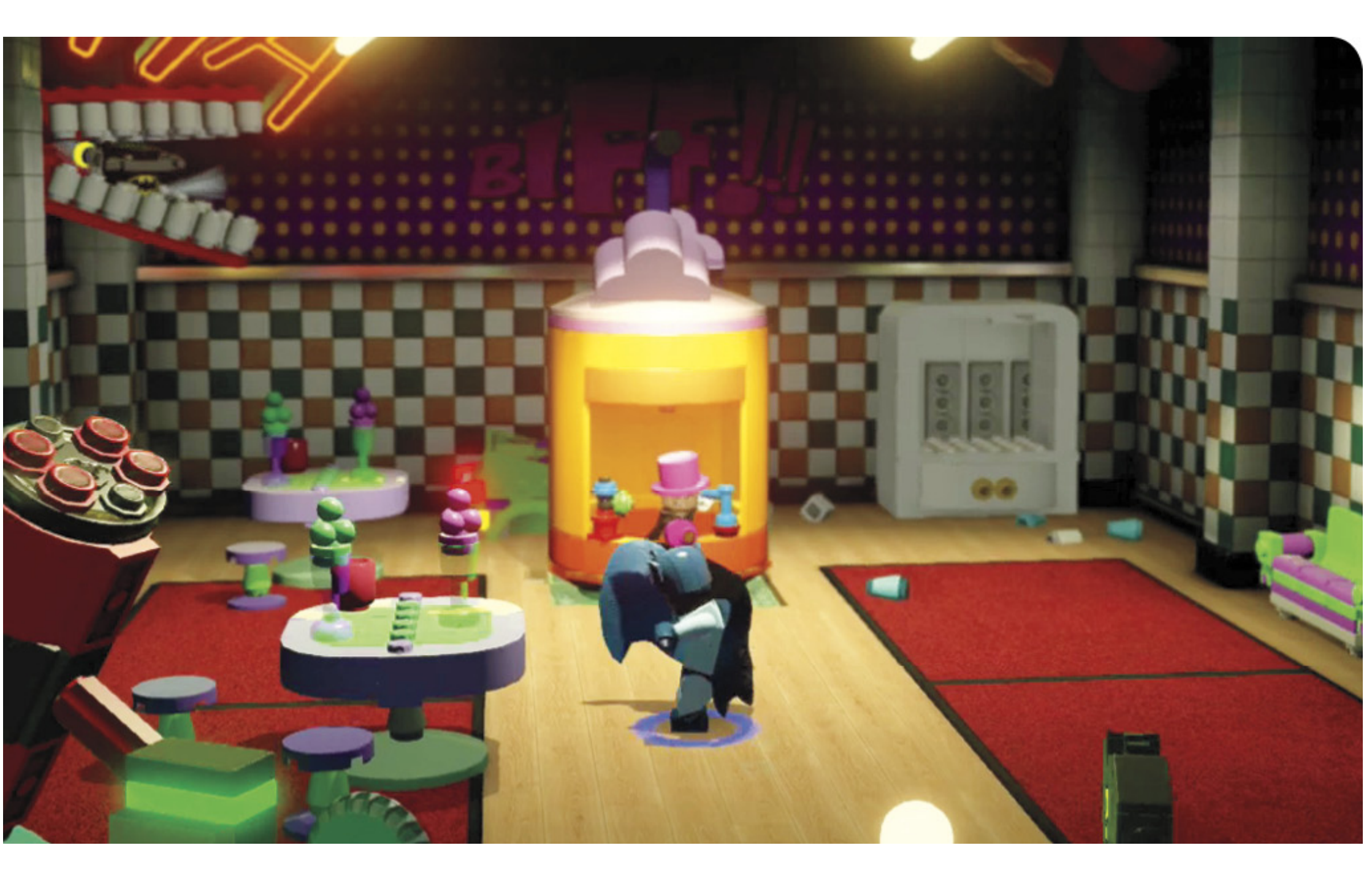
Could it be that our noble narrator has fallen into peril? It most certainly could! Poor Mr. West becomes trapped beneath The Joker's vehicle after the Clown Prince of Crime crashes onto the scene. Use a laser or heat vision to destroy the gold part of The Joker's truck and save our grateful storyteller!

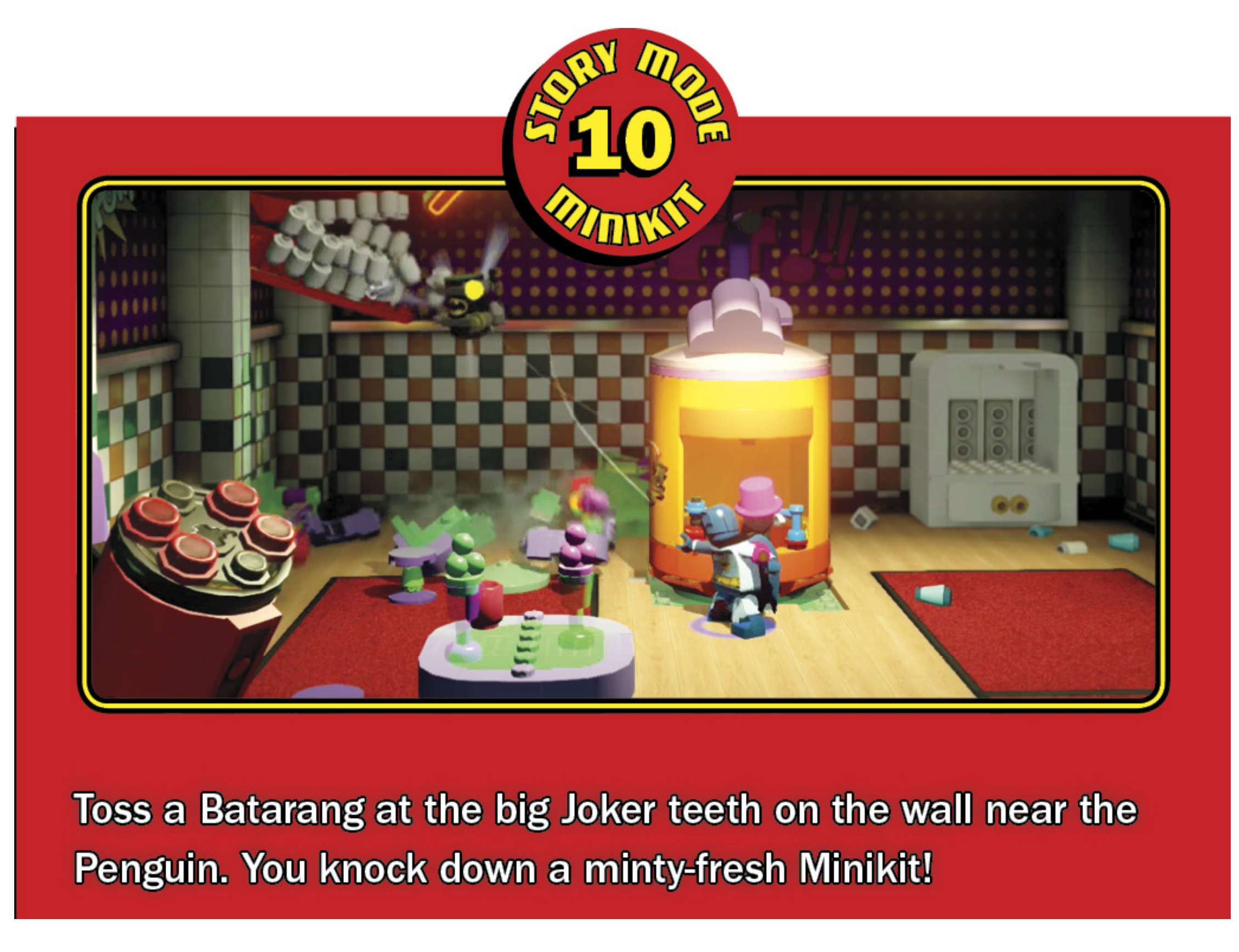
PESKY PENGUIN



That vile Joker can't escape justice, but you've got another problem—the Penguin has just smashed through the diner in his submarine! Go upstairs and use Batman's keen detective senses to spy a twirl pole. Tag Robin and double-jump up to the pole, then leap up to the second floor.

Pull the lever that Robin lands near to activate a hammer that knocks down more stairs. Now Batman and Batgirl can join you! Tag the Caped Crusader and tap the Interact button to make him cover himself with his cape. This stealthy approach lets you sneak up on the Penguin unseen! (His eyesight isn't very good.)



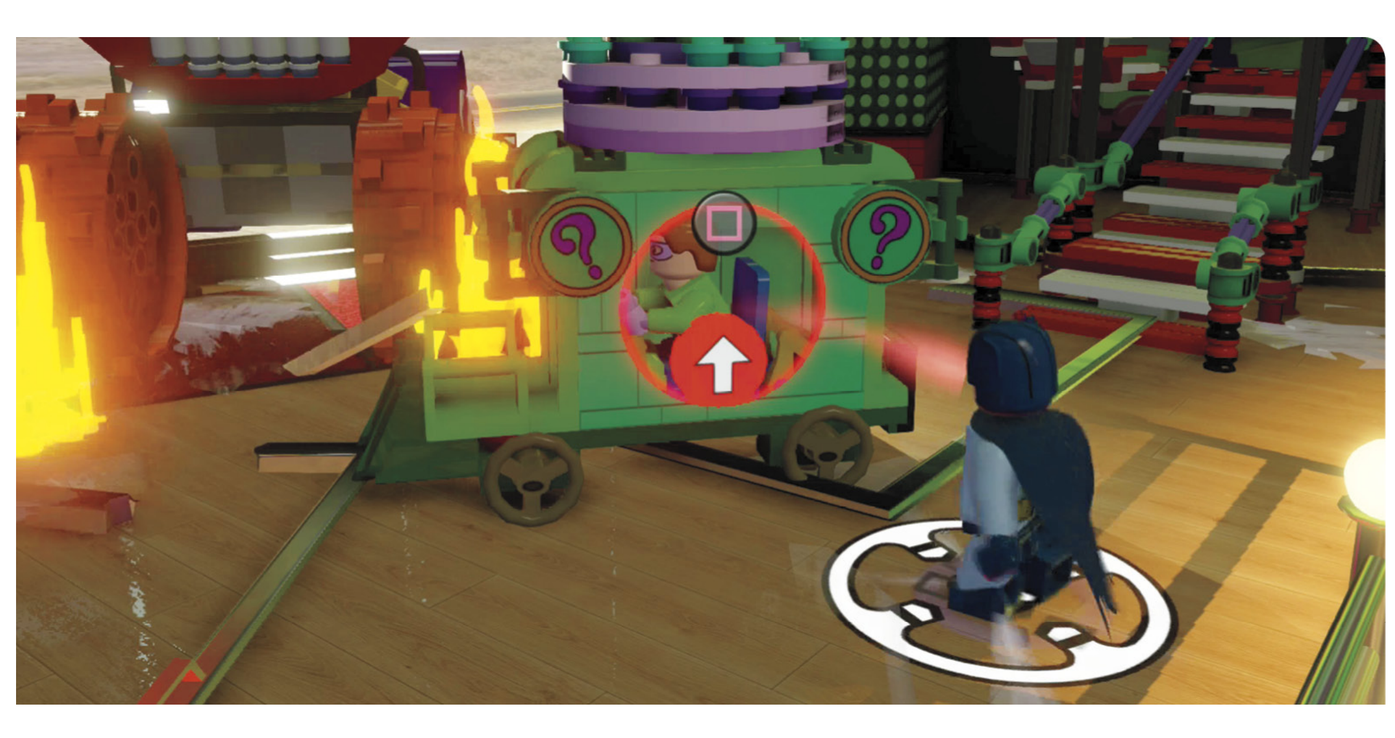


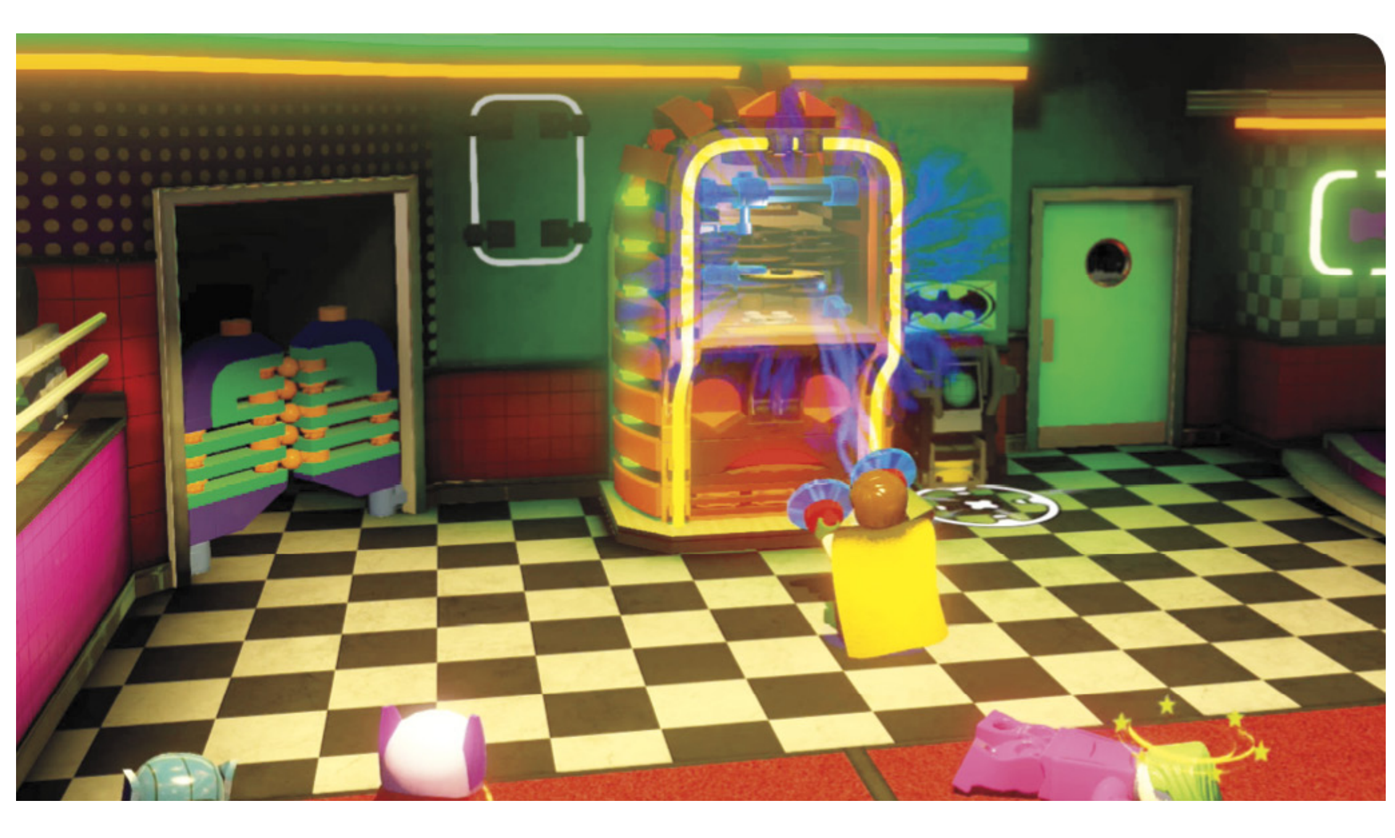
Toss a Batarang at the big Joker teeth on the wall near the Penguin. You knock down a minty-fresh Minikit!

Get close to the Penguin with Batman and knock him for a loop. Use Batman's keen senses afterward to detect an orange hook atop the Penguin's sub. Grapple and pull the hook to bring the whole sub tumbling down to the diner's first floor.

THE RIDDLER'S RAMPAGE

Drop to the diner's first floor and build the remains of the Penguin's sub, adding more pieces to that mysterious object you started building before. A cake on wheels then comes speeding into the room. Could it contain that awful Count of Conundrums? Follow it over to the right, then press the arrow when using Batman's senses to spy none other than the Riddler hiding inside!





Kick the Riddler out of the cake, and then continue punching him around until he collapses. The Joker then leaps out from his hiding place, builds a bumper car, and begins whizzing around the diner. Avoid The Joker and defeat all of his mime goons instead.

When the mime goons are gone, The Joker's ride runs out of juice. He crashes and collapses, ready for the Bat-Cuffs. But first, build the remains of his car to at last complete the object you've been working on—a jukebox! Tag Robin and use his Bat-Magnetic Kit to activate the jukebox, bringing an end to this tall tale of tomfoolery!

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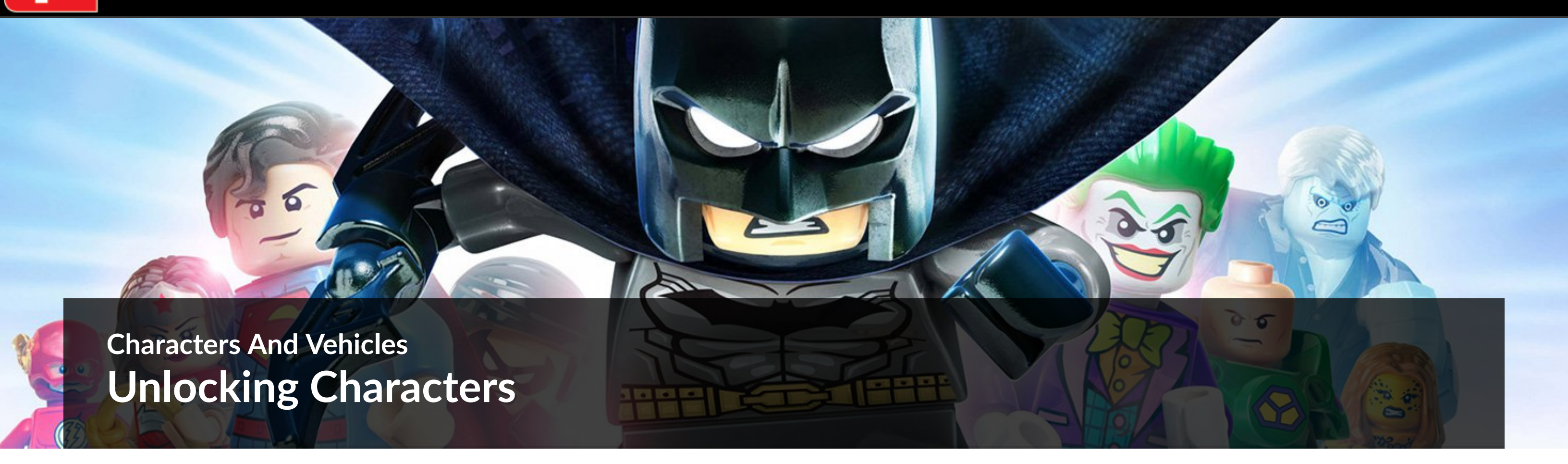
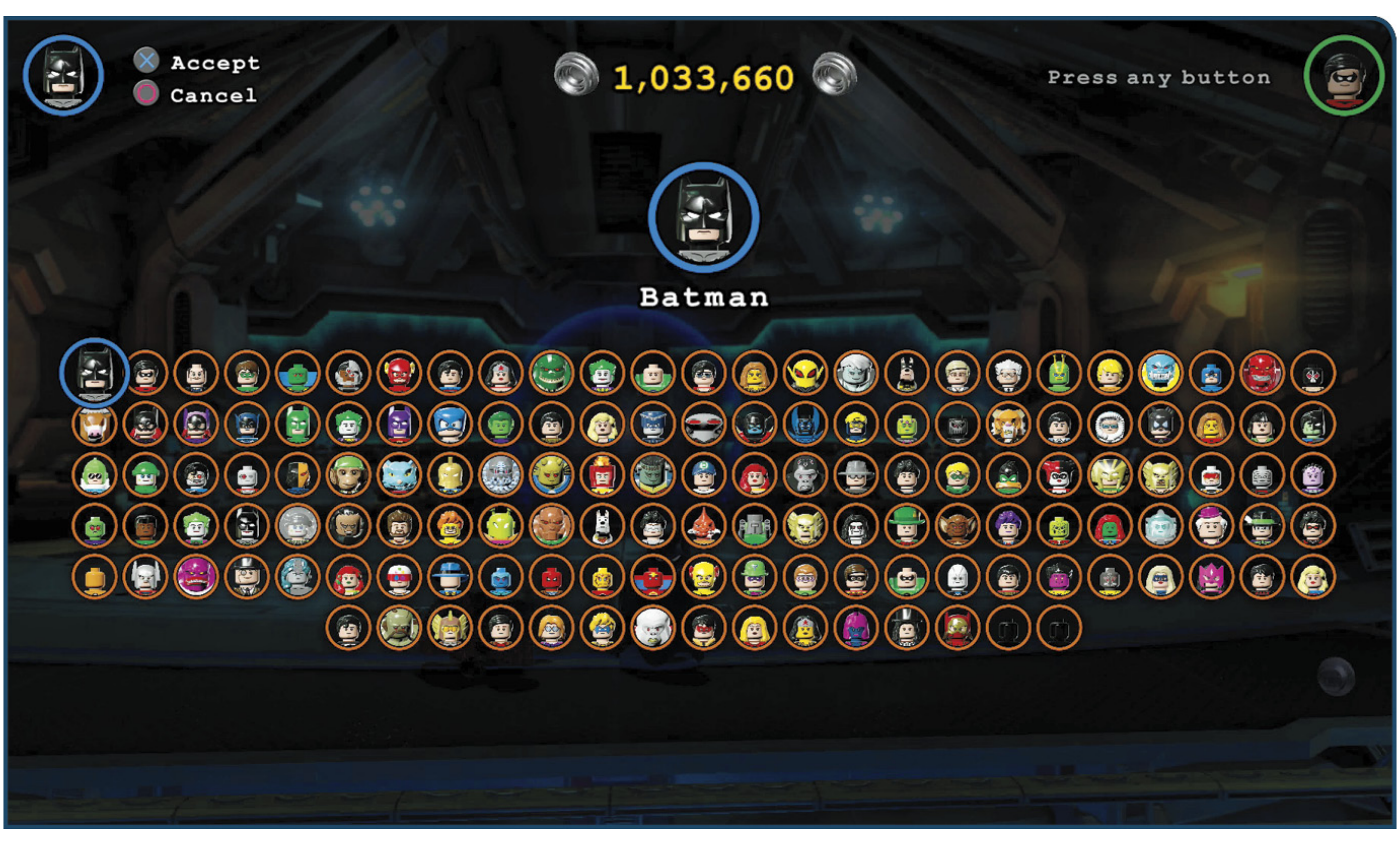


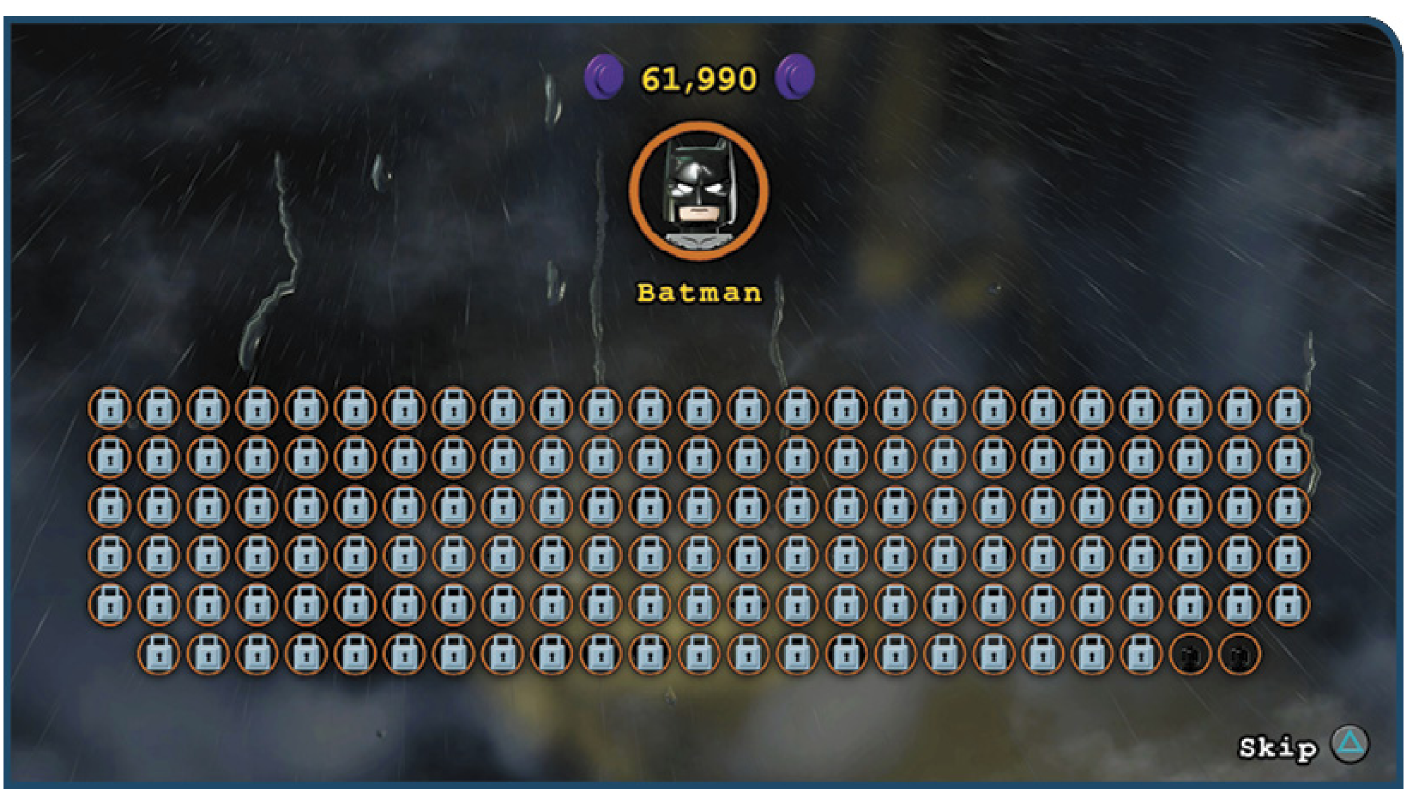
Unlocking Characters

Practically every hero, villain, and supporting character that appears in *LEGO Batman 3* can be unlocked and used during Free Play. The first several characters that you unlock are the heroes and villains that you control as you play through the game's story.



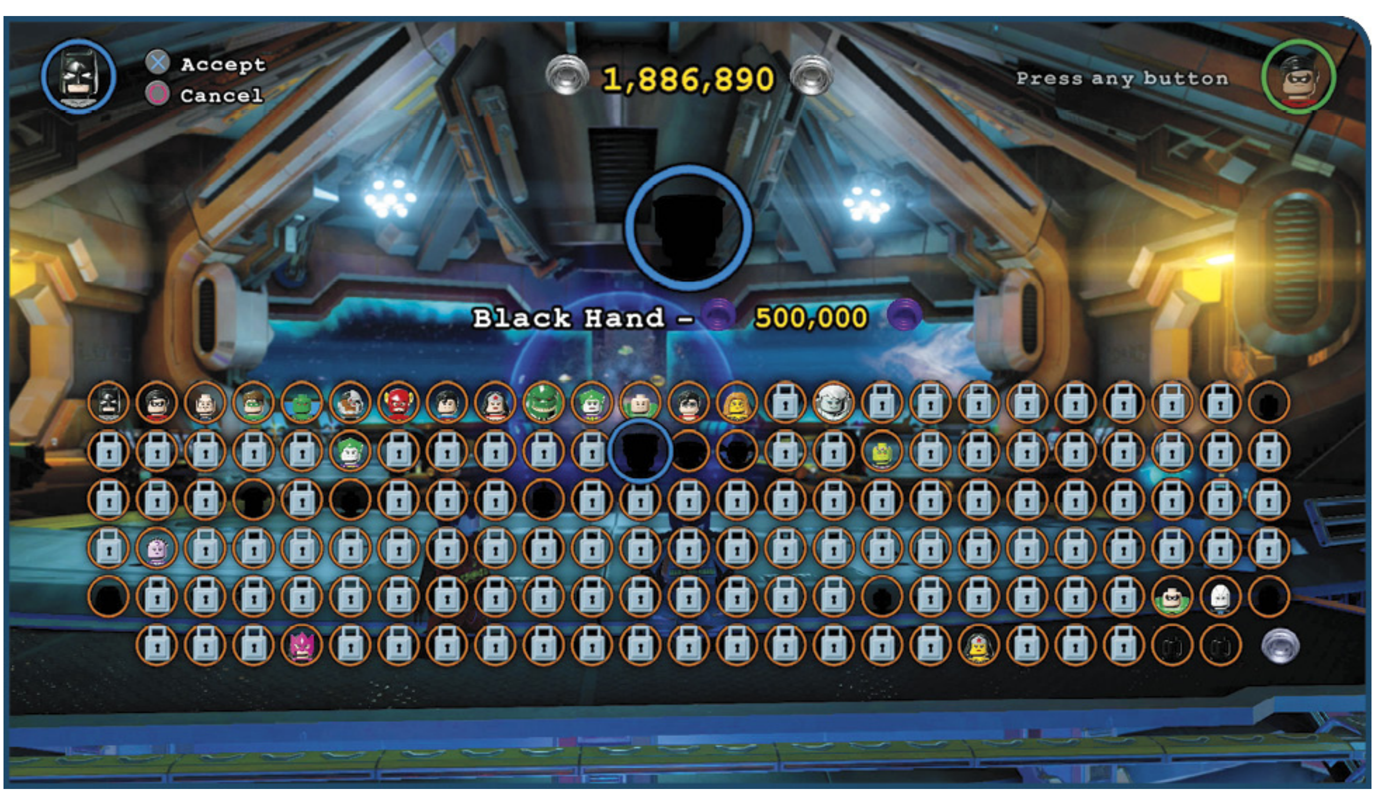
UNLOCKING CHARACTERS THROUGH STORY MODE

Each time you beat a mission in Story Mode, you unlock all of the characters that you used during that mission. By the time you complete the story, you have a small army of super beings on your side! You may then revisit the missions and explore the hubs with these heroes in Free Play, using their combined powers to unlock many more characters and goodies.



UNLOCKING CHARACTERS THROUGH TOKENS

Story Mode characters unlock automatically as you play, but unlocking other characters is a two-step process. First, you need to find each character's Token. Three Character Tokens can be found in every level, and many more are hidden around the hubs.

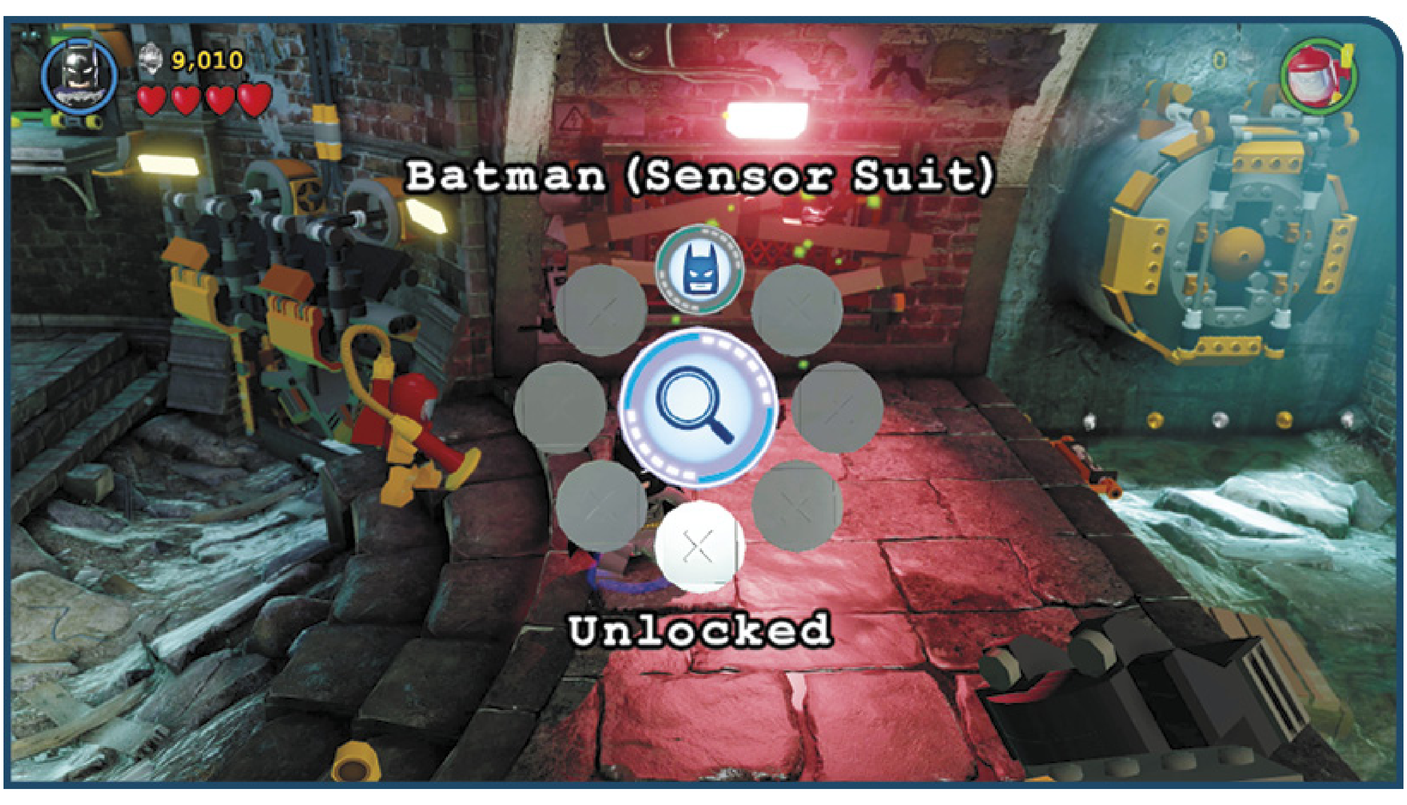


After you've found a character's Token, the second step is to purchase that character by spending some of your studs. Simply hold the Tag button to view all of your characters. Any characters that look like shadows are ones that you've unlocked but haven't yet purchased. Select the character to see how many studs it takes to unlock it, then decide if you wish to spend your studs on them. The character descriptions on the following pages can help you decide which ones are worth buying first!

> You can only purchase characters while you're in a hub area. Characters can't be purchased during missions, even in Free Play.

UNLOCKING SUITS

Batman, Robin, Cyborg, Lex Luthor, and The Joker can all equip high-tech gadget suits that change their abilities to help them achieve superhuman feats. In fact, these characters must find and use suits in order to complete their missions. Like Story characters, you naturally unlock every special suit as you play through Story Mode.



The following table reveals every suit, along with the abilities that they bestow and the characters that can wear them. See the following "Character Abilities" section for descriptions of every ability.

Suit Abilities and Users

Suit	Suit Abilities	Who Can Wear It
Arctic Suit	Freeze cannon	Batman
Decoy Suit	Summon minion	The Joker, Lex Luthor
Demolition Suit/Power Suit	Explosive attacks	Batman, Cyborg, The Joker
Dive Suit	Dive, laser	Robin
Electricity Suit	Electricity drain/charge	Batman, Cyborg, The Joker
Flower Suit	Mind control	The Joker
Giant Suit	Fire resistance, goo resistance, self-healing, super-strength	Cyborg, Lex Luthor
Hazard Suit	Goo resistance, vacuum LEGO bricks	Robin, Lex Luthor
Helmet Suit	Mind control	Robin
Illumination Suit	Illuminate (after charging)	Robin, The Joker
Magnet Suit	Magnetic	Robin, Cyborg, The Joker
Scuba Suit	Dive	Batman
Sensor Suit	Stealth, super senses, X-ray vision	Batman
Shield Suit	Fire resistance, deflection	Lex Luthor
Sonar Suit	Sonar	Batman, Cyborg
Space Suit	Flight (after fueling), laser	Batman, Cyborg, Lex Luthor
Sphere Suit	Sphere shape	Robin, The Joker
Stealth Suit	Stealth	Cyborg, Lex Luthor
Techno Suit	Techno	Robin, Lex Luthor

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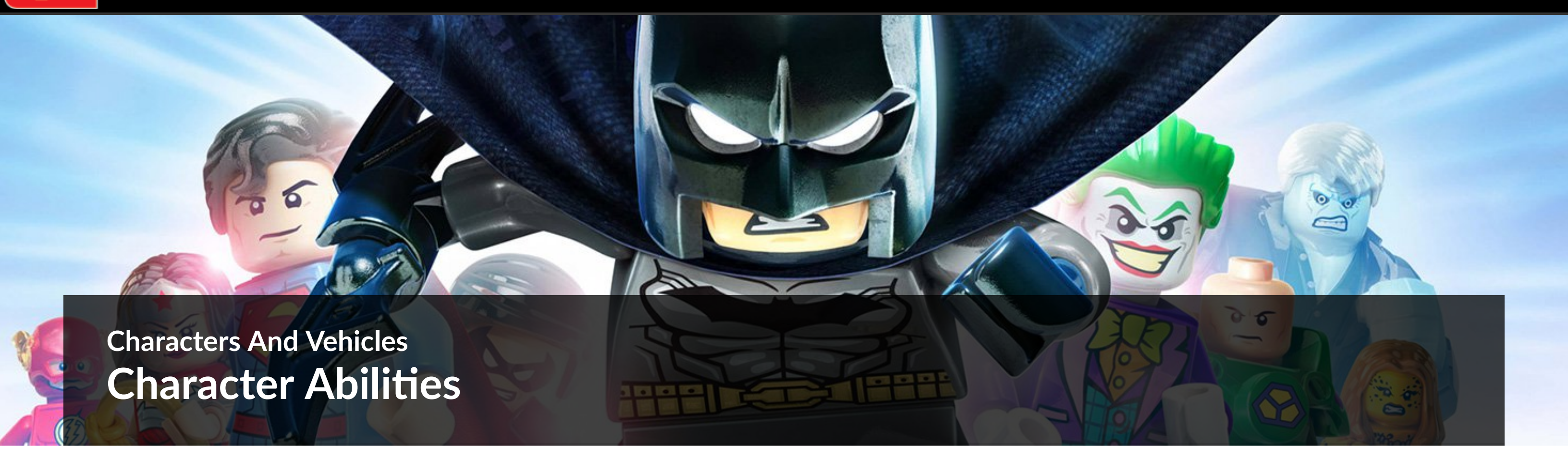

Character Abilities

Most characters possess at least one ability that adds to their value. The more abilities that a character has, the more valuable that character is during Free Play and hub explorations. Here's a quick rundown of all of the different abilities that characters can possess:

Character Abilities

Burrow	• Solomon Grundy and Swamp Thing can burrow into special swampy spots and discover useful objects that are buried deep underground.
Deflection	• Wonder Woman automatically uses her bracelets to deflect incoming attacks, preventing damage. She can also use her bracelets to activate shield deflect pads and redirect lasers, potentially destroying nearby gold objects. Other characters, such as Lanterns, can raise energy shields to deflect attacks and prevent damage as well.
Dig	• Many characters can dig in suspicious mounds of dirt, discovering valuable items or objects. Alfred, Cheetah, and most Lantern characters can dig.
Dive	• Aquaman and Killer Croc can dive underwater and explore the depths, as can Batman and Robin once they find their Scuba/Dive Suits.
Double Jump	• Certain acrobatic characters, such as Robin, can jump a second time in midair. This helps them reach greater heights.
Electricity	• Batman and Cyborg are insulated against electricity while wearing their Electricity Suits. They can drain the charge from one electric panel and deposit the charge into another, for a variety of effects. Shazam! and Black Adam are also naturally insulated from electricity and can instantly power any electric panel with their electricity beams.
Explosive Attacks	• Batman can destroy silver LEGO objects with explosive attacks fired from his Power Suit. Other characters, like Cyborg and The Joker, have Demolition Suits that accomplish the same feat.
Fast Build	• Some characters, like Superman and The Flash, are able to build objects out of hopping LEGO bricks much faster than others. This ability can be given to any hero by unlocking and purchasing the Fast Build Red Brick.
Fire Resistant	• Some characters are immune to fire, such as Superman. Others have special items that let them walk through fire, like Alfred's serving tray.
Flash-Build	• Some characters can use Flash-Build pads to swiftly build larger objects out of other objects in the vicinity. No smashing required!
Flight	• Many characters possess the freeing ability to fly about and hover in midair. It makes exploring much easier!
Freeze Cannon/Super-Breath/Water Spray	• Characters that can spray water (like Aquaman) can put out LEGO fires. Characters with super-breath (like Superman) and characters that use a freeze cannon (like Batman does while wearing his Arctic Suit) can also put out fires, and they can immobilize enemies and freeze rushing water as well, for a variety of benefits.
Glide	• Batman and other characters can glide through the air, making a long, slow descent to cross long gaps and reach remote locations.
Goo Resistant	• Characters that can wear Hazard Suits, such as Robin and Lex Luthor, can walk right through toxic goo without suffering any harm. Other characters are also naturally immune to goo, such as Superman and Killer Croc.
Grapple	• Several characters can grapple and pull on orange hooks, for a variety of benefits.
Hatch Travel	• Some characters, like Martian Manhunter and Plastic Man, can change their shape to slip through special hatches and reach new areas. Other characters, like Beast Boy and the Atom, can also travel through these hatches by shape-shifting or by shrinking themselves down.
Illumination	• Robin and The Joker's Illumination Suits let them light up pitch-dark areas, discovering hidden items and objects. Use a charging station to fill the Illumination Suit full of power, then conserve it for when you need it.
Invincibility	• Invincible characters such as Superman cannot be harmed.
Lantern's Ring	• Only Lantern characters, such as Green Lantern and Star Sapphire, can activate Lantern pads and construct useful objects through the power of their rings. Lanterns can also fire a laser from their rings, but it has no effect on gold LEGO objects.
Laser/Heat Vision	• Many characters, such as Superman and Cyborg, posses these powerful ranged attacks, which can overheat and destroy gold LEGO objects, and also cut shapes out of gold LEGO walls.
Magnetic	• Certain characters are able to manipulate blue magnetic LEGO objects, for a variety of benefits. Robin and Cyborg can do this while wearing their Magnet Suits.
Mind Control	• Characters such as Brainiac and Martian Manhunter can control the minds of the weak-willed. Use their powers of mind control to force other characters to do your bidding.
Plant Portal	• Only Poison Ivy can travel through rare plant portals to reach special locations.
Plastic Man Transformation	• Plastic Man can use Plastic Man pads to transform into various shapes and objects.
Portal Travel	• Only Martian Manhunter and Miss Martian can travel through special green portals to reach special areas.
Rush/Chain Attack	• Characters such as The Flash, Cheetah, Bronze Tiger, Kid Flash, Reverse Flash, and Fierce Flame can target multiple enemies or objects and attack them in succession.
Self-Healing	• Many strong characters, including Superman and Solomon Grundy, automatically recover health hearts over time.
Shrink	• Brainiac can miniaturize black LEGO objects with his high-tech shrink ray. The Atom can shrink himself down at will to enter and explore tight spaces more easily.
Sonar	• A handful of characters can use sonar to shatter glass LEGO objects. Batman and Cyborg can do this while wearing their Sonar Suits.
Sphere Shape	• Characters that have a Sphere Suit (like Robin) can curl into a ball and activate sphere sockets. Green Lantern can also do this by surrounding himself in a sphere construct.
Stealth	• Batman can become stealthy and slip past security cameras through the use of his Sensor Suit. Other characters, like Cyborg and Lex Luthor, can use Stealth Suits for a similar benefit.
Summon Minion	• Lex Luthor and The Joker can use their Decoy Suits to summon lowly minions that aid them in battle. Lex calls for formidable Lexbots, while The Joker whips out his trademark Joker teeth.
Super Senses	• Many characters can use super senses to detect hidden items or objects in the environment. Batman can do this while wearing his Sensor Suit, while other characters can do this at any time, such as Martian Manhunter. Characters with this ability often also possess X-ray vision.
Super-Speed	• This passive ability causes characters like The Flash to move and attack much faster than normal. Characters with this ability can activate treadmills to power objects through kinetic energy.
Super-Strength	• Large characters, like Killer Croc and Solomon Grundy, possess super-strength. This lets them smash through cracked walls and rip apart objects that have green handles. The Giant Suit gives other characters super-strength, including Cyborg and Lex Luthor, while certain normal-sized characters also possesses super-strength (like Superman).
Super Suits	• Batman, Robin, Cyborg, Lex Luthor, and The Joker can all wear high-tech gadget suits that give them access to new abilities. These characters can change suits at any time to adapt to different situations. See the previous "Unlocking Suits" section for details.
Techno	• Characters with a Techno Suit (like Robin and Lex Luthor) can hack techno panels. These characters can also use a remote controlled Toy Wonder to activate Toy Wonder panels. Some tech-savvy characters can hack techno panels without the aid of a Techno Suit (such as Martian Manhunter or Brainiac), but these characters can't call upon a Toy Wonder to activate Toy Wonder panels.
Transform	• Some characters can transform, such as Martian Manhunter to Martian Manhunter (True Form) and Superman to Clark Kent.
Twirl Pole	• Robin can toss his twirl pole into wall sockets and then flip from his pole like an acrobat to reach special areas. Other characters can flip along twirl poles but do not possess one that can be thrown and lodged into wall sockets. Green Arrow's arrows can also be lodged into wall sockets.
Wall Jump	• A few characters, like The Flash, can jump between parallel walls to reach greater heights.
X-ray Vision	• Some characters, like Superman and Martian Manhunter, have the ability to peer through green LEGO walls and manipulate their inner workings. Batman can also do this while wearing his Sensor Suit.

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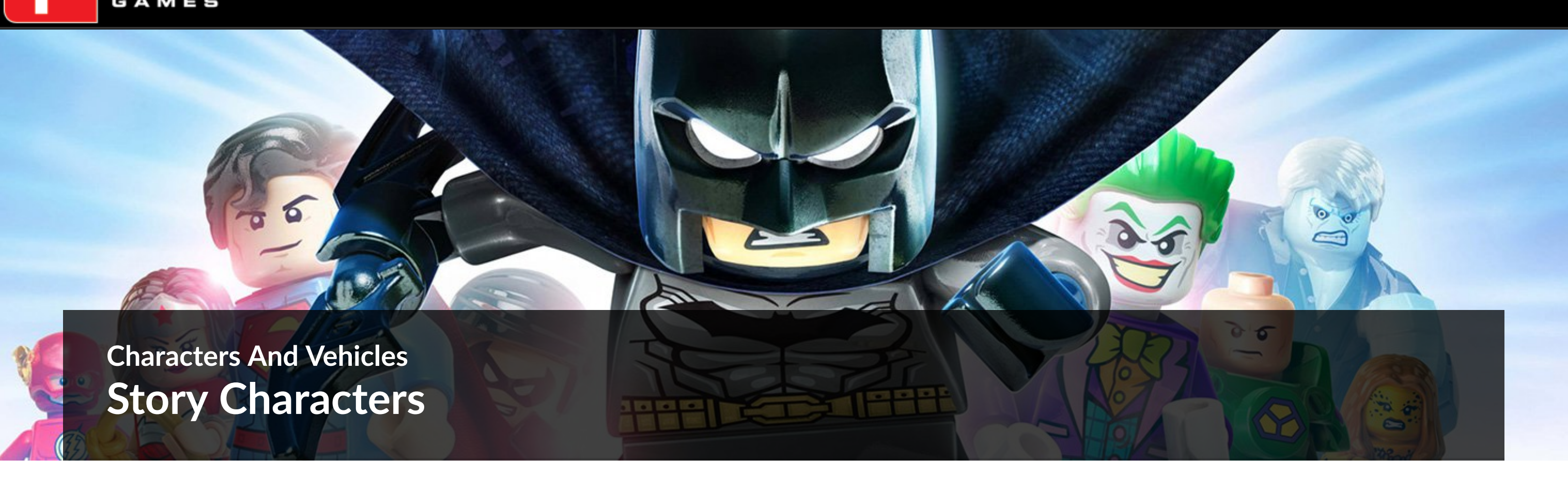


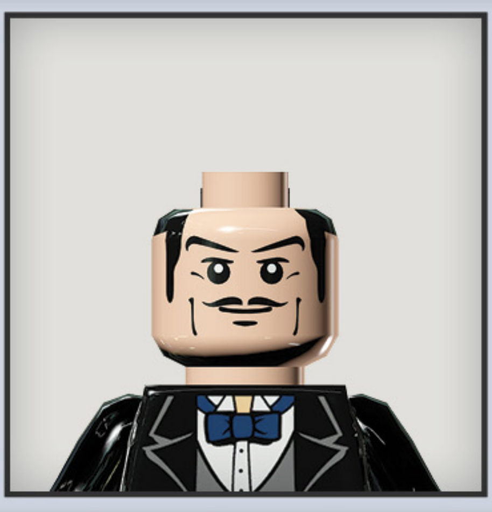
Characters And Vehicles

Story Characters

You unlock all of the following characters—and all of their super suits—as you progress through Story Mode. Finish the story to unlock them all!

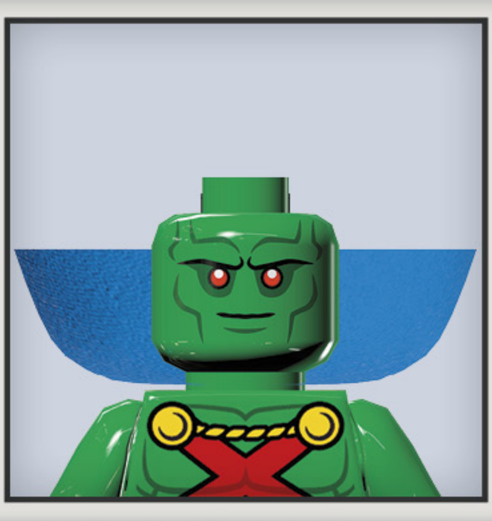
Batman

Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Glide, grapple, super suits
How to unlock: Story Mode progression



Alfred

Melee weapon: Serving tray
Ranged weapon: Serving tray
Abilities: Fire resistant, dig, deflection
How to unlock: Story Mode progression



Martian Manhunter

Melee weapon: Punches
Ranged weapon: Heat vision
Abilities: Flight, hatch access, heat vision, mind control, portal travel, self-healing, super senses, super-strength, techno, X-ray vision
How to unlock: Story Mode progression

The Flash

Melee weapon: Punches, super spin
Ranged weapon: Rush attack
Abilities: Fast build, Flash-Build, super-speed, twirl pole (flip only), wall jump
How to unlock: Story Mode progression

Wonder Woman (Cheetah Disguise)

Melee weapon: Punches
Ranged weapon: Tiara
Abilities: Deflection, fire resistant, flight, grapple, mind control, twirl pole (flip only), wall jump
How to unlock: Story Mode progression

Robin

Melee weapon: Punches
Ranged weapon: Twirl pole
Abilities: Double jump, grapple, super suits, twirl pole, wall jump
How to unlock: Story Mode progression

Green Lantern

Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection, dig, flight, grapple, Lantern's ring, sphere shape
How to unlock: Story Mode progression

Cyborg

Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Grapple, laser, super suits, techno
How to unlock: Story Mode progression

Superman

Melee weapon: Punches, super-breath
Ranged weapon: Heat vision
Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, heat vision, invincibility, self-healing, super-breath, super-speed (treadmills only), super-strength, X-ray vision
How to unlock: Story Mode progression

Killer Croc

Melee weapon: Bites and punches
Ranged weapon: Sonic clap
Abilities: Dive, fire resistant, goo resistant, self-healing, super-strength
How to unlock: Story Mode progression

Wonder Woman

Melee weapon: Punches
Ranged weapon: Tiara
Abilities: Deflection, fire resistant, flight, grapple, mind control, twirl pole (flip only), wall jump
How to unlock: Story Mode progression

The Joker

Melee weapon: Punches
Ranged weapon: Machine gun
Abilities: Goo resistant, grapple, super suits
How to unlock: Story Mode progression

Plastic Man

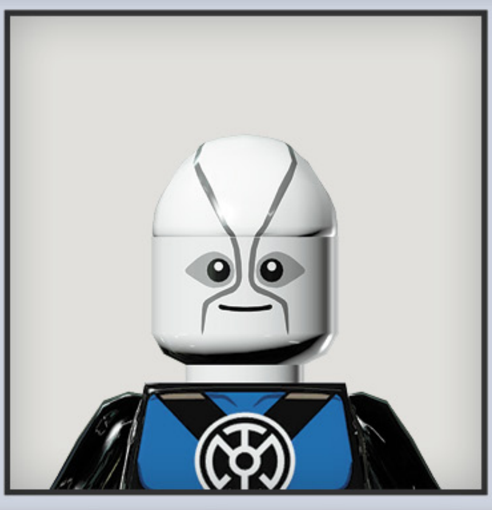
Melee weapon: Punches
Ranged weapon: Stretchy Punch
Abilities: Flight, grapple, hatch travel, transform, twirl pole (flip only), wall jump
How to unlock: Story Mode progression

Solomon Grundy

Melee weapon: Punches
Ranged weapon: Rock toss
Abilities: Burrow, fire resistant, goo resistant, self-healing, super-strength
How to unlock: Story Mode progression

Indigo–1

Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection (not aim-able), dig, flight, grapple, Lantern's ring
How to unlock: Story Mode progression



Saint Walker

Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection, dig, flight, grapple, Lantern's ring
How to unlock: Story Mode progression

Batman (The Joker Disguise)

Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Grapple
How to unlock: Story Mode progression

Lex Luthor

Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Grapple, super suits
How to unlock: Story Mode progression

Robin (Lex Luthor Disguise)

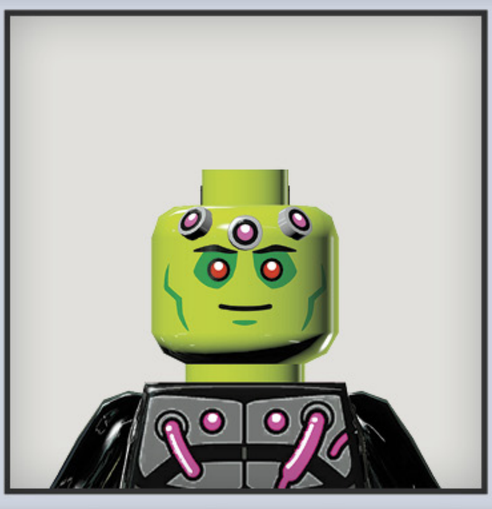
Melee weapon: Punches
Ranged weapon: Twirl pole
Abilities: Double jump, grapple, twirl pole, wall jump
How to unlock: Story Mode progression

Cheetah

Melee weapon: Claw swipes
Ranged weapon: Rush attack
Abilities: Dig, twirl pole (flip only), wall jump
How to unlock: Story Mode progression

Star Sapphire

Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection (not aim-able), dig, flight, grapple, Lantern's ring
How to unlock: Story Mode progression



Brainiac

Melee weapon: Punches
Ranged weapon: Shrink ray blasts/beam
Abilities: Mind control, shrink "other characters only", techno
How to unlock: Complete Story Mode

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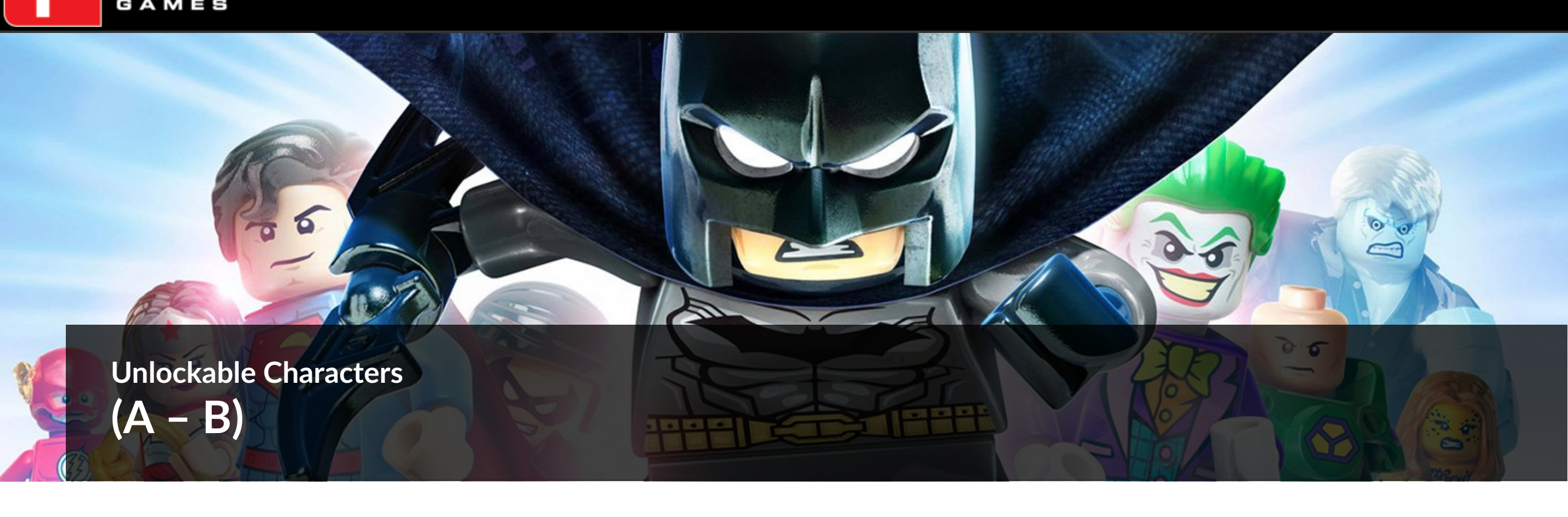


Unlockable Characters
(A – B)

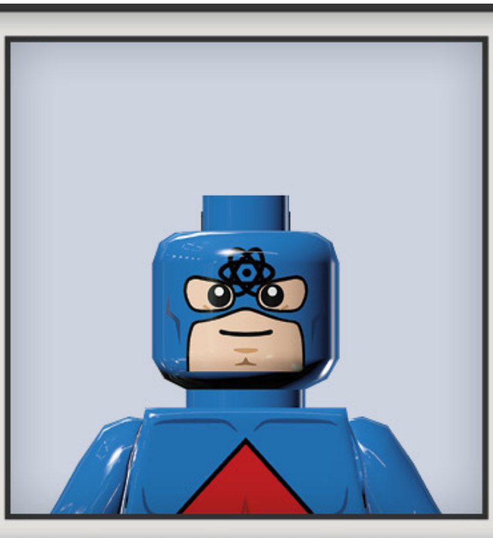
The following characters do not automatically unlock as you play through the story. Instead, you must seek out special Character Tokens that are hidden in the levels and around the hubs. Once you've found a character's Token, you can buy that character with studs. Then you're ready to use them in Free Play!

> A few of these characters are also unlocked by completing the super-secret bonus level. See the "Walkthrough Bonus Level: Same Bat-time! Same Bat-channel!" chapter for details!

Ace the Bat-Hound
Cost: 25,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Dig, super senses
How to unlock: Complete the "Sleep Well" quest
Location: Batcave

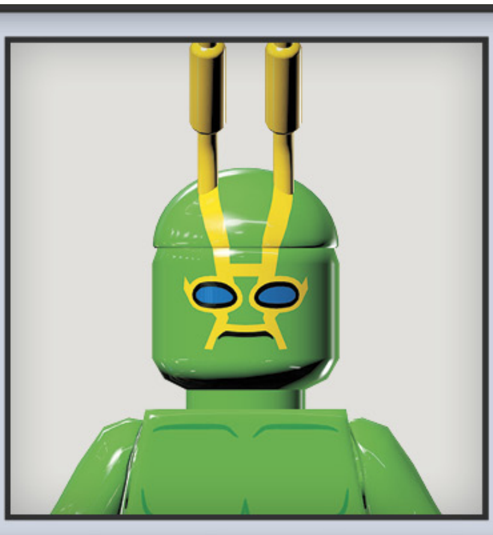
Alfred (1966)
Cost: 45,000
Melee weapon: Serving tray
Ranged weapon: Serving tray
Abilities: Deflection, dig, fire resistant
How to unlock: Collect the Character Token
Location: Batcave

Aquaman
Cost: 250,000
Melee weapon: Punches
Ranged weapon: Water blasts/spray
Abilities: Dive, water spray
How to unlock: Complete the "Croc My Heart" quest
Location: Odym



The Atom
Cost: 25,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Double jump, hatch travel, shrink (self only), twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 5: The Big Grapple

Adam West
Cost: N/A
Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Grapple
How to unlock: Complete all Adam West in Perils!
Location: N/A



Ambush Bug
Cost: 25,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Double jump, goo resistant, hatch travel, twirl pole (flip only), wall jump
How to unlock: Complete the "Walking the Bug" quest
Location: Nok

Arkillo
Cost: 200,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Fire resistant, flight, goo resistant, Lantern's ring, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Level 14: Aw-Qward Situation

Atrocitus
Cost: 1,000,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam, bull construct
Abilities: Fire resistant, flight, goo resistant, Lantern's ring, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Level 12: All the Rage

Batman (1966)
Cost: N/A
Melee weapon: Punches
Ranged weapon: Batarang, Bat-bomb
Abilities: Electricity (drain/charge only), explosive attacks, glide, grapple, stealth, super senses, X-ray vision
How to unlock: Complete the bonus level
Location: Bonus: Same Bat-time! Same Bat-channel!

Batman (Zur-En-Arrh)
Cost: 25,000
Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Glide, grapple, techno
How to unlock: Collect the Character Token
Location: Batcave

Batgirl
Cost: 225,000
Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Grapple, twirl pole (flip only), wall jump
How to unlock: Complete the "Lost in Translation" quest
Location: Batcave

Black Canary
Cost: 20,000
Melee weapon: Punches
Ranged weapon: Sonic shout
Abilities: Sonar, twirl pole (flip only), wall jump
How to unlock: Complete the "Canary's Cure" quest
Location: Watchtower

Beast Boy
Cost: 150,000
Melee weapon: Bites and punches
Ranged weapon: Sonic clap
Abilities: Dig, dive, flight, hatch travel, self-healing, super-strength, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 5: The Big Grapple

Bane
Cost: 100,000
Melee weapon: Punches
Ranged weapon: Sonic clap
Abilities: Fire resistant, goo resistant, self-healing, super-strength, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 1: Pursuers in the Sewers

Batgirl (1966)
Cost: N/A
Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Grapple, twirl pole (flip only), wall jump
How to unlock: Complete the bonus level
Location: Bonus: Same Bat-time! Same Bat-channel!

Batman (Darkest Knight)
Cost: 150,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection, dig, flight, grapple, Lantern's ring, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Batcave

Bat-Mite
Cost: N/A
Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Fast-build, flight, Flash-Build, grapple, hatch-travel, self-healing
How to unlock: Complete all of Bat-Mite's fetch quests and complete "Proof is in the Pummeling" quest

Black Adam
Cost: 250,000
Melee weapon: Punches
Ranged weapon: Electric bolts/beams
Abilities: Electricity, fast-build, flight, Flash-Build, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Watchtower

Black Hand
Cost: 500,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection, dig, flight, grapple, Lantern's ring
How to unlock: Collect the Character Token
Location: Level 11: Jailhouse Nok

Bat-Cow
Cost: 50,000
Melee weapon: Head-butt, jump-kick (when jumping)
Ranged weapon: None
Abilities: None
How to unlock: Complete "The Cow Jumped Over the Moon" quest
Location: Okaara

Bruce Wayne
Cost: 25,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Super senses, techno
How to unlock: Collect the Character Token
Location: Batcave

Black Manta
Cost: 50,000
Melee weapon: Punches
Ranged weapon: Blasts, heat vision
Abilities: Dive, heat vision, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 1: Pursuers in the Sewers

Blue Beetle
Cost: 50,000
Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Flight, laser, super senses, techno, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 10: A Blue Hope

Brainiac Minion
Cost: 15,000
Melee weapon: Punches
Ranged weapon: Blast
Abilities: Goo resistant, hatch travel
How to unlock: Collect the Character Token
Location: Level 6: The Lantern Menace

Bleez
Cost: 120,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection, flight, grapple, Lantern's ring, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 12: All the Rage

Booster Gold
Cost: 1,250,000
Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Flight, laser, super senses, techno, twirl pole (flip only), wall jump
How to unlock: Complete the "No Gold, No Glory" quest
Location: Watchtower

Bronze Tiger
Cost: 75,000
Melee weapon: Claw swipes
Ranged weapon: Rush attack
Abilities: Dig, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Nok

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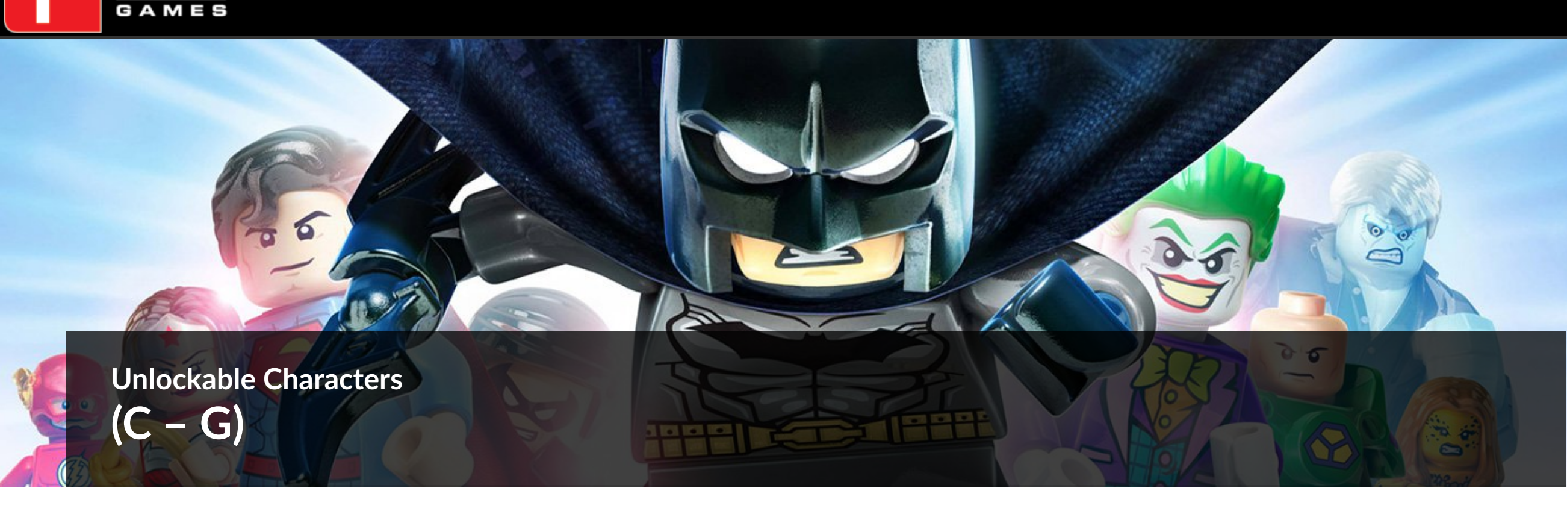

Unlockable Characters
(C – G)

Catwoman

Cost: 350,000
Melee weapon: Claw swipes
Ranged weapon: None
Abilities: Dig, grapple, super senses, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Batcave

Catwoman (Pre-New 52)

Cost: 50,000
Melee weapon: Claw swipes
Ranged weapon: None
Abilities: Dig, grapple, super senses, twirl pole (flip only), wall jump
How to unlock: Complete the “Cat That Got the Gleam” quest
Location: Watchtower

Captain Cold

Cost: 150,000
Melee weapon: Punches
Ranged weapon: Freeze cannon
Abilities: Freeze cannon, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 10: A Blue Hope

Catwoman (1966)

Cost: 125,000
Melee weapon: Claw swipes
Ranged weapon: None
Abilities: Dig, grapple, super senses, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Bonus: Same Bat-time! Same Bat-channel!

Cheetah (Robin Disguise)

Cost: 5,000
Melee weapon: Claw swipes
Ranged weapon: Rush attack
Abilities: Dig, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Oa

Cyborg Superman

Cost: 2,500,000
Melee weapon: Punches, super-breath
Ranged weapon: Heat vision
Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, grapple, heat vision, self-healing, super-breath, super-strength, techno, X-ray vision
How to unlock: Collect the Character Token
Location: Level 15: Breaking the Ice

Deathstroke

Cost: 450,000
Melee weapon: Sword
Ranged weapon: Blasts, twirl pole
Abilities: Self-healing, super senses, techno, twirl pole, wall jump
How to unlock: Collect the Character Token
Location: Level 8: Big Trouble in Little Gotham

Cheshire

Cost: 10,000
Melee weapon: Claw swipes
Ranged weapon: None
Abilities: Dig, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 7: Europe Against It!

Doomsday

Cost: 1,250,000
Melee weapon: Punches
Ranged weapon: Sonic clap
Abilities: Fire resistant, goo resistant, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Hall of Doom

Condiment King

Cost: 50,000
Melee weapon: Punches
Ranged weapon: Condiment blasts/spray
Abilities: Laser
How to unlock: Complete the “Saucy Showdown” quest
Location: Watchtower

Dex-Starr

Cost: 85,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Dig, flight, grapple, Lantern’s ring, twirl pole (flip only), wall jump
How to unlock: Complete the “Territory Trouble” quest
Location: Ysmault

Composite Superman

Cost: 1,500,000
Melee weapon: Punches, super-breath
Ranged weapon: Heat vision
Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, grapple, heat vision, self-healing, super-breath, super senses, super-strength, techno, X-ray vision
How to unlock: Collect the Character Token
Location: Level 15: Breaking the Ice

Croc Henchman

Cost: 10,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Goo resistant
How to unlock: Collect the Character Token
Location: Level 1: Pursuers in the Sewers

Detective Chimp

Cost: 65,000
Melee weapon: Banana
Ranged weapon: None
Abilities: Super senses, techno, twirl pole (flip only), wall jump, X-ray vision
How to unlock: Complete “The Secret of Chimpanzees” quest
Location: Batcave

Doctor Fate

Cost: 350,000
Melee weapon: Punches
Ranged weapon: Blasts/laser
Abilities: Flight, hatch travel, laser
How to unlock: Collect the Character Token
Location: Level 6: The Lantern Menace

Etrigan

Cost: 650,000
Melee weapon: Punches
Ranged weapon: Fireballs, laser, sonic blast
Abilities: Fire resistant, goo resistant, laser, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Hall of Doom

Deadshot

Cost: 750,000
Melee weapon: Nightsticks
Ranged weapon: Blasts
Abilities: Grapple, super senses, techno, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 8: Big Trouble in Little Gotham

The Fierce Flame

Cost: 1,000
Melee weapon: Punches, super spin
Ranged weapon: Rush attack
Abilities: Fast build, Flash-Build, super-speed, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Okaara

Firestorm

Cost: 350,000
Melee weapon: Punches
Ranged weapon: Fireballs, flamethrower
Abilities: Fire resistant, flight, laser, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Hall of Justice

Geoff Johns

Cost: 25,000
Melee weapon: Punches
Ranged weapon: Laser
Abilities: Dive, flight, freeze cannon, goo resistant, super senses
How to unlock: Collect the Token during VR mission “Survival”
Location: Batcave or Watchtower VR Missions

Gorilla Grodd

Cost: 250,000
Melee weapon: Punches
Ranged weapon: Sonic roar
Abilities: Fire resistant, goo resistant, self-healing, super-strength, techno
How to unlock: Complete the “My Super-sized Ex-Girlfriend” quest
Location: Odym

Grayson

Cost: 130,000
Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Grapple, stealth, super senses, techno, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Batcave

Green Loontern

Cost: 50,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Dig, flight, grapple, Lantern’s ring, twirl pole (flip only), wall jump
How to unlock: Complete all Loontern quests (20 in all)
Location: Multiple hubs

Firefly

Cost: 25,000
Melee weapon: Punches
Ranged weapon: Fireballs, flamethrowers
Abilities: Fire resistant, flight, laser
How to unlock: Collect the Character Token
Location: Qward

Frankenstein

Cost: 135,000
Melee weapon: Gun, sword
Ranged weapon: Machine gun
Abilities: Fire resistant, goo resistant, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Hall of Doom

Giganta

Cost: 1,250,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Fire resistant, goo resistant, self-healing, super-strength (no green handles)
How to unlock: Complete the “Getting Over Groddy-Poos” quest
Location: Odym

The Gray Ghost

Cost: 500,000
Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Glide, grapple, super senses
How to unlock: Collect the Character Token
Location: Batcave

Green Arrow

Cost: 300,000
Melee weapon: Punches
Ranged weapon: Arrows
Abilities: Double jump, grapple, super senses, techno, twirl pole, wall jump
How to unlock: Collect the Character Token
Location: Level 4: Space Station Infestation

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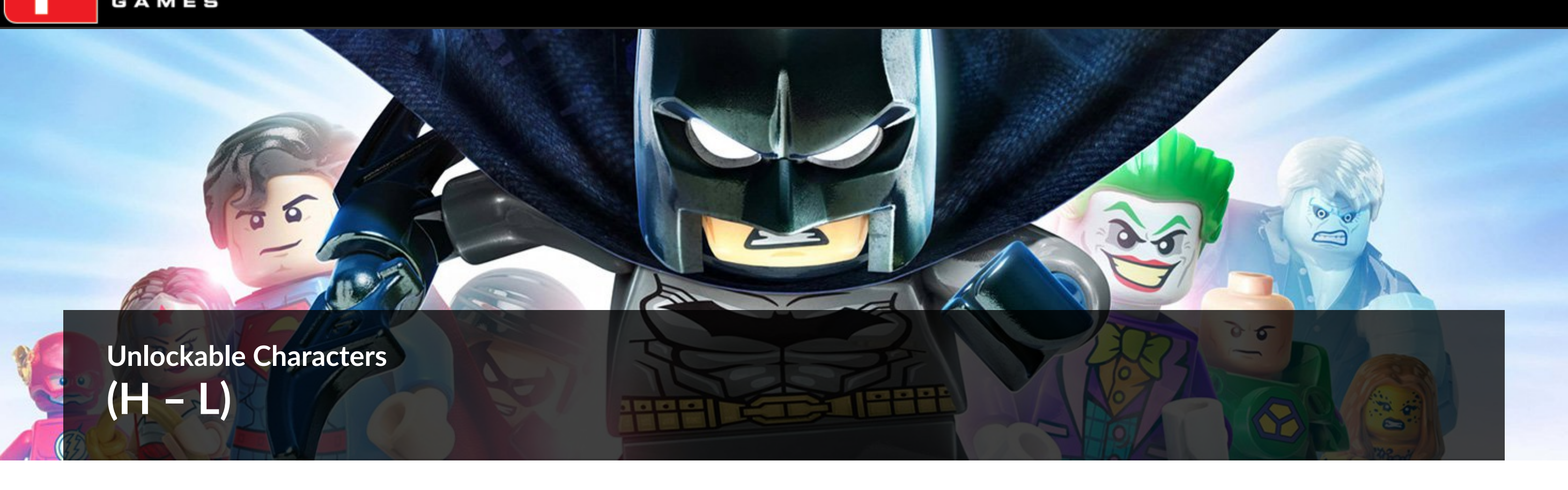
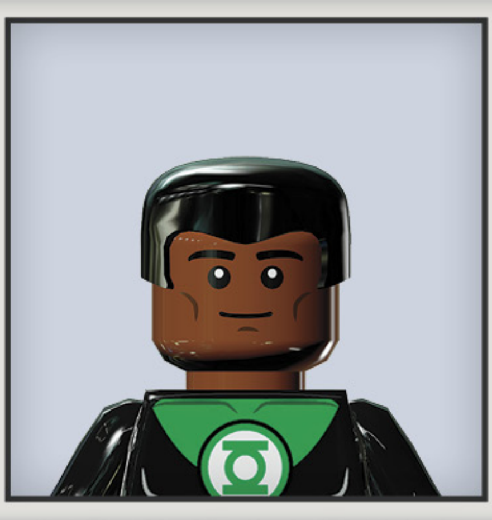


Unlockable Characters
(H – L)

Harley Quinn
Cost: 120,000
Melee weapon: Hammer, spin attack
Ranged weapon: None
Abilities: Twirl pole (flip only)
How to unlock: Complete the "Five Studs, Please" quest
Location: Hall of Doom

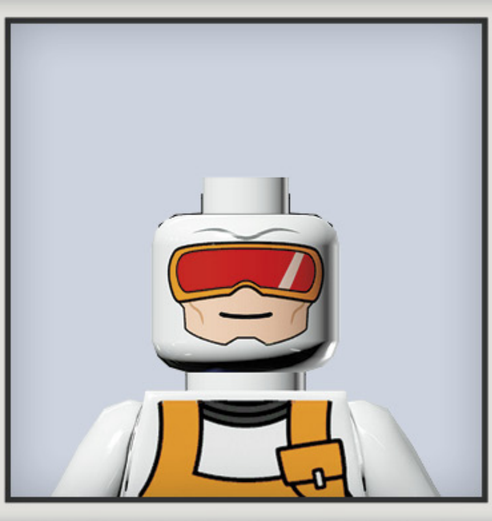
Indigo Tribe Warrior
Cost: 25,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Goo resistant
How to unlock: Collect the Character Token
Location: Level 11: Jailhouse Nok



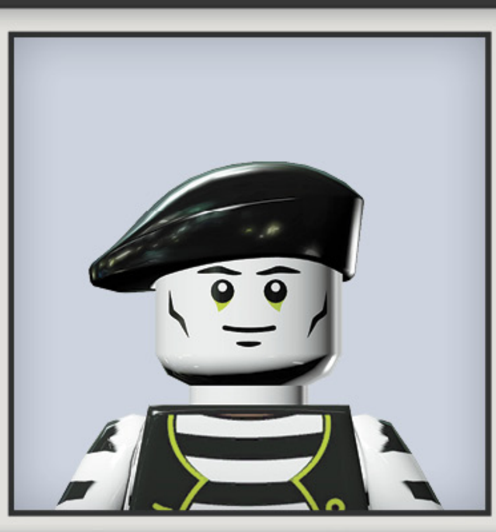
John Stewart
Cost: 250,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection, dig, flight, grapple, Lantern's ring
How to unlock: Collect the Character Token
Location: Level 4: Space Station Infestation

The Joker (Batman Disguise)
Cost: 25,000
Melee weapon: Punches
Ranged weapon: Machine gun
Abilities: Goo resistant, grapple
How to unlock: Collect the Character Token
Location: Oa

Hawkgirl
Cost: 25,000
Melee weapon: Mace
Ranged weapon: Mace (thrown)
Abilities: Flight, twirl pole (flip only)
How to unlock: Collect the Character Token
Location: Level 3: Space suits you, Sir!

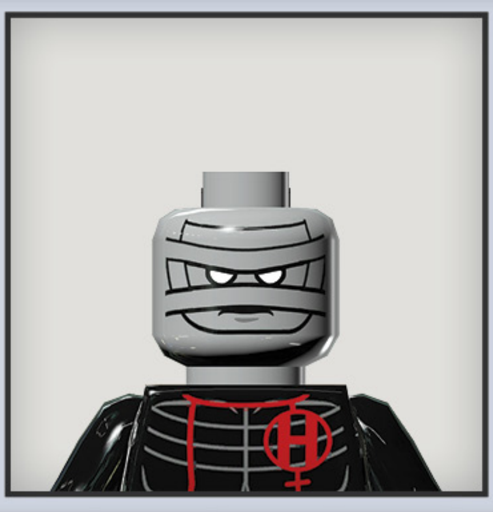


Heat Wave
Cost: 32,500
Melee weapon: Punches
Ranged weapon: Fireballs, flamethrower
Abilities: Fire resistant, laser, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Ysmault



The Joker Mime Henchman
Cost: 3,500
Melee weapon: Punches
Ranged weapon: Blast
Abilities: Goo resistant
How to unlock: Collect the Character Token
Location: Hall of Justice

Hawkman
Cost: 50,000
Melee weapon: Mace
Ranged weapon: Mace (thrown)
Abilities: Flight
How to unlock: Collect the Character Token
Location: Hall of Justice



Hush
Cost: 25,000
Melee weapon: Punches
Ranged weapon: Machine guns
Abilities: Super senses, techno, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 2: Breaking BATS!

Jim Lee
Cost: 25,000
Melee weapon: Punches
Ranged weapon: Pen toss
Abilities: Flight
How to unlock: Collect the Token during VR mission "Ringmaster 2"
Location: Batcave or Watchtower VR Missions

The Joker (1966)
Cost: N/A
Melee weapon: Punches
Ranged weapon: Machine gun
Abilities: Goo resistant, grapple
How to unlock: Complete the bonus level
Location: Bonus: Same Bat-time! Same Bat-channel!

The Joker Clown Henchman
Cost: 3,500
Melee weapon: Punches
Ranged weapon: Blast
Abilities: Goo resistant
How to unlock: Collect the Character Token
Location: Batcave

The Joker Space Henchman
Cost: 3,500
Melee weapon: Punches
Ranged weapon: Blast
Abilities: Goo resistant
How to unlock: Collect the Character Token
Location: Watchtower

Kalibak
Cost: 125,000
Melee weapon: Punches
Ranged weapon: Sonic clap
Abilities: Fire resistant, goo resistant, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Nok

Kid Flash
Cost: 250,000
Melee weapon: Punches, super spin
Ranged weapon: Rush attack
Abilities: Fast build, Flash-Build, super-speed, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Watchtower

Kilowog
Cost: 250,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam, sonic clap
Abilities: Fire resistance, flight, goo resistance, Lantern's ring, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Level 13: Need for Greed

Larfleeze
Cost: 1,000,000
Melee weapon: Punches
Ranged weapon: Ring blasts/beam
Abilities: Deflection, dig, flight, grapple, Lantern's ring
How to unlock: Collect the Character Token
Location: Level 13: Need for Greed

Lex Luthor (Hawkman Disguise)
Cost: 5,000
Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Grapple
How to unlock: Collect the Character Token
Location: Hall of Justice

Lobo
Cost: 300,000
Melee weapon: Hook/sword, chain/whip, gun
Ranged weapon: Blast
Abilities: Grapple, self-healing
How to unlock: Collect the Character Token
Location: Level 7: Europe Against It!

Kevin Smith
Cost: 125,000
Melee weapon: Punches
Ranged weapon: Megaphone
Abilities: Sonar
How to unlock: Complete the "A Polarizing Decision" quest
Location: Batcave

Killer Moth
Cost: 15,000
Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Flight
How to unlock: Complete the "Protective Insect" quest
Location: Watchtower

Krypto the Super-Dog
Cost: 65,000
Melee weapon: Punches
Ranged weapon: Heat vision
Abilities: Dig, flight, laser, super senses, X-ray vision
How to unlock: Complete the "Hound at the Speed of Sound" quest
Location: Zamaron

Lexbot
Cost: 25,000
Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Flight, goo resistance
How to unlock: Collect the Character Token
Location: Hall of Doom

Lex Luthor
(Wonder Woman Disguise)
Cost: 15,000
Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Grapple
How to unlock: Collect the Character Token
Location: Oa

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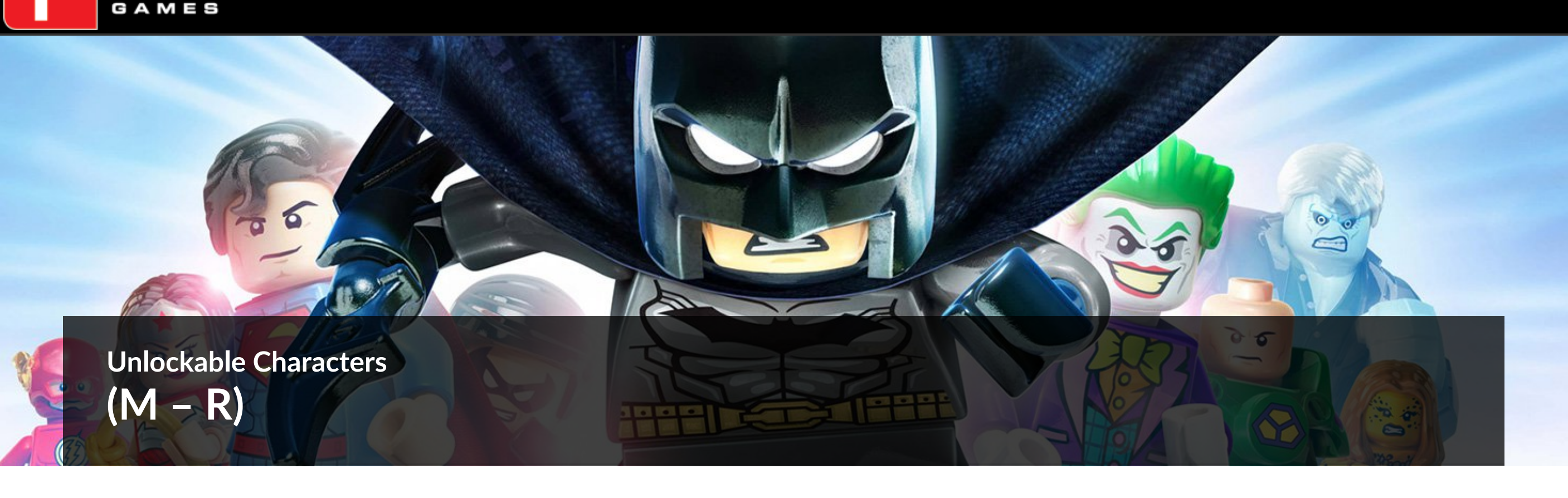


Unlockable Characters
(M – R)

Mad Hatter
Cost: 150,000
Melee weapon: Punches
Ranged weapon: Hat’s price tag
Abilities: Mind control, techno
How to unlock: Collect the Character Token
Location: Level 8: Big Trouble in Little Gotham

Man-Bat
Cost: 25,000
Melee weapon: Punches
Ranged weapon: Sonar blasts
Abilities: Dig, flight, sonar
How to unlock: Collect the Character Token
Location: Level 2: Breaking BATS!

Music Meister
Cost: 45,000
Melee weapon: Microphone
Ranged weapon: Musical blasts
Abilities: Mind control, sonar, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Watchtower

Metallo
Cost: 325,000
Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Fire resistant, goo resistant, laser, techno
How to unlock: Collect the Character Token
Location: Hall of Doom

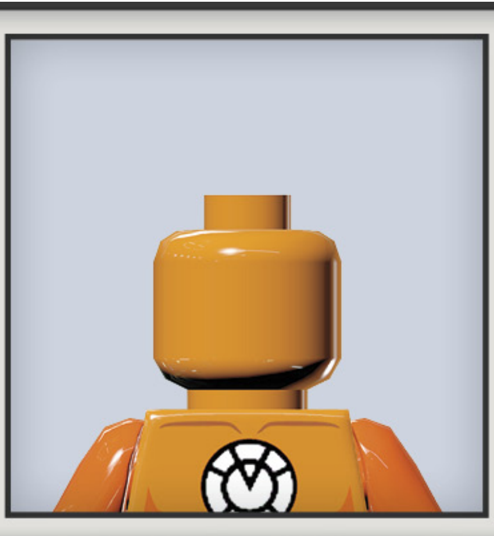
Mr Freeze
Cost: 75,000
Melee weapon: Punches
Ranged weapon: Freeze cannon
Abilities: Freeze cannon
How to unlock: Complete the “Thaw Subject” quest
Location: Qward

Manchester Black
Cost: 30,000
Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Flight, hatch travel, laser, mind control
How to unlock: Collect the Character Token
Location: Level 7: Europe Against It!

Miss Martian
Cost: 50,000
Melee weapon: Punches
Ranged weapon: Heat vision
Abilities: Flight, hatch access, heat vision, mind control, portal travel, self-healing, super senses, techno, twirl pole (flip only), wall jump, X-ray vision
How to unlock: Collect the Character Token
Location: Level 3: Space suits you, Sir!

Mr Mxyzptlk
Cost: 25,000
Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Flash-Build, hatch travel
How to unlock: Complete the “Not-so-scared Crows” quest
Location: Hall of Doom

Nightwing
Cost: 275,000
Melee weapon: Nightsticks
Ranged weapon: Twirl pole
Abilities: Double jump, grapple, twirl pole (flip only), wall jump
How to unlock: Complete the “Rose-tinted Rumble” quest
Location: Batcave



Orange Construct Warrior
Cost: 20,000
Melee weapon: Punches
Ranged weapon: None
Abilities: Goo resistant
How to unlock: Collect the Character Token
Location: Level 13: Need for Greed

Orion
Cost: 750,000
Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Fire resistant, flight, goo resistant, laser
How to unlock: Collect the Character Token
Location: Level 6: The Lantern Menace

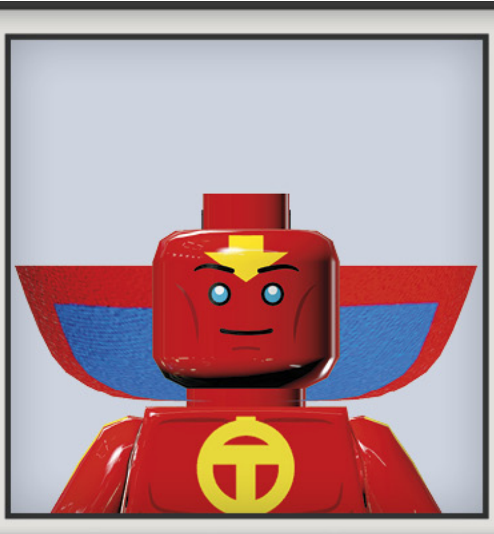
Parasite
Cost: 175,000
Melee weapon: Punches
Ranged weapon: Blast
Abilities: Fire resistant, goo resistant, self-healing, super-strength
How to unlock: Collect the Character Token
Location: Level 9: Power of Love

The Penguin (1966)
Cost: 200,000
Melee weapon: Parasol
Ranged weapon: Parasol blasts, exploding penguins
Abilities: Deflection, explosive attacks, glide
How to unlock: Collect the Character Token
Location: Bonus: Same Bat-time! Same Bat-channel!

Poison Ivy
Cost: 25,000
Melee weapon: Vine whip
Ranged weapon: None
Abilities: Goo resistant, laser (no effect on gold objects), mind control, plant portal, twirl pole (flip only), wall jump
How to unlock: Complete the “Love Stinks” quest
Location: Hall of Doom

The Question
Cost: 8,500
Melee weapon: Punches
Ranged weapon: None
Abilities: Super senses, techno, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Watchtower

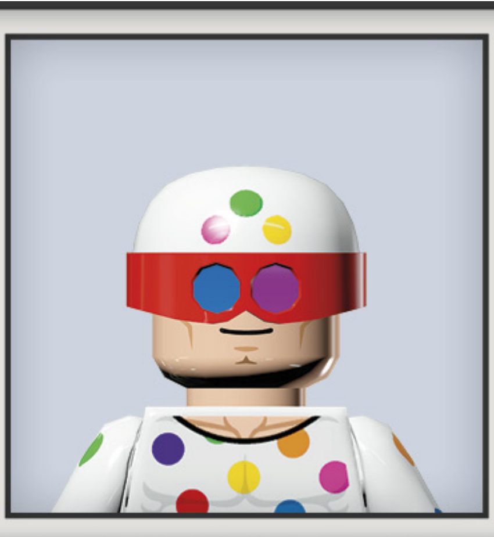
Red Hood
Cost: 250,000
Melee weapon: Punches
Ranged weapon: Machine guns
Abilities: Grapple, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 2: Breaking BATS!



Red Tornado
Cost: 23,500
Melee weapon: Punches
Ranged weapon: Blasts, laser
Abilities: Fire resistant, flight, goo resistant, laser, self-healing, super senses, techno
How to unlock: Collect the Character Token
Location: Hall of Doom

The Penguin
Cost: 135,000
Melee weapon: Parasol
Ranged weapon: Parasol blasts, exploding penguins
Abilities: Deflection, explosive attacks, glide
How to unlock: Complete the “I, Penguin” quest
Location: Hall of Doom

Platinum
Cost: 225,000
Melee weapon: Punches
Ranged weapon: Stretchy punch
Abilities: Grapple, stretchy, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Watchtower



Polka-Dot Man
Cost: 15,000
Melee weapon: Punches
Ranged weapon: Polka dots (thrown)
Abilities: Flight, hatch travel, sphere shape
How to unlock: Complete the “Dot and Bothered” quest
Location: Batcave

Reach Warrior
Cost: 5,000
Melee weapon: Punches
Ranged weapon: Blasts
Abilities: Goo resistant
How to unlock: Collect the Character Token
Location: Level 10: A Blue Hope

Red Lantern Warrior
Cost: 10,000
Melee weapon: Punches
Ranged weapon: Ring blasts/laser
Abilities: Flight, goo resistant, grapple, Lantern’s ring
How to unlock: Collect the Character Token
Location: Level 12: All the Rage

Reverse Flash
Cost: 125,000
Melee weapon: Punches, super spin
Ranged weapon: Rush attack
Abilities: Fast build, Flash-Build, super-speed, techno, twirl pole (flip only), wall jump
How to unlock: Collect the Character Token
Location: Level 4: Space Station Infestation

The Riddler
Cost: 250,000
Melee weapon: Cane
Ranged weapon: Cane (thrown)
Abilities: Dig, mind control, techno
How to unlock: Complete the “Triple Riddle” quest
Location: Hall of Justice

Robin (1966)
Cost: N/A
Melee weapon: Punches
Ranged weapon: Batarang
Abilities: Double jump, grapple, magnetic, techno, twirl pole (flip only), wall jump
How to unlock: Complete the bonus level
Location: Bonus: Same Bat-time! Same Bat-channel!

The Riddler (1966)
Cost: 100,000
Melee weapon: Cane
Ranged weapon: Cane (thrown)
Abilities: Dig, mind control, techno
How to unlock: Collect the Character Token
Location: Bonus: Same Bat-time! Same Bat-channel!

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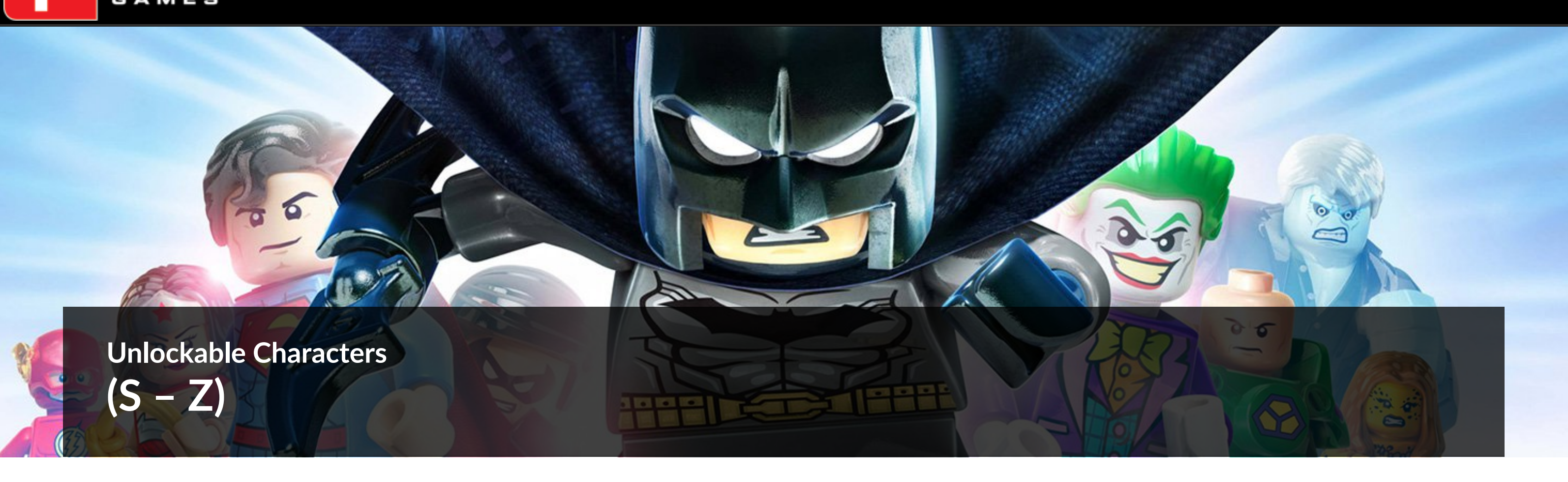


Unlockable Characters (S – Z)

Sinestro

Cost: 250,000

Melee weapon: Punches

Ranged weapon: Ring blasts/laser

Abilities: Deflection (non aim-able), dig, flight, grapple, Lantern's ring

How to unlock: Collect the Character Token

Location: Level 14: Aw-Qward Situation

Superman (Solar Suit)

Cost: 1,000,000

Melee weapon: Punches, super-breath

Ranged weapon: Heat vision

Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, heat vision, self-healing, super-breath, super-strength, X-ray vision

How to unlock: Collect the Character Token

Location: Level 15: Breaking the Ice

Stargirl

Cost: 15,000

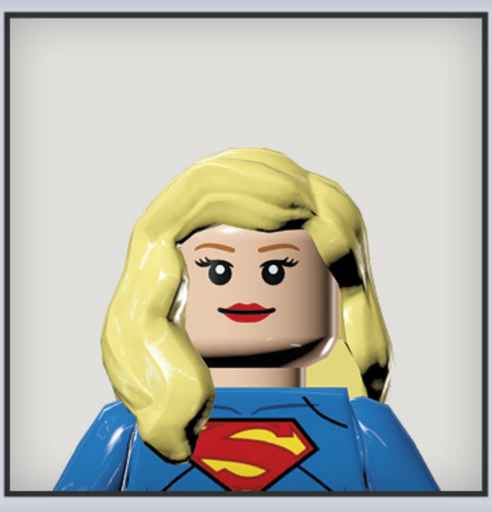
Melee weapon: Staff

Ranged weapon: Blasts, laser

Abilities: Flight, grapple, laser, twirl pole (flip only), wall jump

How to unlock: Collect the Character Token

Location: Level 5: The Big Grapple



Supergirl

Cost: 325,000

Melee weapon: Punches, super-breath

Ranged weapon: Heat vision

Abilities: Fast-build, fire resistant, flight, Flash-Build, goo resistant, heat vision, super-breath, super-speed (treadmills only), super-strength, twirl pole (flip only), wall jump, X-ray vision

How to unlock: Complete the "Who Let the Thugs Out?" quest

Location: Nok

Superboy

Cost: 325,000

Melee weapon: Punches, super-breath

Ranged weapon: Heat vision

Abilities: Fast-build, fire resistant, flight, Flash-Build, goo resistant, heat vision, super-breath, super-speed (treadmills only), super-strength, X-ray vision

How to unlock: Complete the "Misguided Tour" quest

Location: Hall of Justice

Shazam!

Cost: 250,000

Melee weapon: Punches

Ranged weapon: Electric bolts/beams

Abilities: Electricity, fast-build, flight, Flash-Build, self-healing, super-strength

How to unlock: Collect the Character Token

Location: Level 3: Space Suits You, Sir!

Sinestro Corps Warrior

Cost: 20,000

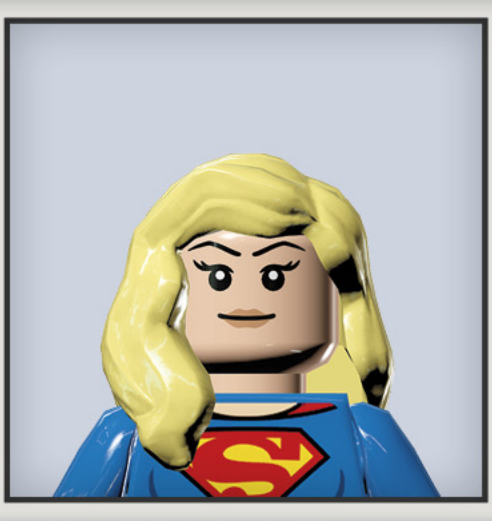
Melee weapon: Punches

Ranged weapon: Ring blasts

Abilities: Dig, flight, grapple, Lantern's ring (no laser, no Lantern pads)

How to unlock: Collect the Character Token

Location: Level 14: Aw-Qward Situation



Supergirl (Classic)

Cost: 115,000

Melee weapon: Punches, super-breath

Ranged weapon: Heat vision

Abilities: Fast-build, fire resistant, flight, Flash-Build, goo resistant, heat vision, super-breath, super-speed (treadmills only), super-strength, twirl pole (flip only), wall jump, X-ray vision

How to unlock: Collect the Token during VR mission "Race Track"

Location: Batcave or Watchtower VR Missions

Swamp Thing

Cost: 275,000

Melee weapon: Punches

Ranged weapon: Rock toss

Abilities: Burrow, fire resistant, goo resistant, self-healing, super-strength

How to unlock: Complete the "The Garden of Love" quest

Location: Hall of Doom

Swamp Thing (New 52)

Cost: 265,000

Melee weapon: Punches

Ranged weapon: Rock toss

Abilities: Burrow, fire resistant, goo resistant, self-healing, super-strength

How to unlock: Collect the Character Token

Location: Odym

Tim Drake

Cost: 35,000

Melee weapon: Punches

Ranged weapon: None

Abilities: None

How to unlock: Collect the Character Token

Location: Watchtower

Trickster

Cost: 40,000

Melee weapon: Rubber chicken

Ranged weapon: Rubber chicken (toss)

Abilities: Twirl pole (flip only), wall jump

How to unlock: Complete the "Tricky Tour Guide" quest

Location: Hall of Justice

Vibe

Cost: 75,000

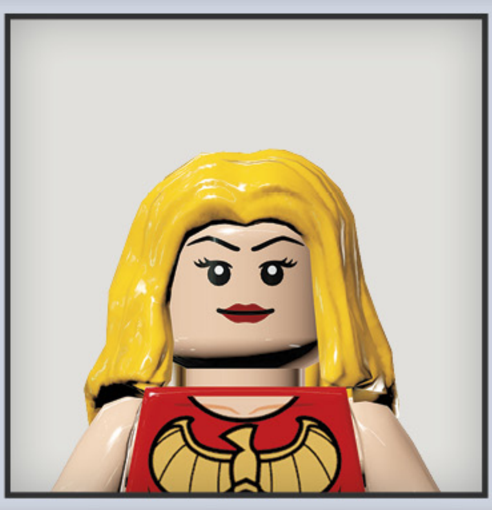
Melee weapon: Punches

Ranged weapon: Blasts

Abilities: Laser (no effect on gold objects), sonar, sonar attacks, twirl pole (flip only), wall jump

How to unlock: Collect the Character Token

Location: Level 9: Power of Love



Wonder Girl

Cost: 25,000

Melee weapon: Punches

Ranged weapon: None

Abilities: Deflection, fire resistant, flight, grapple, mind control, twirl pole (flip only), wall jump

How to unlock: Collect the Character Token

Location: Hall of Justice

Zatanna

Cost: 85,000

Melee weapon: Punches

Ranged weapon: Blasts, laser

Abilities: Flight, hatch travel, laser, mind control, twirl pole (flip only), wall jump

How to unlock: Collect the Character Token

Location: Qward

Thunderer

Cost: 3,500

Melee weapon: Punches

Ranged weapon: None

Abilities: None

How to unlock: Collect the Character Token

Location: Hall of Justice

Toyman

Cost: 20,000

Melee weapon: Punches

Ranged weapon: Blasts, laser

Abilities: Techno

How to unlock: Complete the "Virtual Insanity" quest

Location: Batcave

Ultra-Humanite

Cost: 500,000

Melee weapon: Punches

Ranged weapon: Sonic roar

Abilities: Fire resistant, goo resistant, mind control, self-healing, super-strength, techno

How to unlock: Collect the Character Token

Location: Level 11: Jailhouse Nok

White Lantern

Cost: 150,000

Melee weapon: Punches

Ranged weapon: Ring blasts/beam

Abilities: Deflection, dig, flight, grapple, Lantern's ring

How to unlock: Collect the Token in VR missions

Location: Batcave

Zamaron Warrior

Cost: 7,500

Melee weapon: Spear

Ranged weapon: Spear (thrown)

Abilities: Goo resistant

How to unlock: Collect the Character Token

Location: Level 9: Power of Love

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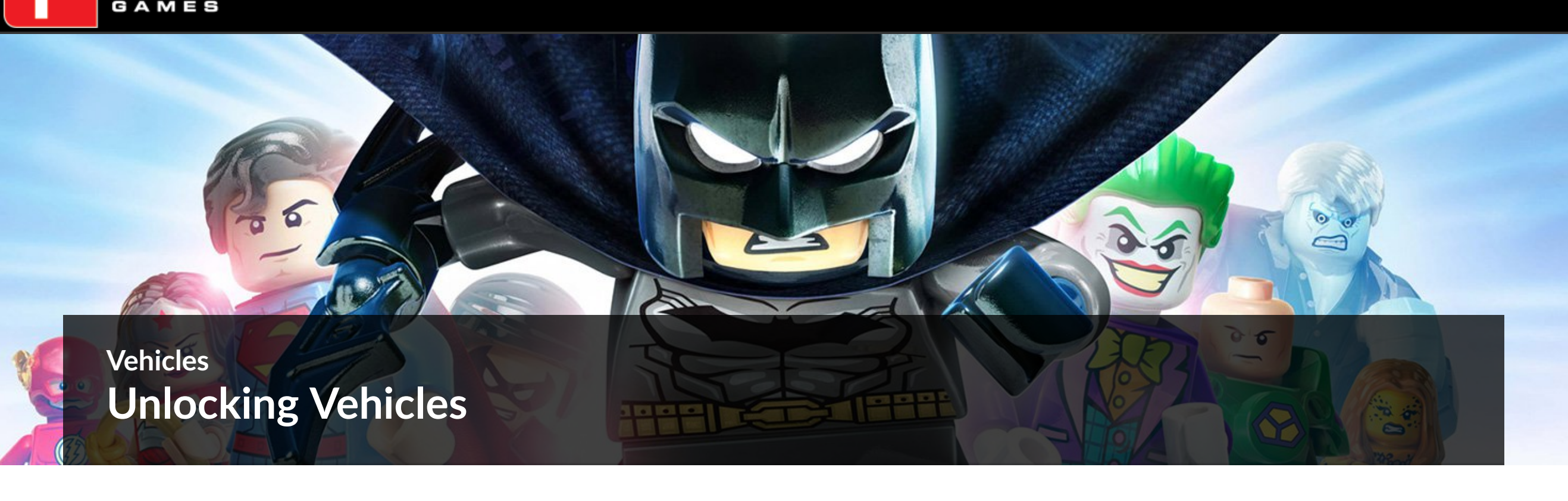


Vehicles

Unlocking Vehicles

Once you begin to venture out into deep space, you discover the need for vehicles. Here we reveal each and every vehicle that you can unlock!

Press any button

Vehicles are unlocked in similar ways to characters. You can unlock them by exploring hub areas in search of Vehicle Tokens, or by completing VR missions at the Batcave or the Watchtower. After you unlock a vehicle, visit the planet Oa and spend studs to purchase it. Then you'll be ready to roll!

Banana Truck

Cost: 25,000
Type: Driving
How to unlock: Collect the Vehicle Token during VR mission "Ring Master 1"
Location: Batcave or Watchtower VR Missions

Batcopter

Cost: 100,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Ysmault

The Batwing

Cost: 250,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Qward

Cyborg's Sports Car

Cost: 75,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Okaara

The Joker Helicopter

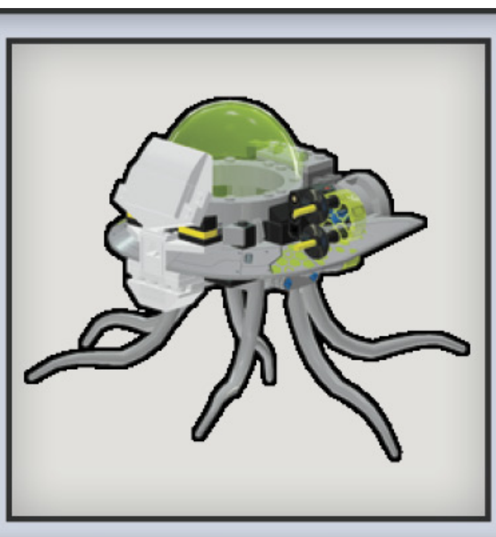
Cost: 150,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Zamaron

Bane's Mole Machine

Cost: 100,000
Type: Driving
How to unlock: Collect the Vehicle Token during VR mission "Spaceship Shooter 2"
Location: Batcave or Watchtower VR Missions

The Batcycle

Cost: 50,000
Type: Driving
How to unlock: Collect the Vehicle Token during VR mission "Stealth Collector 1"
Location: Batcave or Watchtower VR Missions



Brainiac Skull Ship

Cost: 100,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Ysmault

The Flash Mobile

Cost: 75,000
Type: Driving
How to unlock: Collect the Vehicle Token during VR mission "Spaceship Shooter 3"
Location: Batcave or Watchtower VR Missions

The Joker Steam Roller

Cost: 100,000
Type: Driving
How to unlock: Collect the Vehicle Token during VR mission "Stealth Collector 2"
Location: Batcave or Watchtower VR Missions

Bat-Rocket (Robin-Pod)

Cost: 75,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Zamaron

The Batmobile

Cost: 200,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Odym

Classic TV Batmobile

Cost: 150,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Nok

Invisible Ship

Cost: 125,000
Type: Flying
How to unlock: Collect the Vehicle Token during VR mission "Ring Master 3"
Location: Batcave or Watchtower VR Missions

The Bat

Cost: 200,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Odym

The Batmobile (1989)

Cost: 250,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Batcave

Classic TV Mini Batmobile

Cost: 150,000
Type: Driving
How to unlock: Collect the Vehicle Token during VR mission "Stud Maze"
Location: Batcave or Watchtower VR Missions

Javelin

Cost: 150,000
Type: Flying
How to unlock: Collect the Vehicle Token during VR mission "Spaceship Shooter 1"
Location: Batcave or Watchtower VR Missions

Bane's Tumbler

Cost: 150,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Oa

Batman's Buggy

Cost: 50,000
Type: Driving
How to unlock: Collect the Vehicle Token during VR mission "Snake 2"
Location: Batcave or Watchtower VR Missions

Bruce Wayne's Compact Sports Car

Cost: 50,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Oa

Green Lantern Jet

Cost: 150,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Zamaron

Orange Lantern Spacecraft

Cost: 150,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Okaara

Bat-Rocket (Batman-Pod)

Cost: 75,000
Type: Flying
How to unlock: Collect the Vehicle Token
Location: Hub VR mission "Shooting Range 1"

Batman's Whirly-Bat

Cost: 75,000
Type: Flying
How to unlock: Collect the Vehicle Token during VR mission "Stealth Collector 3"
Location: Batcave or Watchtower VR Missions

Catwoman's Motorcycle

Cost: 75,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Odym

Invisible Jet

Cost: 150,000
Type: Flying
How to unlock: Collect the Vehicle Token during VR mission "Snake 1"
Location: Batcave or Watchtower VR Missions

Robin's Redbird Cycle

Cost: 75,000
Type: Driving
How to unlock: Collect the Vehicle Token
Location: Okaara

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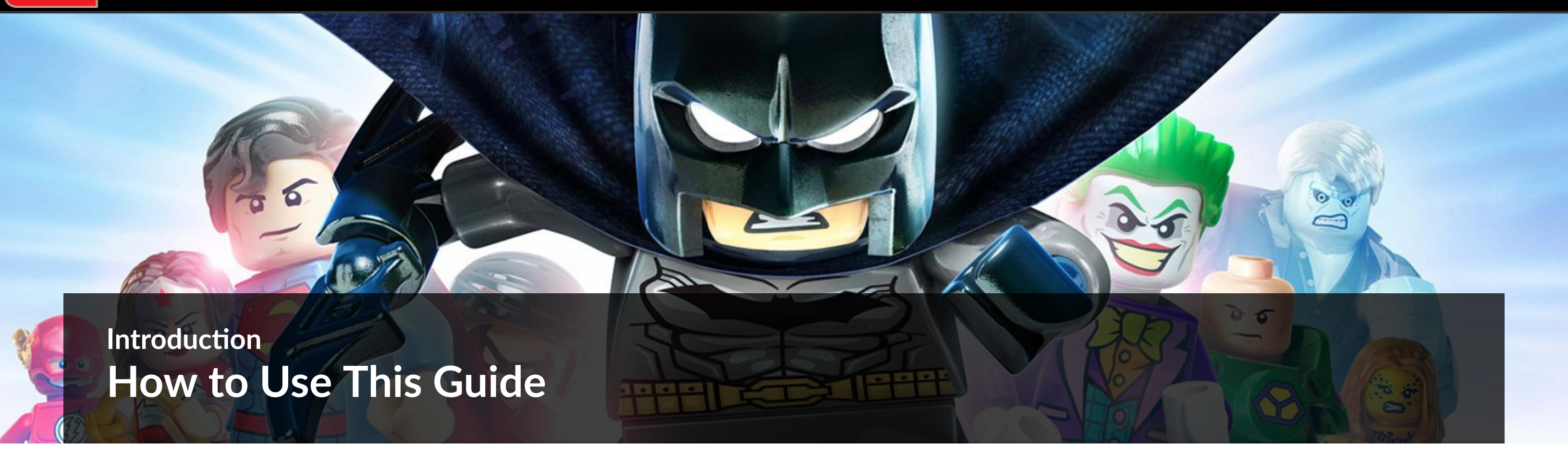


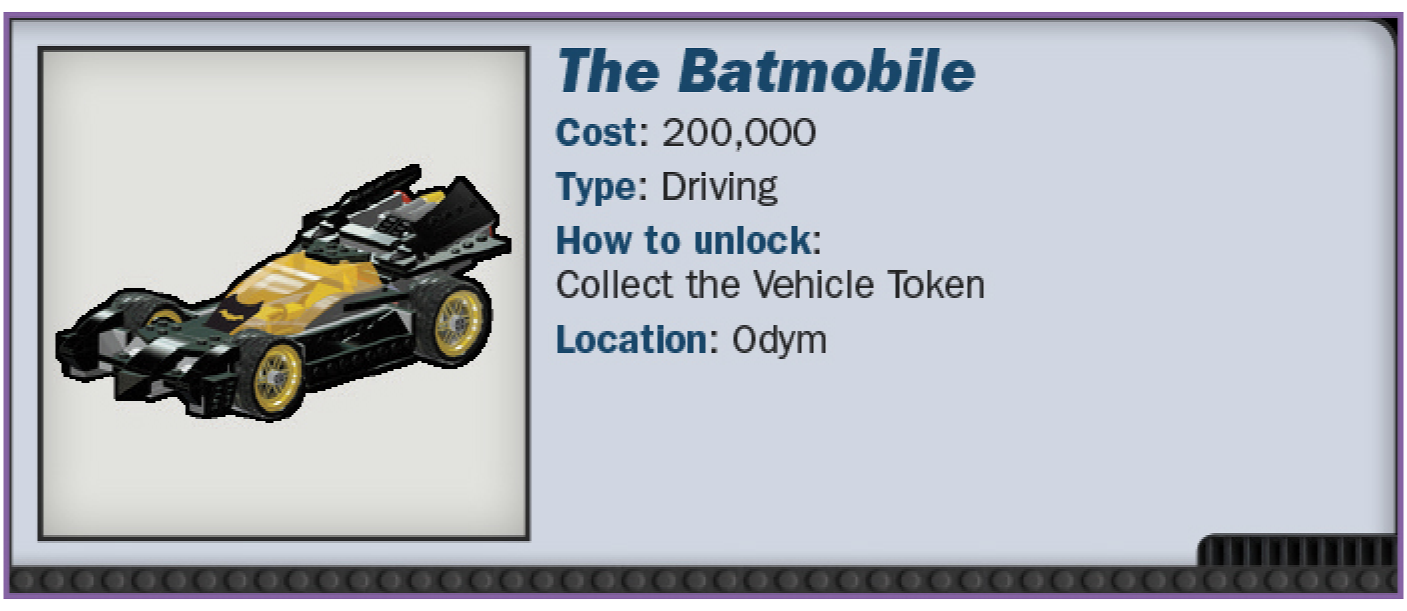
How to Use This Guide

Through brightest day and blackest night, we've stood a tireless vigil over the panicked galaxy to provide you with the most heroically complete guide imaginable. No collectible shall escape your sight, brave hero!

Let's see what each chapter of this action-packed guide has in store for you:

CHARACTERS AND VEHICLES

LEGO Batman 3 boasts over 150 characters and vehicles to unlock and play with, and there's plenty to know about each one. This chapter fully exposes them all, giving details on their unique powers and skills, and what it takes to unlock each one.



The Batmobile

Cost: 200,000

Type: Driving

How to unlock:
Collect the Vehicle Token

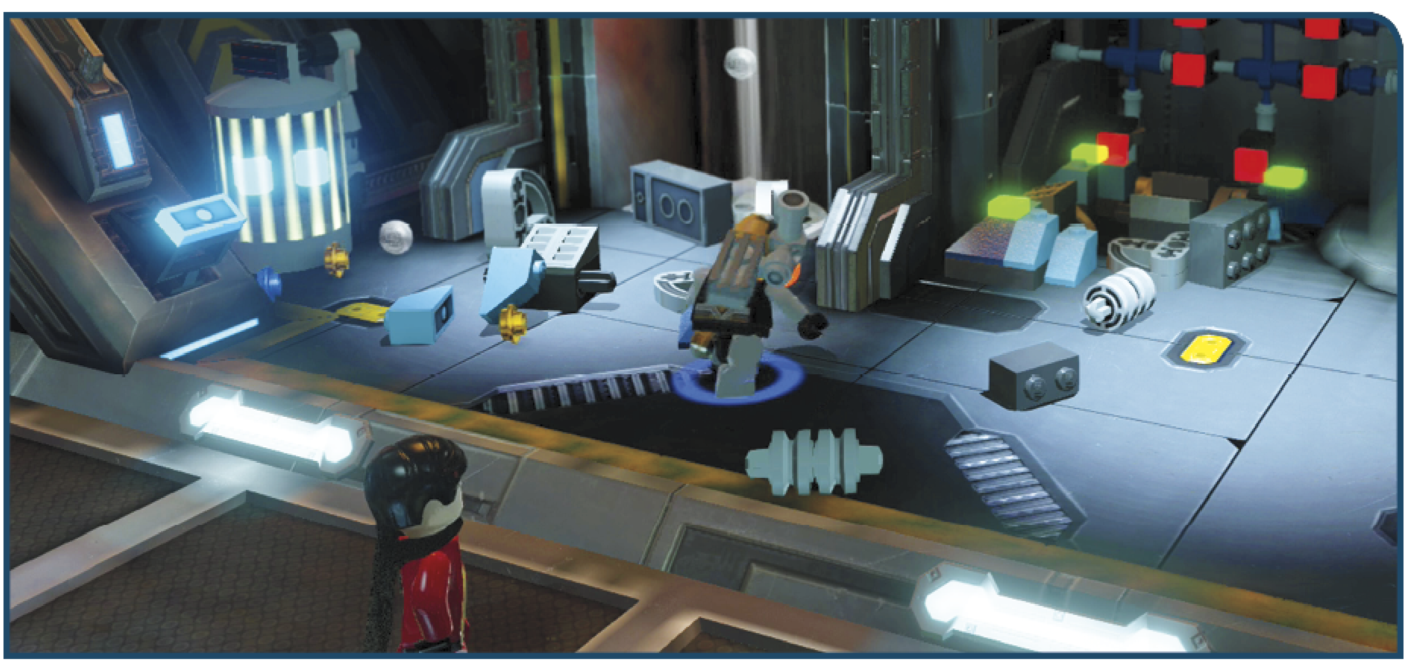
Location: Odym

SUPER HERO TRAINING

In *LEGO Batman 3*, fighting crime couldn't be easier. Still, it's important to brush up on the basics of adventuring when patrolling a galaxy this dangerous. Flip through this brief chapter for a crash course in crime-stopping!

WALKTHROUGH

Each of *LEGO Batman 3*'s levels is a unique mission that puts your problem-solving skills to the test. Puzzles and pitfalls abound, so turn to the walkthrough whenever you become stuck or lost. Every detail of each level is fully exposed here, with handy tables at the start of each mission that break down the goodies hidden within.



HUB AREAS

This galaxy needs a hero—are you up to the task? You'd better be sure, for *LEGO Batman 3* has over 10 sprawling hub areas for you to explore! With tons of hidden collectibles to find, characters to unlock, and quests to complete, you may end up spending more time in the hubs than in the levels! Flip to this chapter when you're ready to discover everything that the hubs have in store.

BONUS LEVEL: SAME BAT-TIME! SAME BAT-CHANNEL!

Spoiler alert! Are you sure you want to keep reading? OK, we warned you!

There's a hidden passage in the Batcave—one that will whisk you away to a super-secret bonus level! This only becomes available after Story Mode, and it lies behind a cracked wall on the Trophy Room's far right side. When the time comes, flip to this chapter to learn how to get the most out of the bonus stage!

CHECKLISTS AND EXTRAS

With so many secrets to discover in *LEGO Batman 3*, you find that you're constantly unlocking all sorts of stuff. Whenever you complete a task or unlock a new bauble, flip to the back pages of this book and check it off in the checklists. Fill in all of those check boxes, and you'll know that you've seen and done it all! Achievement/Trophy info and cheat codes can also be found here.

This strategy guide is divided into two parts — Console and Handheld. Pay attention to the title of each section to make sure you are following the correct platform walkthrough.

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Hub Areas (Handheld)

Hub Overview

Congratulations! You've saved the Earth—and possibly the universe—from Brainiac!!!

Still, you may be asking yourself, "What is there left for a hero to do?!" Well, aside from completing all of the challenges that required you to be in Free Play, the hubs hold quite a few secrets to help complete your roster of heroes and villains. Here's a rundown of what there is to find in the hubs, as well as where and how to find them.

> The Tokens that are detailed in this section are those that are not acquired during normal progression through the story.

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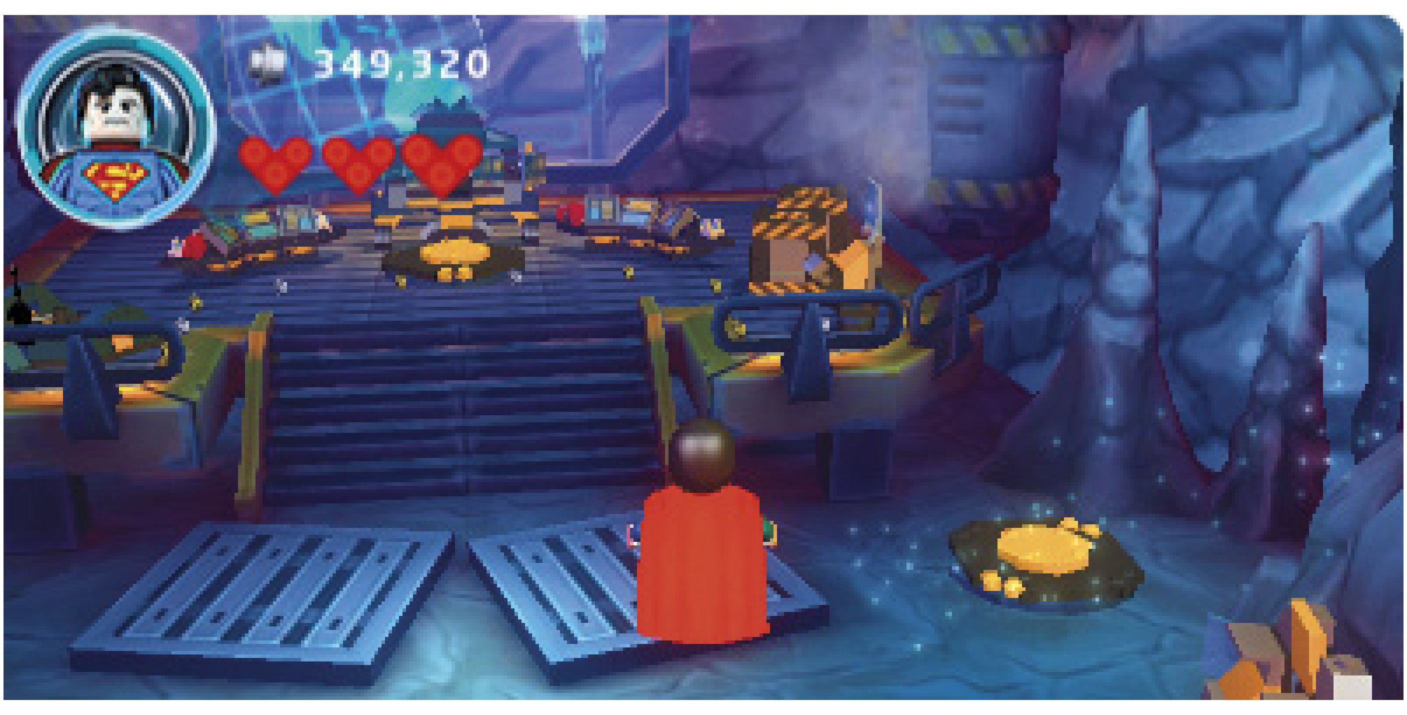
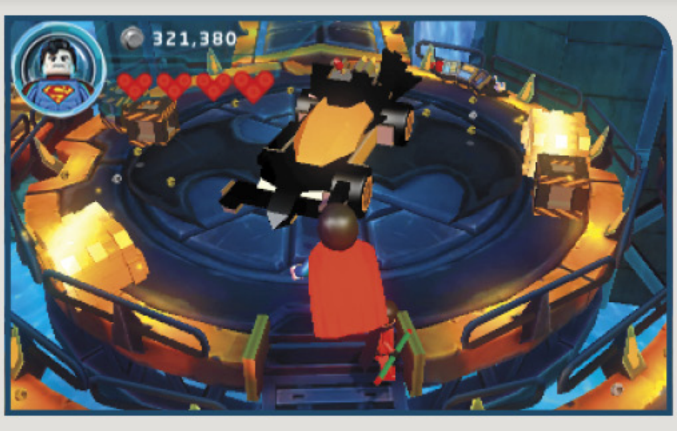


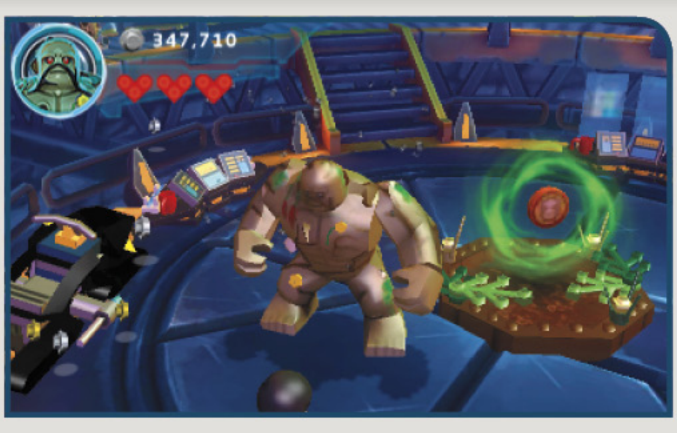
Above the Batmobile, you find the Batcomputer. To the right of the Batcomputer platform, there is a level pad that teleports you back to the Watchtower.



Batgirl

Ability Required: *Laser*

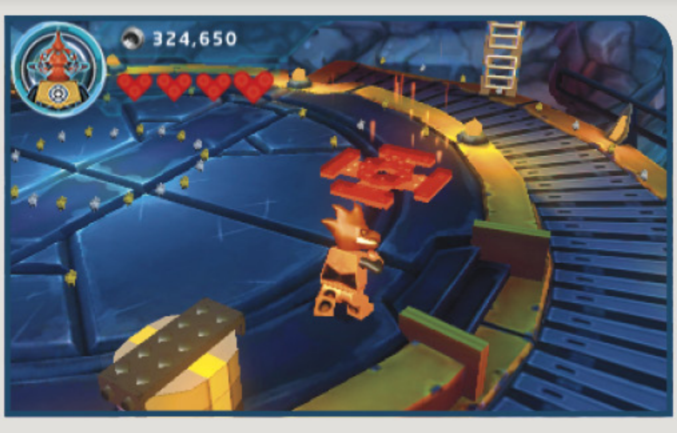
Around the Batmobile are some gold LEGO crates. Use a laser to destroy these crates and find some LEGO bricks. Build these LEGO bricks to complete the remaining pieces of the Batmobile. Doing so makes the character Token appear on the hood.



Batman ('66)

Ability Required: *Swamp Access*

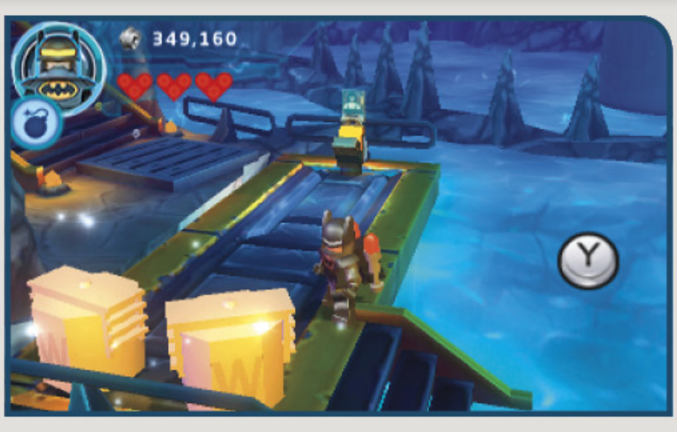
To the right of the Batmobile, you find a swamp access point. Have Solomon Grundy or Swamp Thing pass through it to pull out some LEGO bricks. Build these bricks into the Batbike to reveal the Token.



Deathstroke

Ability Required: *Explosives; Orange Lantern*

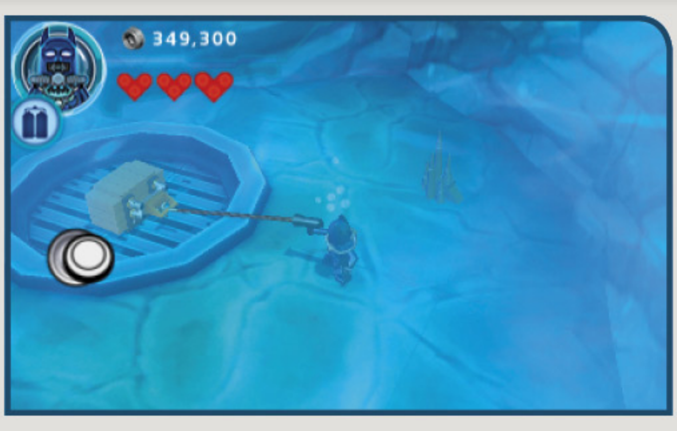
On the Batwing pad, use explosives to destroy the silver LEGO crate. Build the LEGO bricks that spill out of it into an orange lantern pad. Use Larfleeze to interact with it and rebuild the Batwing. Collect the Token that appears.



Dive Suit

Ability Required: *Explosives*

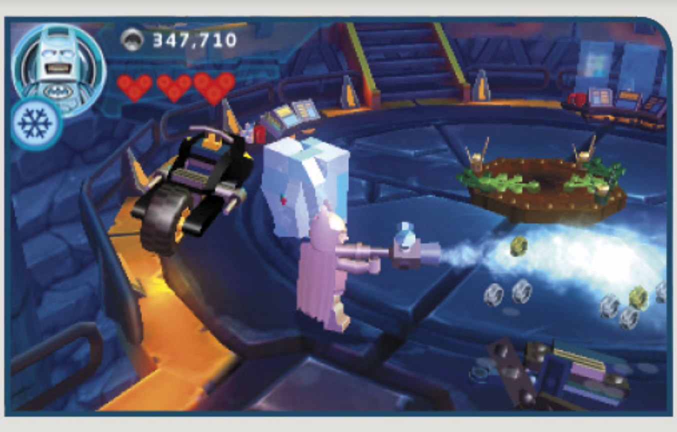
At the docks, there are two silver LEGO crates. Use explosives to destroy them to reveal the Dive Suit Token.



Black Manta

Ability Required: *Dive Suit; Grapple*

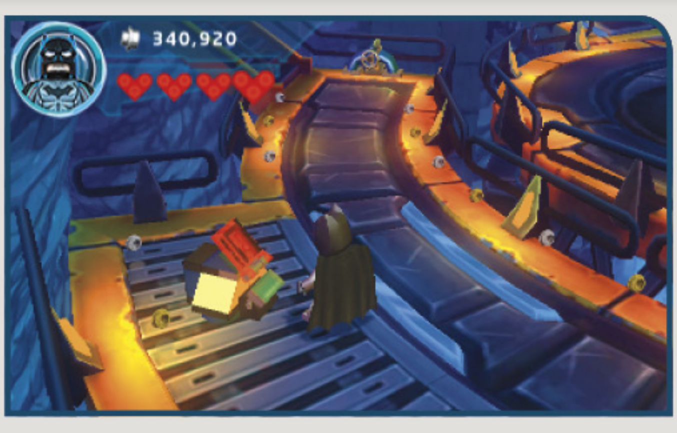
After acquiring the Dive Suit, jump into the water near the dock. At the bottom of the pool, you find a crate with a grapple handle attached to it. Grapple the crate and tear it open to reveal the Token.



Captain Cold

Ability Required: *Ice*

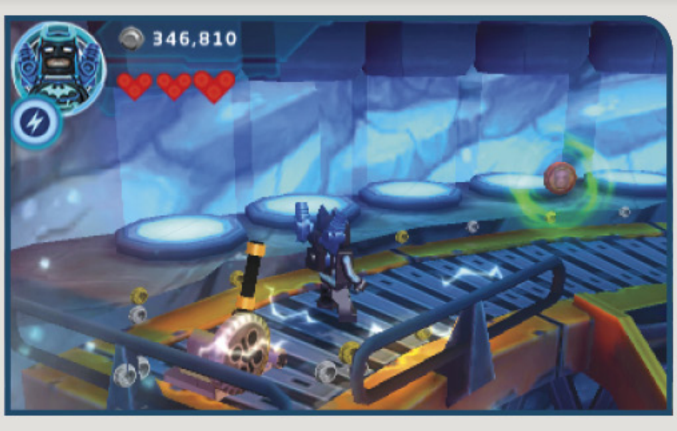
To reveal this Token, you have to extinguish three fires in the Batcave. The first is near the Batmobile, the second is near the docks, and the third is next to the sphere spot by the Batcomputer.



Nightwing

Ability Required: *None*

Smash the red-screened consoles and rebuild them to make this Token appear. There are two on each end of the walkway near the Batmobile. The final console is near the docks.



Shazam!

Ability Required: *Electric Suit*

To the right of the Batmobile, there is a crate surrounded by electricity. Equip the Electric Suit and smash the crate to reveal some LEGO bricks. Build these bricks into a lever. Throw the lever to make the Token appear nearby.

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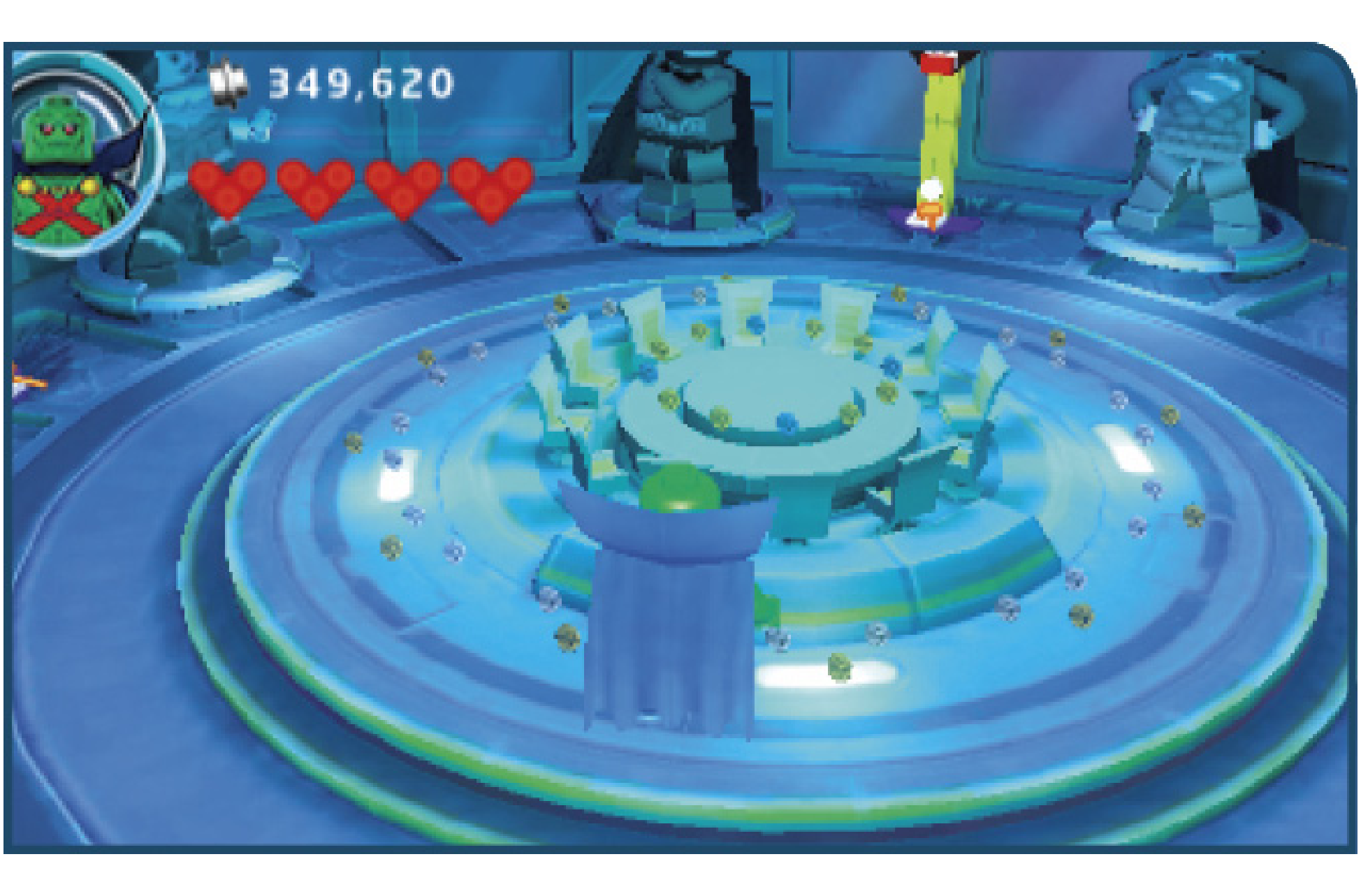
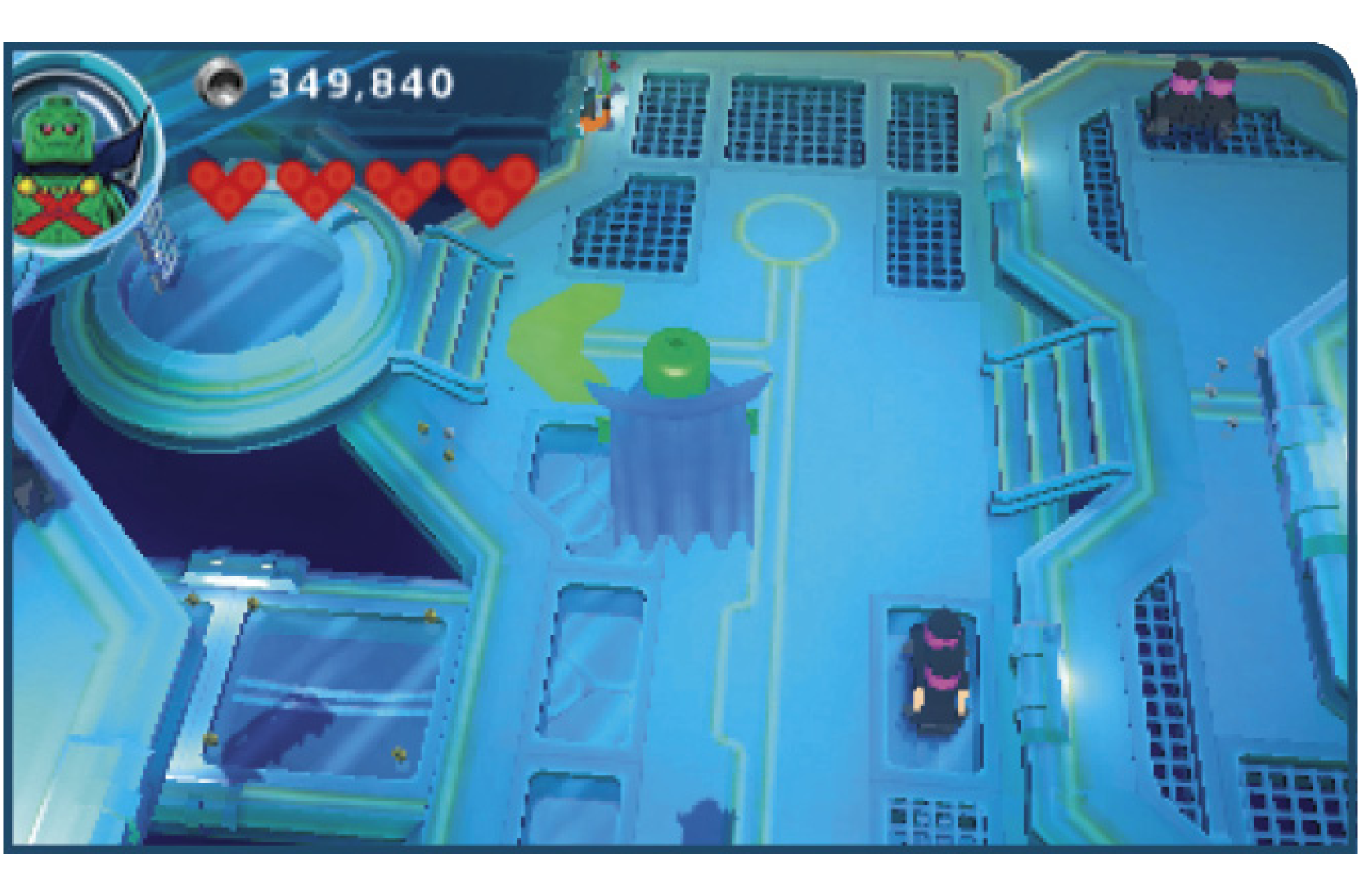
Hub Areas (Handheld)

Watchtower

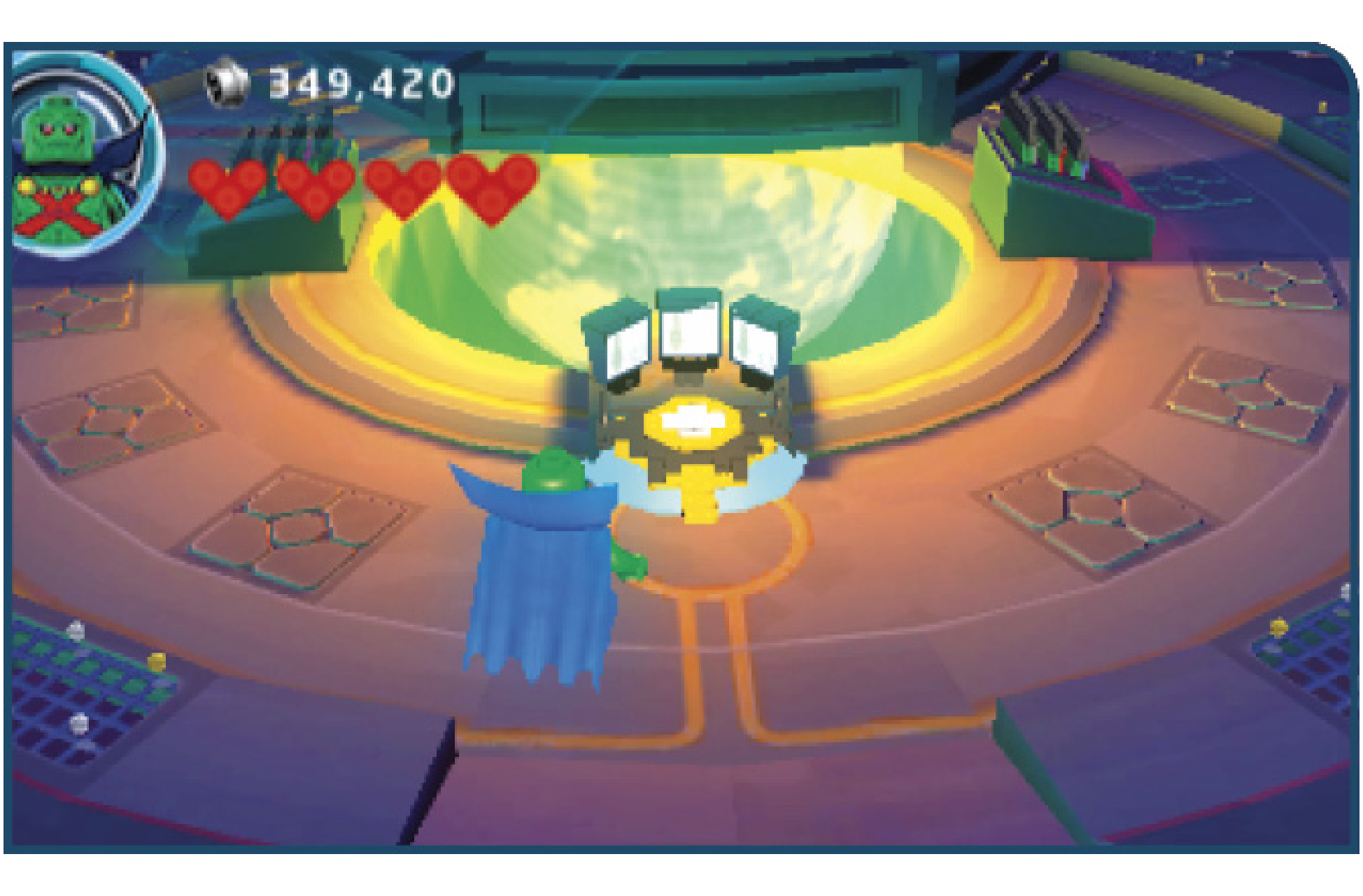
The Watchtower has a lot of places to hide Tokens. This hub is comprised of six areas: Hall of Justice, Control Room, Foyer, Hangar, Armory, and Containment Facility. Each area opens sequentially as the story progresses, so there are opportunities to acquire many of these during Story Mode when the default characters are Martian Manhunter and Green Lantern.



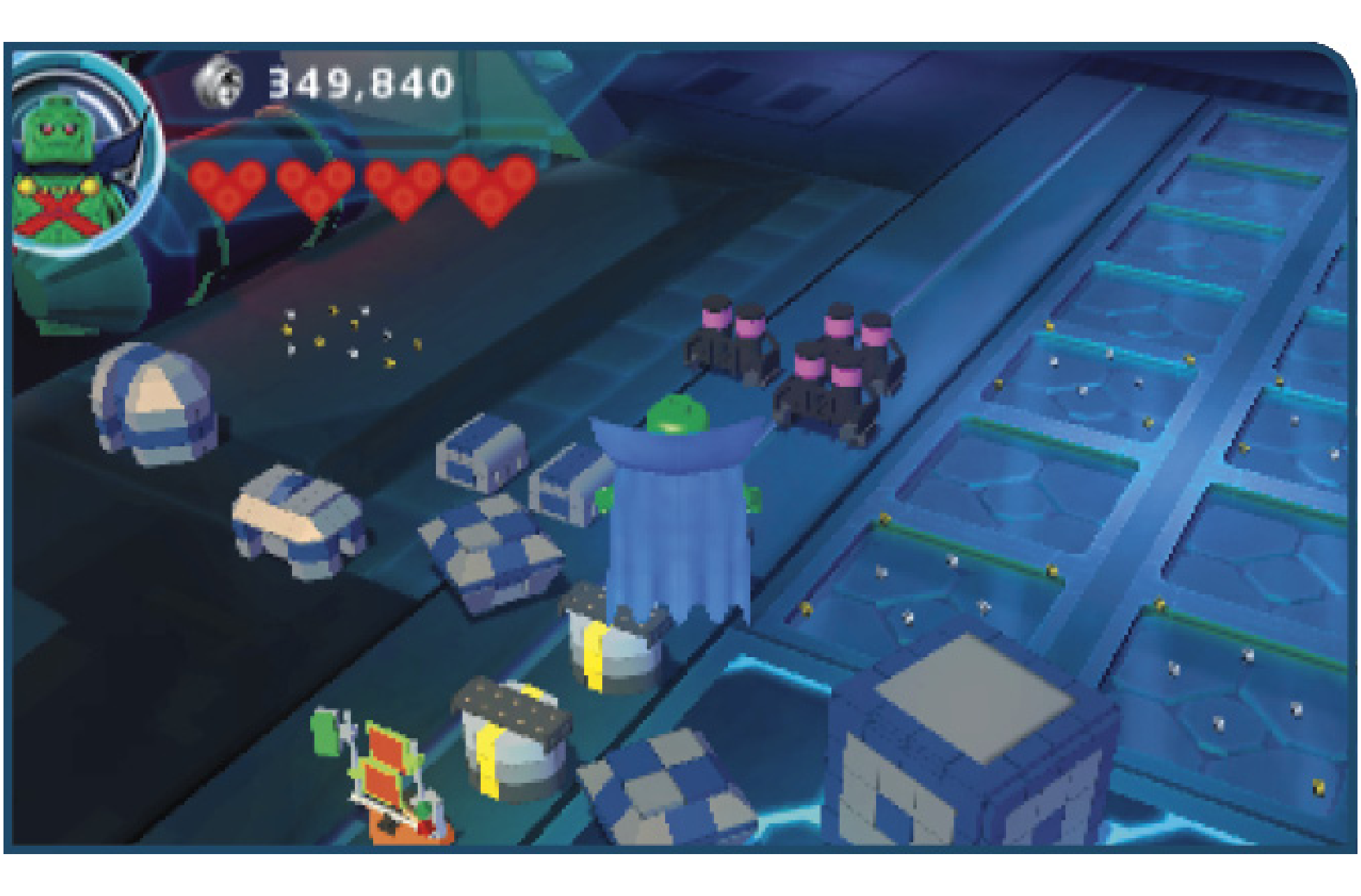
Hall of Justice



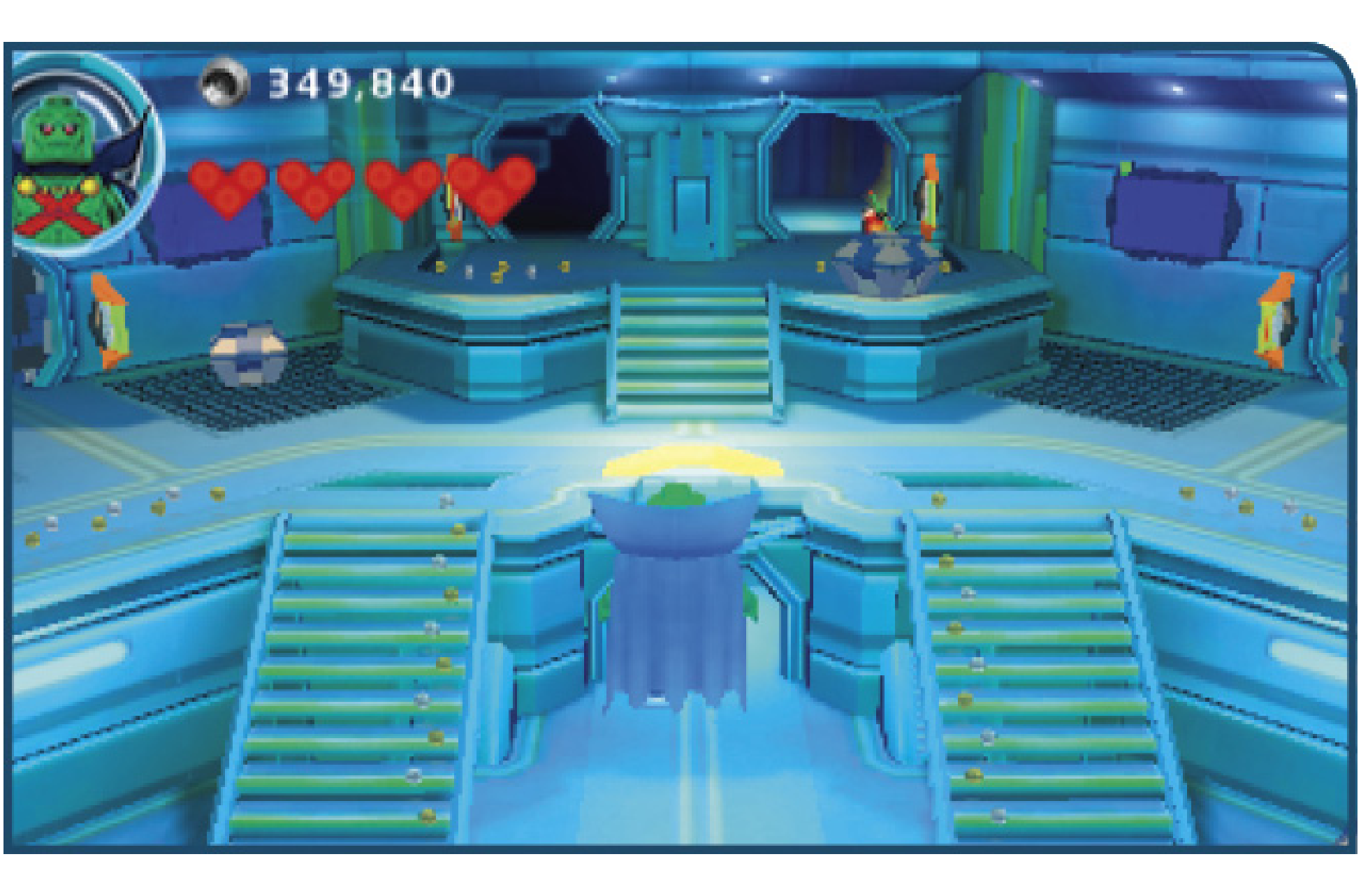
Hangar



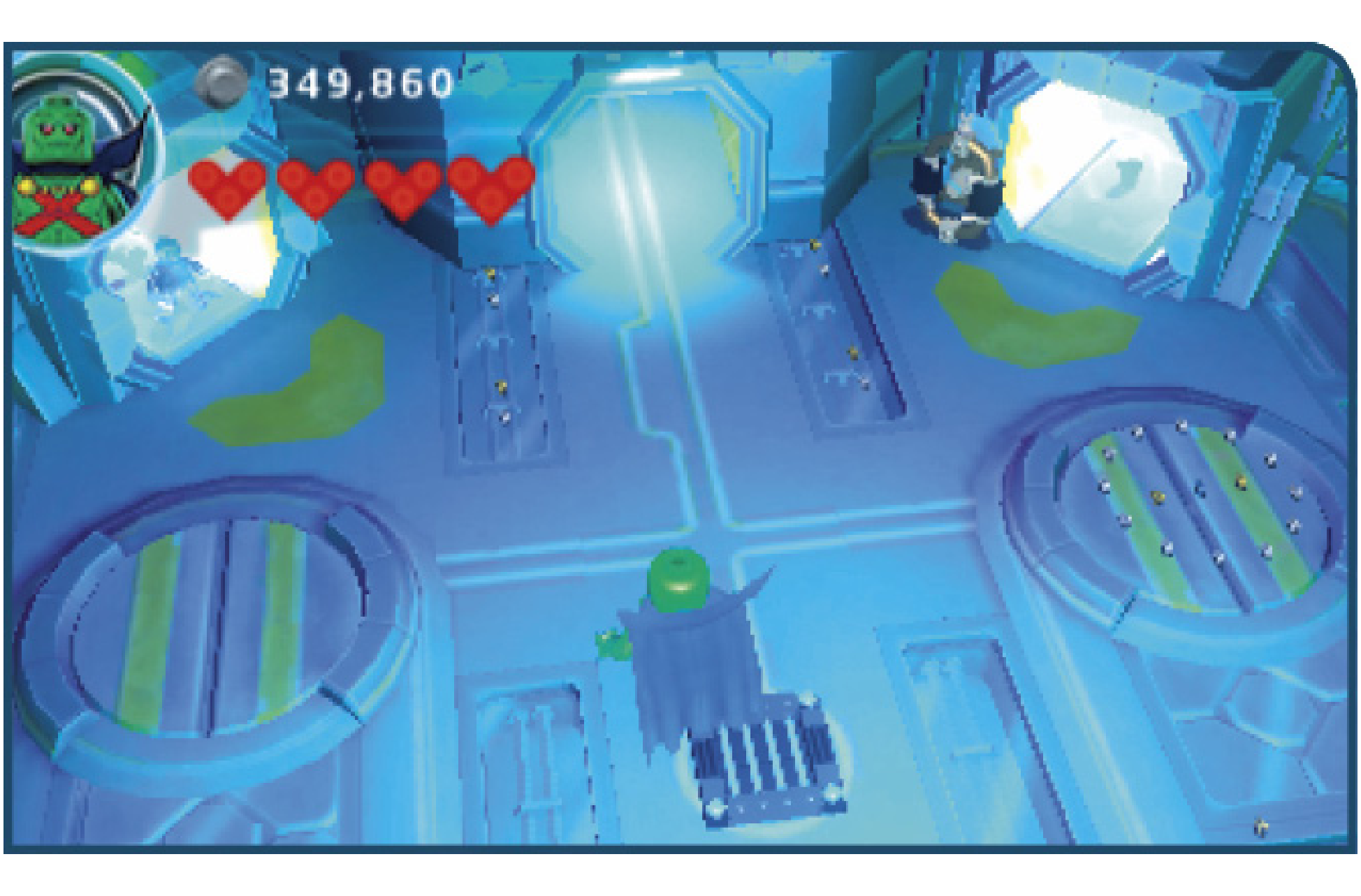
Control Room



Armory

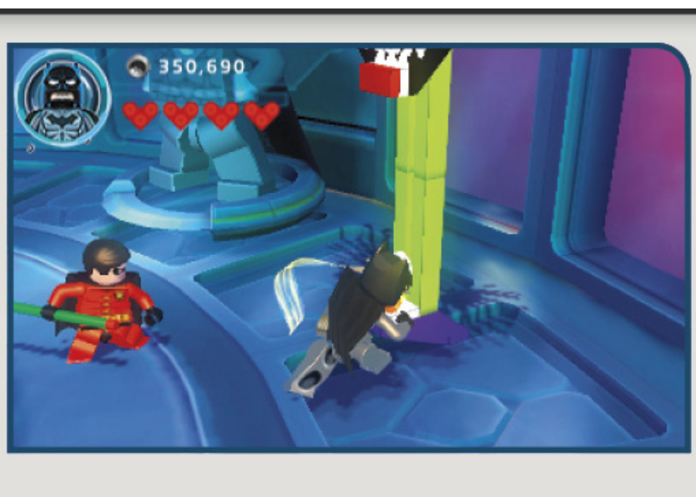


Foyer



Containment Facility

HALL OF JUSTICE

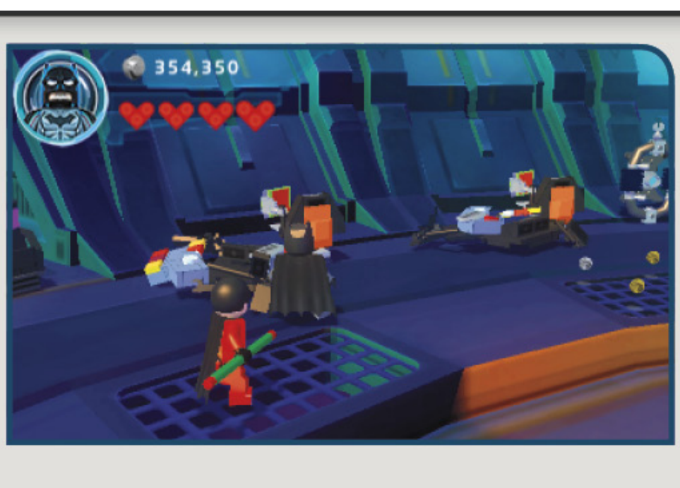


Red Hood

Ability Required: *None*

Smash the three Joker props in the Hall of Justice and the Token appears over the table.

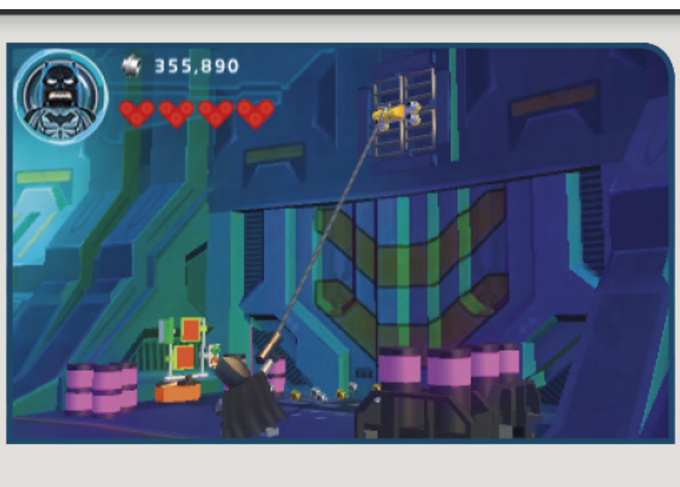
CONTROL ROOM



Black Canary

Ability Required: *None*

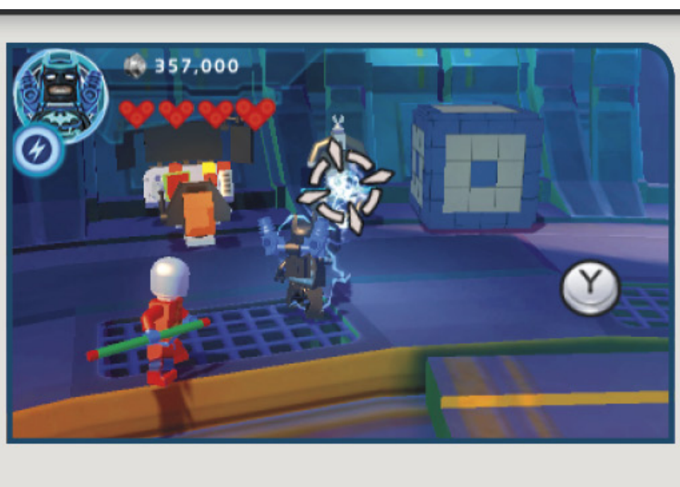
In the Control Room, there are four piles of LEGO bricks along the outer edge of the room. Build these into computer consoles and the Token appears.



Goon (Red Lantern)

Ability Required: *Grapple*

On the right side of the Control Room, there is a grapple handle on the wall near some purple barrels. Latch onto the handle and tip the grate from the wall to reveal the Token.

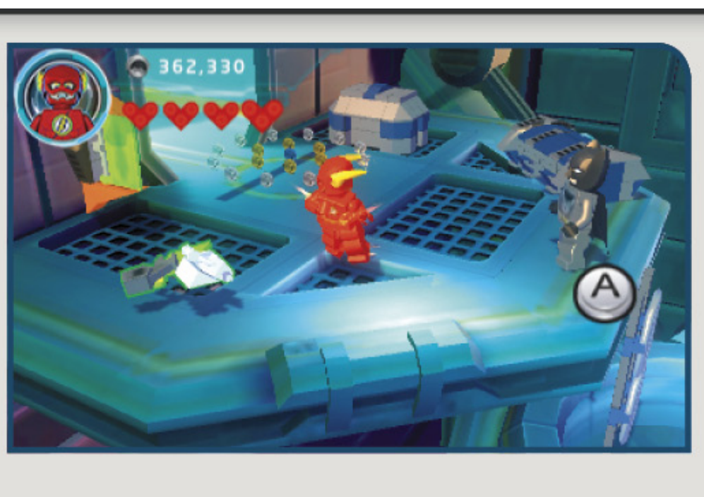


The Riddler

Ability Required: *Detective; Electric Suit*

Use Detective Mode to search the left side of the room. This reveals an electrical terminal. Equip the Electric Suit to absorb the electricity from the terminal. Look for the blue LEGO box along the back wall. There is a terminal near it. Charge the terminal to open the box and reveal the Token.

HANGAR

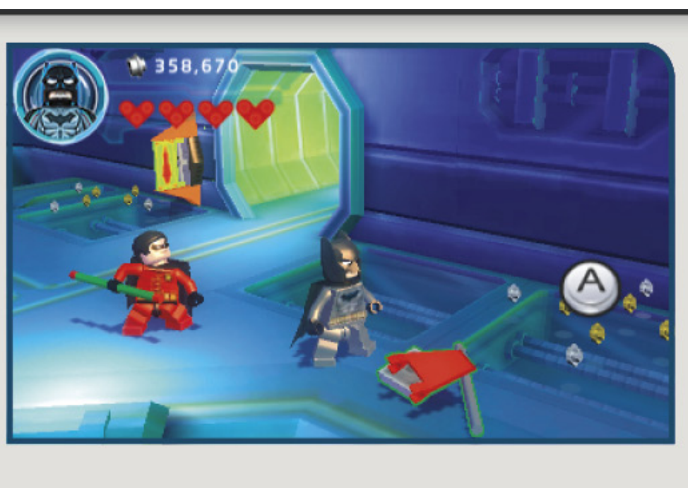


Harley Quinn

Ability Required: *None*

In the hangar, smash objects in the Hangar to reveal LEGO bricks that can be built into small consoles. There is one inside of the purple barrels in the back on the right side, the second is near the LEGO glass door on the left, and the third is in the purple barrels on the third floor, where the space craft is docked.

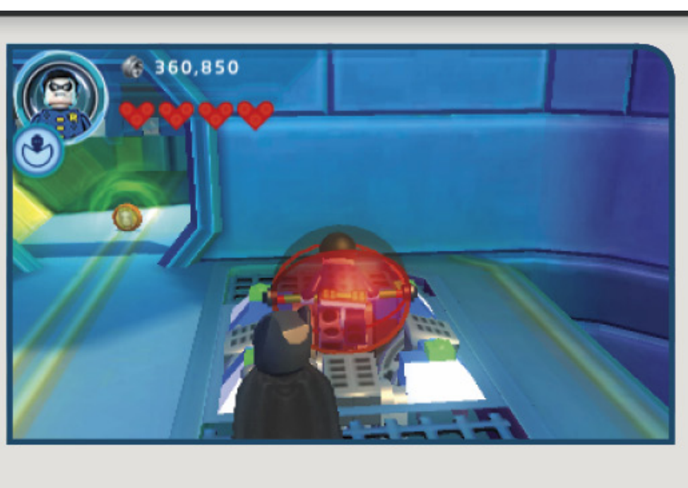
FOYER



Booster Gold

Ability Required: *None*

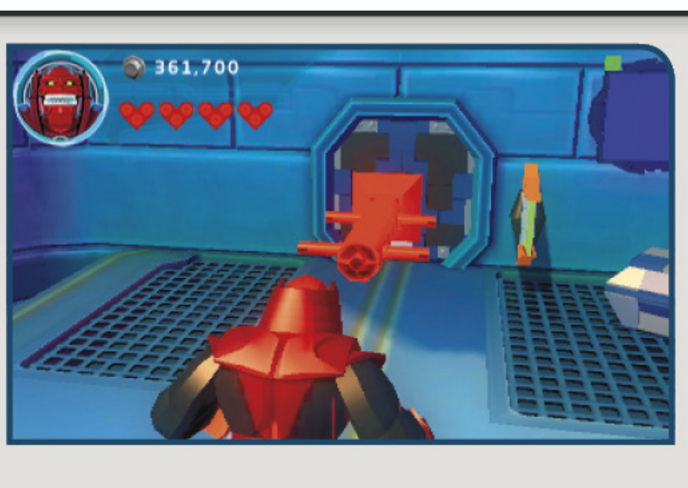
Look for and build three flags in the Foyer to make the Token appear. The first set of bricks is near the Hangar door, the second is near the computer on the right side, and the third is on the left near the Armory door.



Bronze Tiger

Ability Required: *Sphere Suit*

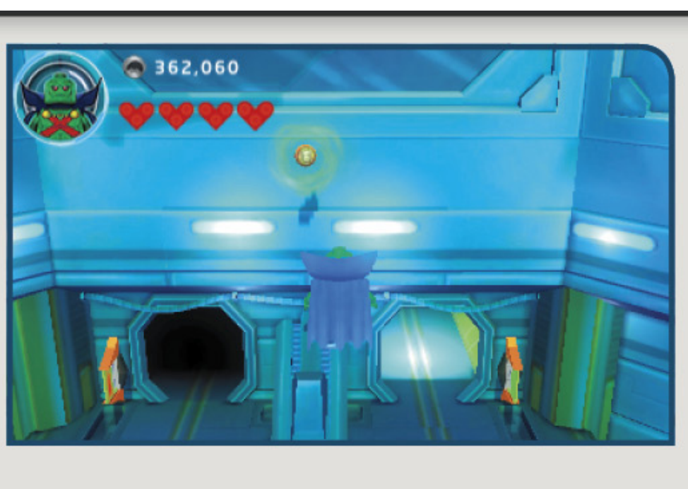
On the right side of the room, there is a sphere spot. Use the Sphere Suit to interact with it and roll up the nearby door, revealing a Token hidden within.



Goon (Reach)

Ability Required: *Red Lantern*

On the left side of the room there are two crates sitting near one another. Smash the crates to reveal some LEGO bricks. Build the bricks into a red lantern pad. Have Atrocitus interact with the pad to smash open a nearby door and reveal the Token.

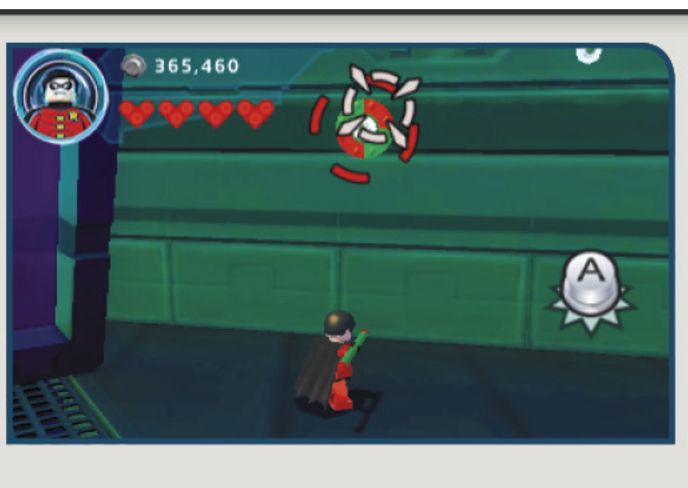


Supergirl

Ability Required: *Flight*

Fly straight up near the door leading to the Control Room. The Token is hovering in the air above.

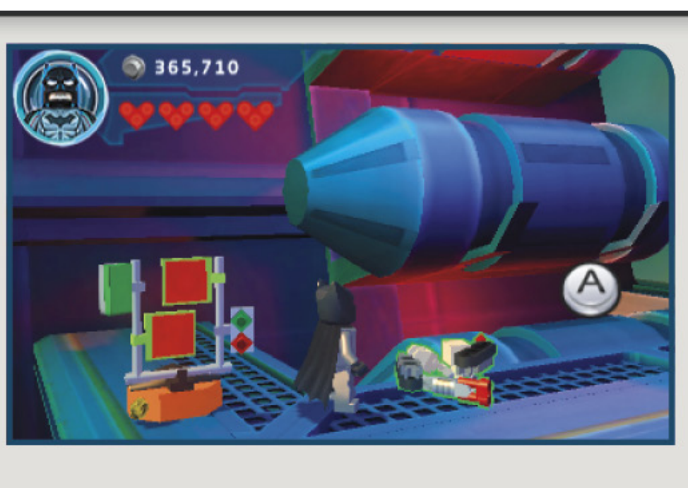
ARMORY



Bane

Ability Required: *Acrobat*

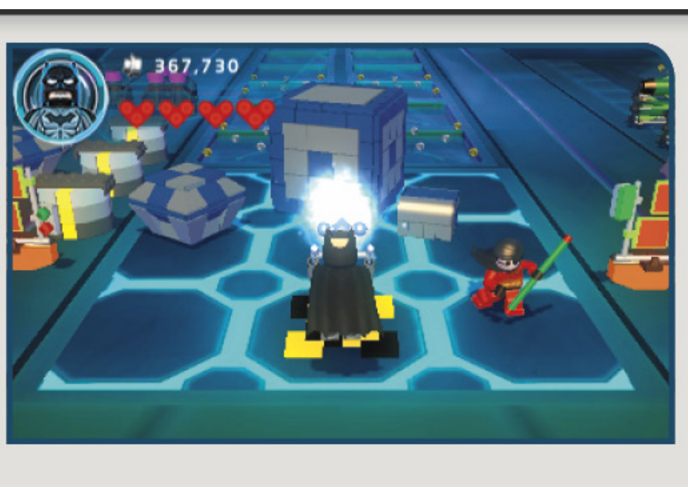
In the Armory, use an Acrobat character to grapple up to the second floor. On the left side of the room, there is a wall plug. Have Robin throw the baton into it and then use the twirl poles to access a cage on the wall above.



Deadshot

Ability Required: *None*

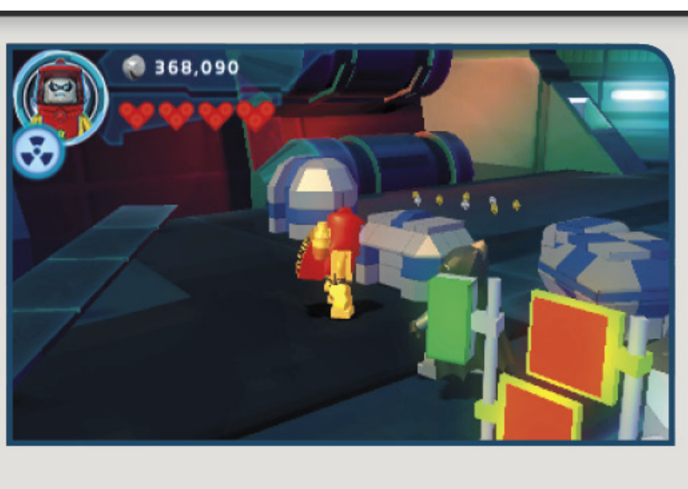
There are three piles of LEGO bricks in the Armory. Build them into robots to reveal the Token. Two are on the second floor catwalk and one is in the right corner, near the missiles.



Gorilla Grodd

Ability Required: *None*

Look for the black and yellow pad among the crates. Smash some of the nearby objects to reveal some bricks that can be built into a zero-g turret. Use the turret on the blue LEGO box in front of it. When the box lifts into the air, jump into the hole beneath it to claim the Token.

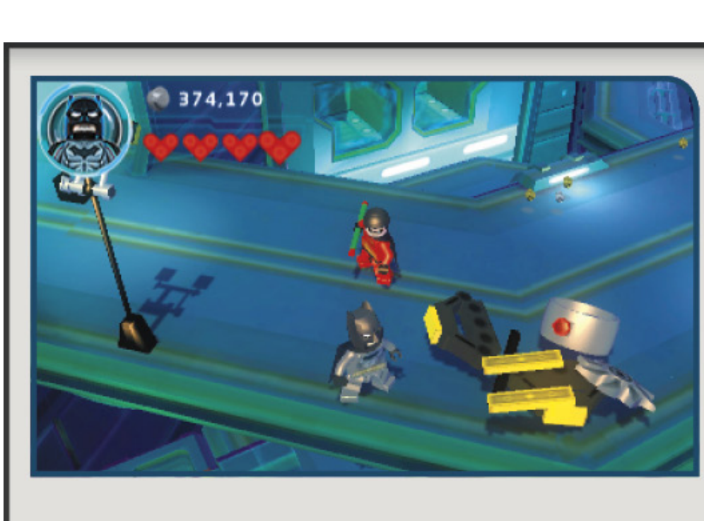


Green Arrow

Ability Required: *Hazard Suit*

Smashing all of the crates, missiles, and other objects in the Armory results in bricks to build an Attract Station, as well as Attract pieces to fill it. Equip the Hazard Suit and collect all of the Attract pieces to reveal the Token.

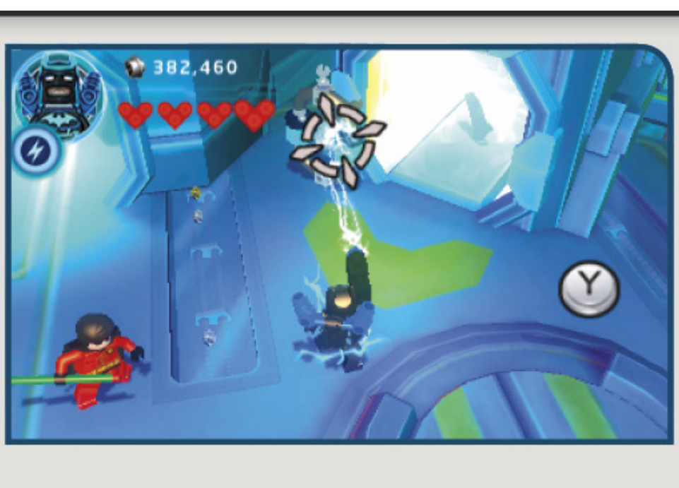
CONTAINMENT FACILITY



Black Adam

Ability Required: *Phase*

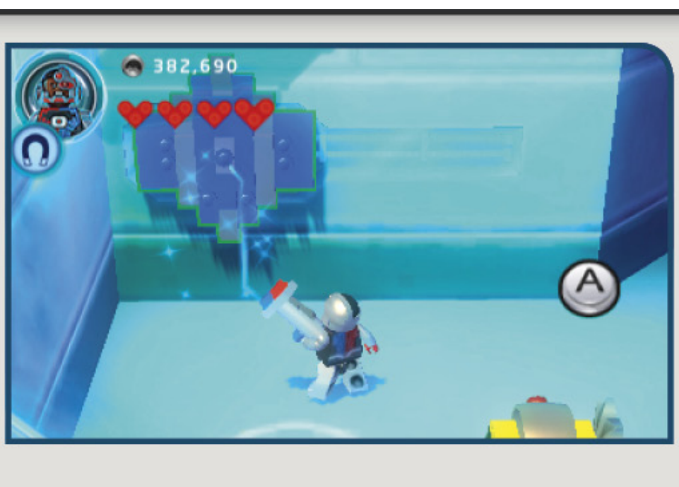
On the left side of the Containment Facility, there is a blue crate by the entrance. Smash it and build the bricks into a device. Smash the blue tanks on the far right and build those bricks into a device as well. Pass through the grate in the center of the floor by using Martian Manhunter. Once through, head to the left until you reach a dead end. Once at the dead end, smash the crates there to find more bricks to build. Build them and the Token appears.



The Gray Ghost

Ability Required: *Phase; Electric Suit*

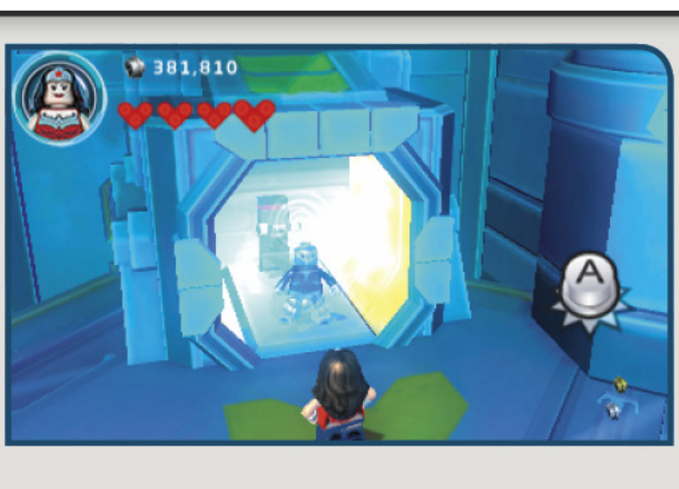
Pass through the phase point in the center of the room, then head to the right. Equip the Electric Suit and absorb the charge from the electrical terminal near the end of the hall. Now carrying a charge, switch back to Martian Manhunter and pass through the phase point. Once you're back in the main room, switch back to the Electric Suit and charge the terminal near the cell on the right to bring down the force field. Simply step in and grab the Token.



Lobo

Ability Required: *Phase; Magnet*

From the cells, pass through the phase point. Head to the left until you reach the dead end. Equip the Magno Suit, then manipulate the blue magnetic LEGO on the wall. The Token falls out of the cabinet.



Robin ('66)

Ability Required: *Mind Control*

Use Mind Control on the prisoner in the left cell. Once you have control of him, have him throw the switch to lower the force field so you can grab the Token from within the cell.

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Checklists (Handheld)

Red Bricks

Name	Cost	Level	Mode
Stud Multiplier x4	500,000	The Batrocket Hanger (3-1)	Free Play
Stud Multiplier x6	1,000,000	Ace Chemicals (8-1)	Story
Stud Multiplier x8	1,500,000	Ysmault (12-2)	Free Play
Stud Multiplier x10	2,000,000	Atrocitus Attack (15-2)	Story
Collectible Detector	250,000	The Underground Caverns (11-2)	Free Play
Invincibility	1,000,000	The Mines of Qward (14-1)	Story
Stud Magnet	500,000	Zamaron Encounter (9-2)	Story
Helium Voices	100,000	Sewers Interchange (1-2)	Free Play
Musical Attacks	100,000	The Armory (4-2)	Free Play
Bubble Attacks	50,000	The Batcave (2-2)	Free Play
Confetti Attacks	50,000	The Weapons Lab (5-2)	Free Play
Unlimited Bombs	100,000	Odym Jungle (10-2)	Story
Batman 1966 Mode	200,000	LEGO London (7-2)	Free Play
Super Attacks	500,000	Larfleeze's Vault (13-2)	Free Play
Boogie Mode	100,000	Brainiac's Ship (6-1)	Free Play

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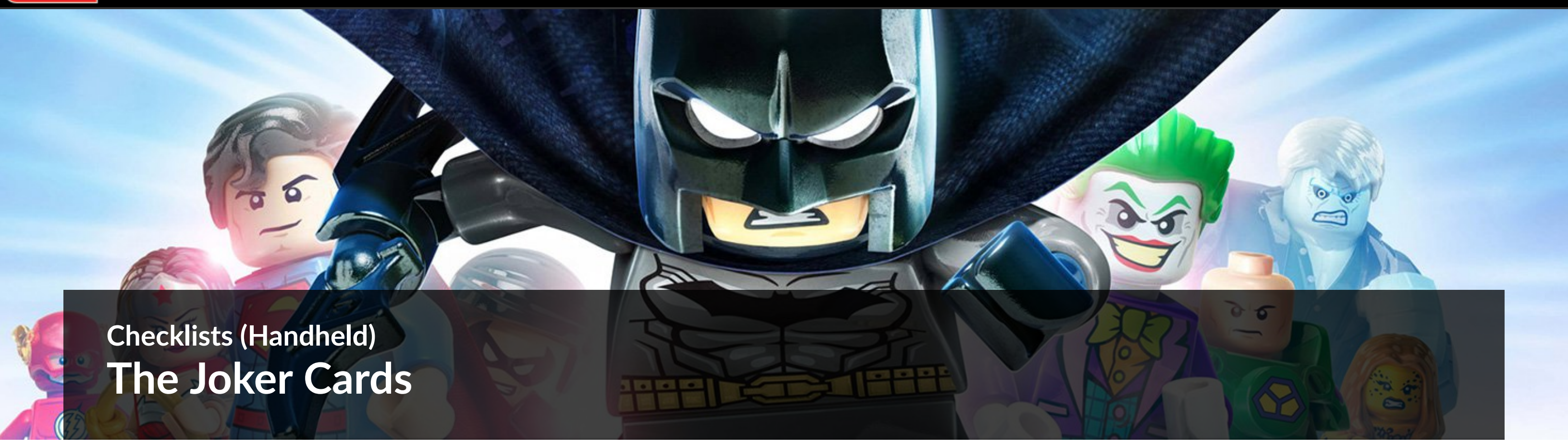

Checklists (Handheld)

The Joker Cards

Character	Level	Mode
Ambush Bug	Superman in Space (5-1)	Story
Aquaman	The Weapons Lab (5-2)	Free Play
Arkillo	Sinestro's Surprise (14-2)	Story
Blue Beetle	Nok Approach (11-1)	Story
Bruce Wayne	The Bat Observatory (2-1)	Free Play
Catwoman	The Bat-rocket Hangar (3-1)	Free Play
Cheshire	The Docking Bay (5-3)	Story
Composite Superman	Atrocitus Attack (15-2)	Story
Cyborg (Superman)	The Fortress of Solitude (15-1)	Story
Darkest Knight Batman	Larfleeze Attack (13-3)	Story
Doctor Fate	Brainiac Battle (6-2)	Story
Doomsday	Sinestro Showdown (14-3)	Story
Etrigan	Watchtower Battle (3-2)	Story
Firestorm	Ysmault (12-2)	Story
Frankenstein	LEGO Paris (7-1)	Story
Geoff Johns	Zamaron Encounter (9-2)	Free Play
Goon (Croc)	Gotham Sewers (1-1)	Free Play
Goon (The Joker Mime)	Killer Croc (1-3)	Free Play
Goon (The Joker Space Henchman)	Watchtower Access (3-3)	Free Play
Goon (Orange Lantern)	The Bat Monster (2-3)	Story
Green Lantern (Guy Gardner)	Rivers of Jam (12-1)	Free Play
Green Lantern (John Stewart)	Larfleeze's Vault (13-2)	Story
Hawkgirl	LEGO Pisa (7-3)	Free Play
Hawkman	Super Skydive (6-3)	Story
Heat Wave	The Armory (4-2)	Story
Kid Flash	The Underground Caverns (11-2)	Free Play
Kilowog	The Breach of Okaara (13-1)	Story
Mad Hatter	The Fun House (8-2)	Free Play
Manchester Black	LEGO London (7-2)	Free Play
Metallo	Saint Walker (10-3)	Free Play
Miss Martian	The Reach (10-1)	Story
Mr Freeze	Wayne Tower (8-3)	Story
Music Meister	Ace Chemicals (8-1)	Story
Parasite	The Mines of Qward (14-1)	Free Play
Poison Ivy	The Indigo Power Battery (11-3)	Story
Reverse Flash	Predator (9-3)	Free Play
Solar Suit Superman	Brainiac's Ship (6-1)	Free Play
Stargirl	The Zamarons (9-1)	Story
Superboy	Brainiac's Final Stand (15-3)	Story
Swamp Thing	Odym Jungle (10-2)	Free Play
The Question	Sewers Interchange (1-2)	Free Play
Tim Drake	The Batcave (2-2)	Free Play
Trickster	The Containment Facility (4-3)	Free Play
Vibe	The Butcher (12-3)	Story
Wonder Girl	The Control Room (4-1)	Free Play

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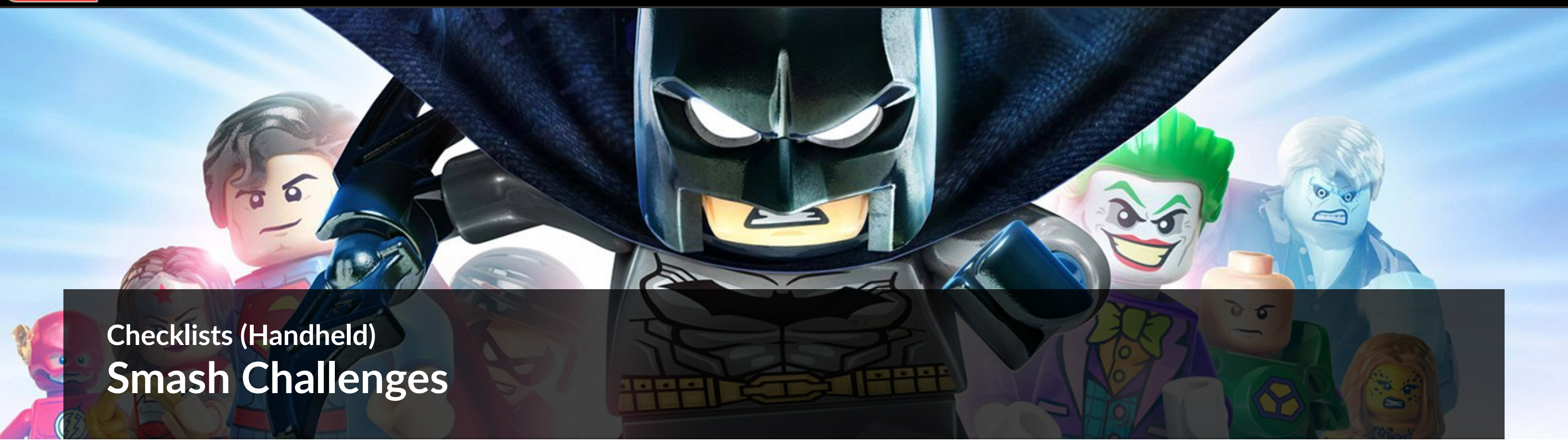

Checklists (Handheld)

Smash Challenges

Level	Mode	Type
Gotham Sewers (1-1)	Story	Batman
Gotham Sewers (1-1)	Free Play	The Joker
Killer Croc (1-3)	Free Play	The Joker
The Bat Observatory (2-1)	Free Play	Batman
The Bat Observatory (2-1)	Free Play	The Joker
The Batcave (2-2)	Free Play	The Joker
The Bat Monster (2-3)	Story	Batman
The Bat Monster (2-3)	Story	The Joker
The Bat-rocket Hangar (3-1)	Story	The Joker
Watchtower Battle (3-2)	Story	The Joker
Watchtower Access (3-3)	Story	The Joker
The Control Room (4-1)	Story	The Joker
The Armory (4-2)	Story	The Joker
The Containment Facility (4-3)	Story	The Joker
Superman in Space (5-1)	Story	The Joker
The Weapons Lab (5-2)	Free Play	Lex Luthor
The Docking Bay (5-3)	Story	The Joker
Brainiac's Ship (6-1)	Story	The Joker
Brainiac Battle (6-2)	Free Play	The Joker
Super Skydive (6-3)	Story	The Joker
LEGO Paris (7-1)	Story	Lex Luthor
LEGO London (7-2)	Story	Lex Luthor
LEGO Pisa (7-3)	Story	The Joker
Ace Chemicals (8-1)	Story	Lex Luthor
The Fun House (8-2)	Free Play	The Joker
Wayne Tower (8-3)	Story	Batman
The Zamarons (9-1)	Story	Batman
Zamaron Encounter (9-2)	Story	The Joker
Predator (9-3)	Story	Lex Luthor
The Reach (10-1)	Story	The Joker
Odym Jungle (10-2)	Story	Lex Luthor
Saint Walker (10-3)	Free Play	Batman
Nok Approach (11-1)	Story	The Joker
The Underground Caverns (11-2)	Free Play	Batman
The Indigo Power Battery (11-3)	Story	Lex Luthor
Rivers of Jam (12-1)	Story	Batman
The Butcher (12-3)	Story	The Joker
The Breach of Okaara (13-1)	Story	The Joker
Larfleeze's Vault (13-2)	Story	Lex Luthor
Larfleeze Attack (13-3)	Story	Batman
The Mines of Qward (14-1)	Story	Lex Luthor
Sinestro's Surprise (14-2)	Free Play	Batman
Sinestro Showdown (14-3)	Story	The Joker
The Fortress of Solitude (15-1)	Story	Batman
Atrocitus Attack (15-2)	Story	The Joker
Brainiac's Final Stand (15-3)	Story	Lex Luthor

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Checklists (Handheld)

Combat Challenges

Level	Type
Sewers Interchange (1-2)	Counters
Killer Croc (1-3)	Ground Finishers
Watchtower Battle (3-2)	Space
Watchtower Access (3-3)	Zero-G
The Control Room (4-1)	Ground Finishers
The Containment Facility (4-3)	Ground Finishers
Superman in Space (5-1)	Space
The Docking Bay (5-3)	Zero-G
Brainiac Battle (6-2)	Counters
Super Skydive (6-3)	Space
LEGO Paris (7-1)	Counters
LEGO Pisa (7-3)	Ground Finishers
The Fun House (8-2)	Counters
Wayne Tower (8-3)	Ground Finishers
The Zamarons (9-1)	Ground Finishers
Predator (9-3)	Counters
The Reach (10-1)	Space
Saint Walker (10-3)	Ground Finishers
Nok Approach (11-1)	Space
The Indigo Power Battery (11-3)	Counters
Rivers of Jam (12-1)	Counters
Ysmault (12-2)	Ground Finishers
The Butcher (12-3)	Counters
The Breach of Okaara (13-1)	Space
Larfleeze Attack (13-3)	Counters
Sinestro’s Surprise (14-2)	Ground Finishers
Sinestro Showdown (14-3)	Counters
The Fortress of Solitude (15-1)	Ground Finishers
Brainiac’s Final Stand (15-3)	Counters

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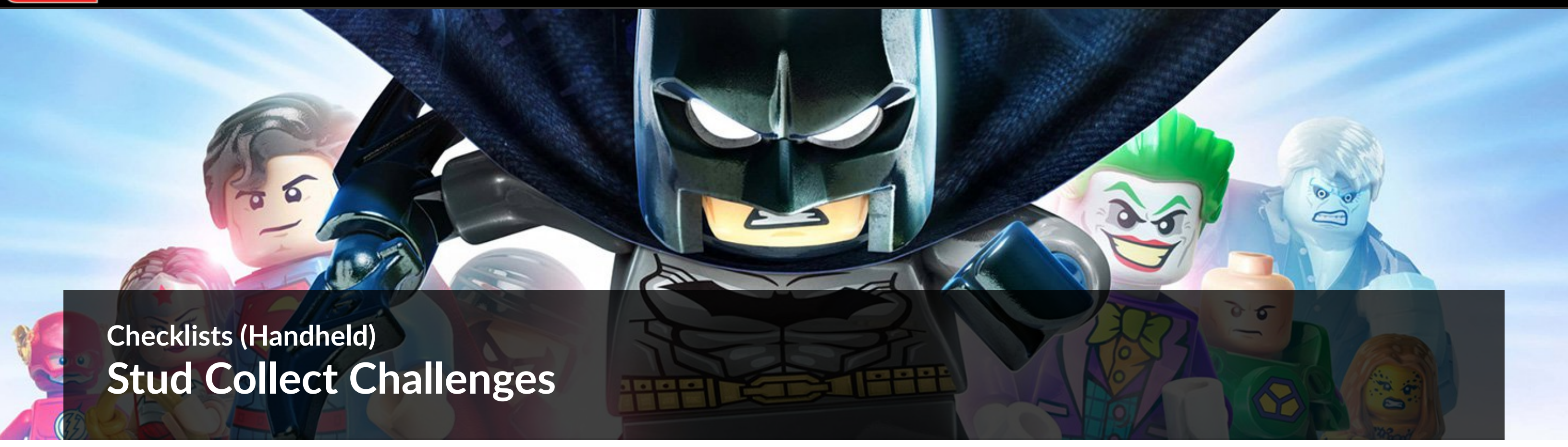

Checklists (Handheld)

Stud Collect Challenges

Level	Amount
Gotham Sewers (1-1)	30000
Sewers Interchange (1-2)	23000
Killer Croc (1-3)	10000
The Bat Observatory (2-1)	15000
The Batcave (2-2)	30000
The Bat Monster (2-3)	4500
The Bat-rocket Hangar (3-1)	32000
Watchtower Battle (3-2)	12000
Watchtower Access (3-3)	20000
The Control Room (4-1)	10000
The Armory (4-2)	30000
The Containment Facility (4-3)	10000
Superman in Space (5-1)	25000
The Weapons Lab (5-2)	23500
The Docking Bay (5-3)	15000
Brainiac's Ship (6-1)	10000
Brainiac Battle (6-2)	6500
Super Skydive (6-3)	38000
LEGO Paris (7-1)	31000
LEGO London (7-2)	57000
LEGO Pisa (7-3)	17000
Ace Chemicals (8-1)	35000
The Fun House (8-2)	14000
Wayne Tower (8-3)	25000
The Zamarons (9-1)	13000
Zamaron Encounter (9-2)	24000
Predator (9-3)	26000
The Reach (10-1)	20000
Odym Jungle (10-2)	10000
Saint Walker (10-3)	10000
Nok Approach (11-1)	35000
The Underground Caverns (11-2)	15800
The Indigo Power Battery (11-3)	6800
Rivers of Jam (12-1)	15000
Ysmault (12-2)	1000
The Butcher (12-3)	5000
The Breach of Okaara (13-1)	50000
Larfleeze's Vault (13-2)	30000
Larfleeze Attack (13-3)	12000
The Mines of Qward (14-1)	18000
Sinestro's Surprise (14-2)	24000
Sinestro Showdown (14-3)	15000
The Fortress of Solitude (15-1)	9000
Atrocitus Attack (15-2)	5000
Brainiac's Final Stand (15-3)	6800

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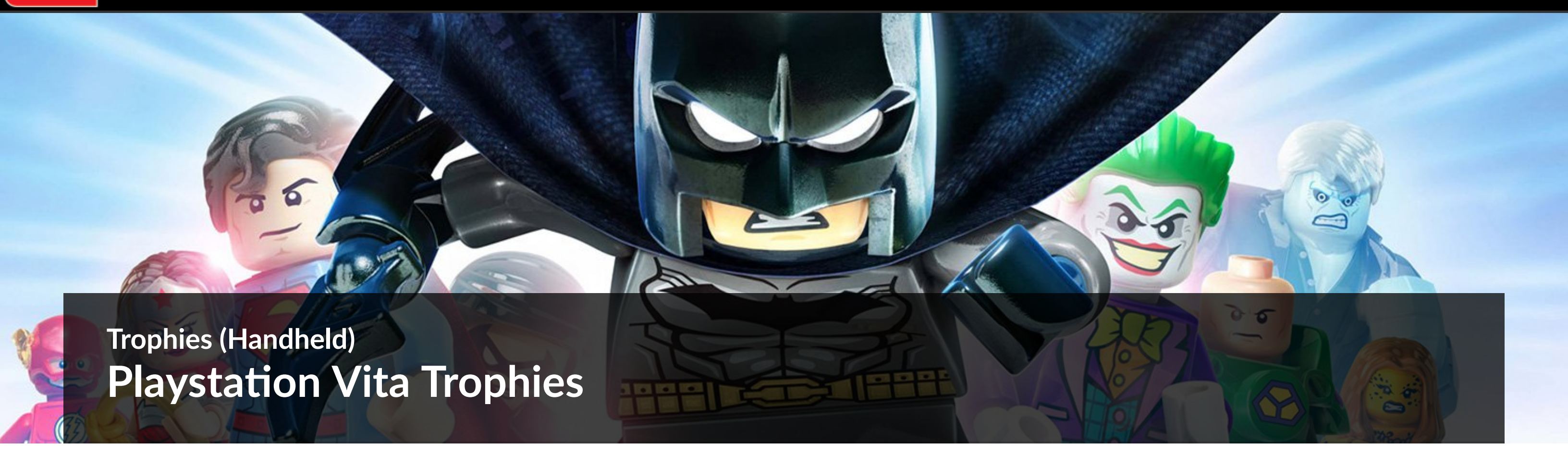

Trophies (Handheld)

Playstation Vita Trophies

Icon	Name	Type	Description	Notes
	Platinum	Platinum	Complete all other Trophies	You earn this automatically after you earn all of the other Trophies.
	To catch a Croc	Bronze	Complete Gotham Sewers	You earn this automatically as you progress through Story Mode.
	It wasn't the speech	Bronze	Complete Batcave Battle	You earn this automatically as you progress through Story Mode.
	Zero-G-whiz!	Bronze	Complete To Space!	You earn this automatically as you progress through Story Mode.
	Bouncy futon thingy	Bronze	Complete Watchtower Battle	You earn this automatically as you progress through Story Mode.
	An unlikely alliance	Bronze	Complete Brainiac Attack	You earn this automatically as you progress through Story Mode.
	Brawn over Brainiac	Bronze	Complete Brainiac's Ship	You earn this automatically as you progress through Story Mode.
	Eurover Reacting	Bronze	Complete LEGO Europe	You earn this automatically as you progress through Story Mode.
	Arkham, I saw, I conquered	Bronze	Complete Brainiac in Gotham	You earn this automatically as you progress through Story Mode.
	Heart Breaker	Bronze	Complete Zamaron	You earn this automatically as you progress through Story Mode.
	Saint Walker's Saviour	Bronze	Complete Odym	You earn this automatically as you progress through Story Mode.
	Nok, Nok	Bronze	Complete Nok	You earn this automatically as you progress through Story Mode.
	Butcher Beater	Bronze	Complete Ysmault	You earn this automatically as you progress through Story Mode.
	Greedy Guts	Bronze	Complete Okaara	You earn this automatically as you progress through Story Mode.
	Rock, Paper, Sinestro	Silver	Complete Qward	You earn this automatically as you progress through Story Mode.
	Ice, Ice, Batman	Gold	Complete Fortress of Solitude	You earn this automatically as you progress through Story Mode.
	Suitably Impressed	Bronze	Unlock all the suits in the game	Follow the walkthrough section to unlock the suits for each level.
	Batbuilding	Bronze	Complete all the Gold Brick Builds in the game	All but one of these can be found during story progression. To find the final one, return to the Batcave via the teleporter in the Watchtower. It is above the Batwing in the top left of the area.
	Microver	Bronze	Collect all the microchips	See the walkthrough section, 8-4 to locate all of the microchips.
	Card work	Silver	Find all The Joker Cards	Follow the walkthrough section to find The Joker Card in each level.
	Gold 100	Silver	Complete 100 Gold Brick challenges	Follow the walkthrough section to complete The Gold Brick challenges in each level.
	Larfleeced Special	Bronze	Collect 100,000,000 studs	Break all available objects and thoroughly explore all levels to maximize stud collection.
	You Gotham all	Gold	Achieve 100% completion	Follow the walkthrough and use the checklists in this guide to find everything.
	No Joke	Bronze	Destroy all Joker LEGO objects	Follow the walkthrough section to find all Joker LEGO objects in each level.
	Lex do this!	Bronze	Destroy all Luthor LEGO objects	Follow the walkthrough section to find all Lex Luthor LEGO objects in each level.
	Batvandel	Bronze	Destroy all Batman LEGO objects	Follow the walkthrough section to find all Batman LEGO objects in each level.
	Power Rings	Bronze	Complete all Lantern Constructs	Use all the Lantern pads in both the levels and hubs. Most are easily found. Be sure not miss those in Level 13-2 and those in 14-3.
	Batcaveman	Silver	Complete all Free Play in the Batcave	See the Batcave Hub chapter to find everything.
	Watchtower Wanderer	Silver	Complete all Free Play in the Watchtower	See the Watchtower Hub chapter to find everything.
	Everyone is awesome	Bronze	View the credits without skipping them	Watch the complete credits.
	Gold Rush	Gold	Complete all Gold Brick challenges	Follow the walkthrough section to complete The Gold Brick challenges in each level.
	Hinteresting	Bronze	Unlock and purchase all hints	Access the shop in the Batcave or Watchtower. Select the second tab and spend studs to purchase all of the hints.
	Red all over	Silver	Unlock and purchase all Red Bricks	Follow the walkthrough section to find The Red Brick in each level.
	DC-peasy	Silver	Unlock and purchase all characters	See the Characters and Suits section to find them all.
	Counter crazy	Bronze	Perform 20 counter attacks	Perform counter attacks against groups of goons throughout the story.
	Caped Crusader	Silver	Complete all the Gold Brick Combat challenges	Follow the walkthrough section to complete The Gold Brick challenges in each level.
	Ner-ner na ner-ner	Bronze	Defeat 10 enemies with Superman's heat vision while flying	Use Superman to take on groups of goons to easily earn this trophy.
	And stay down	Bronze	Perform 30 ground finishers	Perform ground finishers against groups of goons throughout the story.
	Nostalgia Trip	Bronze	Complete The Containment Facility with the Batman 1966 Mode Red Brick active	Find this Red Brick in LEGO London. Purchase it and complete The Containment Facility.
	Galactic Attack	Silver	Complete all the Gold Brick Space Combat Challenges in the game	Follow the walkthrough section to complete The Gold Brick challenges in each level.
	Techno Prisoners	Silver	Get maximum studs on all the Techno Access puzzles in all the levels	See the Computer Hacking Solutions throughout the walkthrough.
	Okaara Run	Silver	Complete The Breach of Okaara in 3 loops or less	Use Wonder Woman's rockets to destroy the generators with one direct hit. It is best to focus on the collectibles during your first loop, then destroy the generators.
	Metagamer	Bronze	Use the arcade machine	Look for the arcade machine in area 2-1, The Bat Observatory. Approach the machine and press the action button to begin playing.
	Aq-where-ium?	Bronze	Discover Aquaman's tea party	Find the party in Level 1-2 after you've raised the water level and accessed the upper level. Tag to a flying character and fly to the left of the Killer Croc encounter to spot Aquaman.
	Crocaught in the act	Bronze	Discover the Killer Croc goon's prank	In Level 1-1, after using the senor wall to raise the water level, jump across the platforms to reach a second sensor wall. You should hear roaring. Use Batman's Sensor Suit to spot the goon hiding behing the wall.

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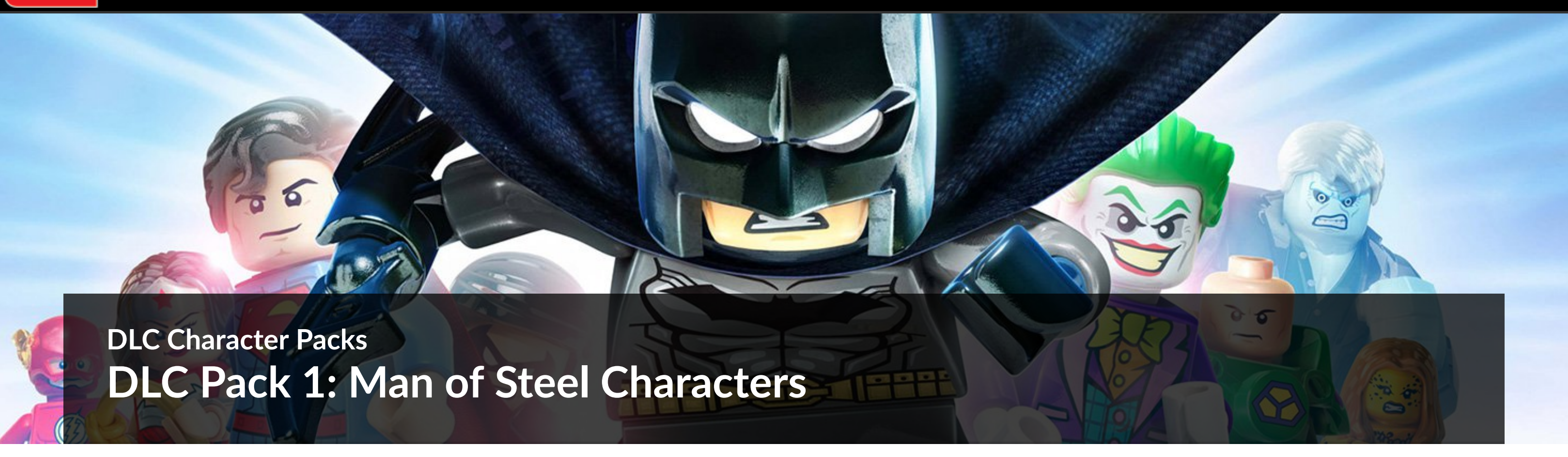


DLC Pack 1: Man of Steel Characters

Downloadable Content: DLC Characters
BANG

Can't get enough LEGO Batman 3? *Then take your game system online to access five special Downloadable Content (DLC) packs! Purchasing DLC packs through* LEGO Batman 3's *main menu unlocks new missions and special characters for you to enjoy. And this section of the guide covers all of it!*

Downloading the Man of Steel DLC pack unlocks the Man of Steel DLC mission, along with all of the following characters.

Faora

Melee weapon: Punches and kicks
Ranged weapon: Heat vision
Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, heat vision, self-healing, super-strength

Jor-El

Melee weapon: Punches and kicks
Ranged weapon: Blasts, laser
Abilities: Laser

Lara Lor-Van

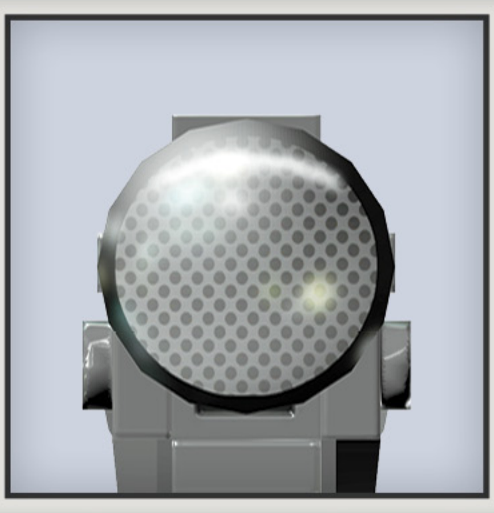
Melee weapon: Punches and kicks
Ranged weapon: Blasts, laser
Abilities: Laser

Tor-An

Melee weapon: Punches and kicks
Ranged weapon: Heat vision
Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, heat vision, self-healing, super-strength

General Zod

Melee weapon: Punches and kicks
Ranged weapon: Heat vision
Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, heat vision, self-healing, super-speed (treadmills only), super-strength



Kelex

Melee weapon: None
Ranged weapon: Blasts
Abilities: Super senses, techno

Superman *(Man of Steel)*

Melee weapon: Punches and kicks, super breath
Ranged weapon: Heat vision
Abilities: Fast build, fire resistant, Flash-Build, flight, goo resistant, heat vision, self-healing, super breath, super-speed (treadmills only), super-

Zod Agent

Melee weapon: Punches and kicks
Ranged weapon: Blasts, laser
Abilities: Laser

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DLC Character Packs

DLC Pack 2: Batman 75th Anniversary Characters

Downloading the Batman 75th Anniversary DLC pack unlocks the Batman 75th Anniversary DLC mission, along with all of the following characters.

Azrael-Batman

Melee weapon: Punches and kicks
Ranged weapon: Batarang, laser
Abilities: Glide, grapple, laser, techno

Batman *(Dark Knight Returns)*

Melee weapon: Punches and kicks
Ranged weapon: Batarang
Abilities: Fire resistant, goo resistant, self-healing, super-strength

Batman *(Gotham by Gaslight)*

Melee weapon: Punches and kicks
Ranged weapon: Batarang
Abilities: Glide, grapple, super senses

Vampire Batman

Melee weapon: Punches and kicks
Ranged weapon: Batarang
Abilities: Flight, grapple, mind control, self-healing, stealth, super-strength

Batman *(Brave and the Bold)*

Melee weapon: Punches and kicks
Ranged weapon: Batarang
Abilities: Flight, grapple, techno

Batman *(Detective Comics 27)*

Melee weapon: Punches and kicks
Ranged weapon: Blasts
Abilities: Glide, grapple, super senses, techno

Batman *(Sinestro Corps)*

Melee weapon: Punches and kicks
Ranged weapon: Ring blasts/laser
Abilities: Deflection, dig, flight, grapple, Lantern's ring

Zebra Batman

Melee weapon: Punches and kicks
Ranged weapon: Batarang
Abilities: Glide, grapple, magnetic

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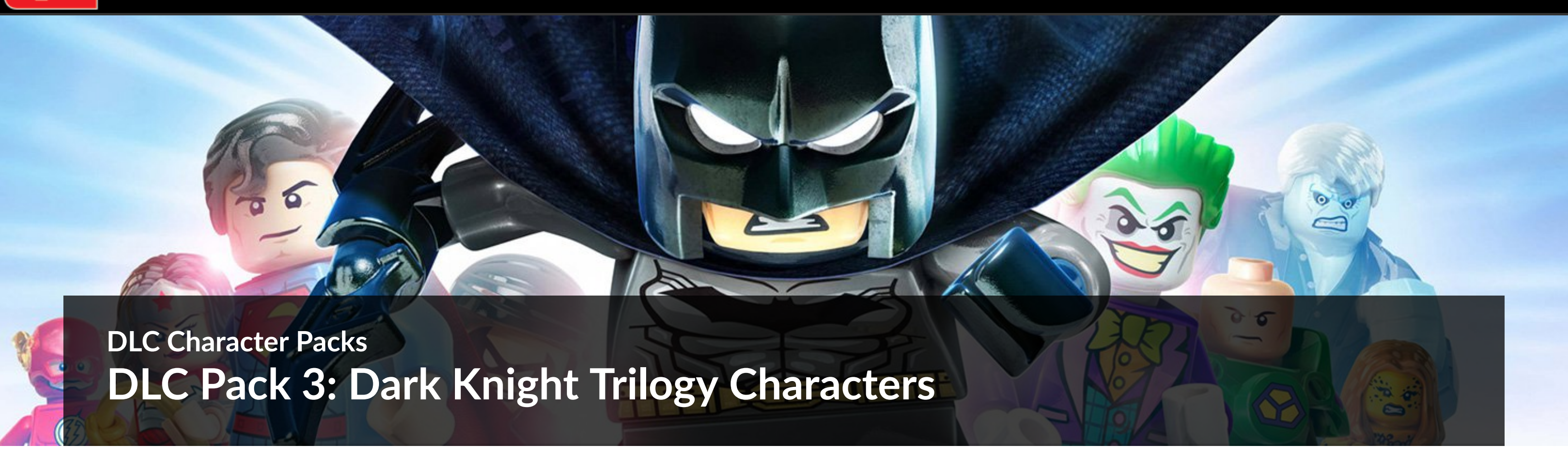

DLC Character Packs

DLC Pack 3: Dark Knight Trilogy Characters

Downloading the Dark Knight Trilogy DLC pack unlocks the Dark Knight Trilogy DLC mission, along with all of the following characters.

Bane (Dark Knight Rises)

Melee weapon: Punches and kicks

Ranged weapon: None

Abilities: Self-healing, techno, twirl pole (flip only)

Commissioner Gordon

Melee weapon: Punches and kicks

Ranged weapon: Pistol

Abilities: Super senses, techno

Ra's al Ghul

Melee weapon: Sword

Ranged weapon: None

Abilities: Grapple, techno, twirl pole (flip only)

Selina Kyle (Dark Knight Rises)

Melee weapon: Whip, claw swipes

Ranged weapon: None

Abilities: Dig, grapple, super senses, twirl pole (flip only)

Two-Face (Dark Knight)

Melee weapon: Punches and kicks

Ranged weapon: Pistol

Abilities: Super senses, techno, twirl pole (flip only)

Batman (Dark Knight Trilogy)

Melee weapon: Punches and kicks

Ranged weapon: Batarang

Abilities: Glide, grapple, super senses, techno

The Joker (Nurse)

Melee weapon: Punches and kicks

Ranged weapon: Rocket launcher

Abilities: Explosive attacks, goo resistant, grapple

The Scarecrow (Batman Begins)

Melee weapon: Punches and kicks

Ranged weapon: Toxin bombs

Abilities: Mind control, techno, twirl pole (flip only)

S.W.A.T. Team Member

Melee weapon: Punches and kicks

Ranged weapon: Pistol

Abilities: Techno

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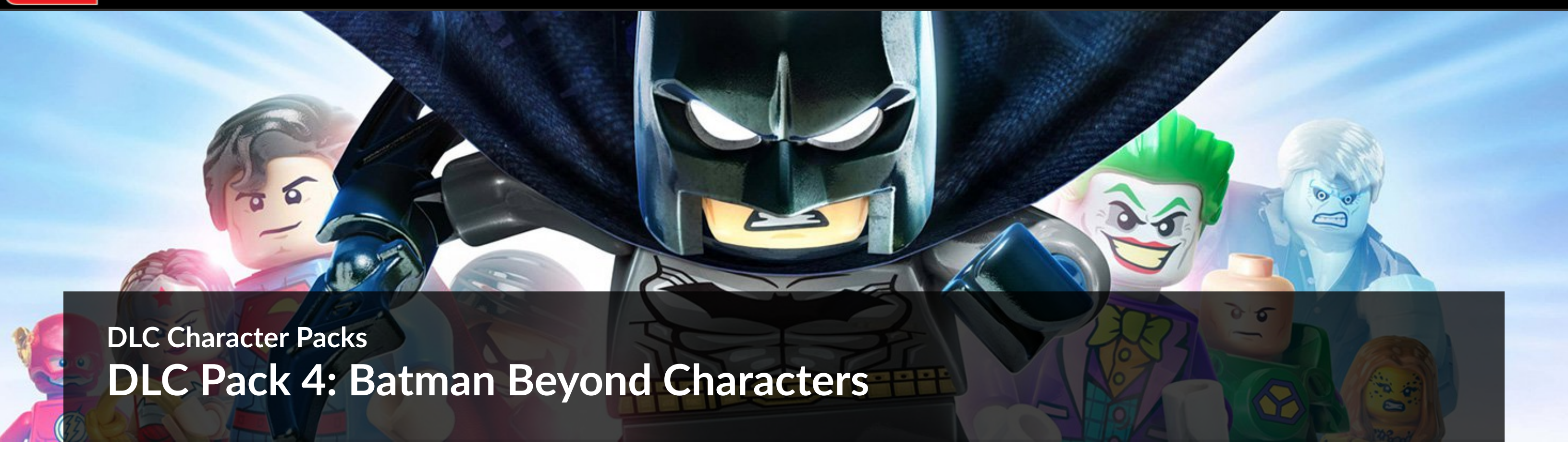


DLC Character Packs

DLC Pack 4: Batman Beyond Characters

Downloading the Batman Beyond DLC pack doesn't unlock a new mission, but it does unlock all of the following characters from the futuristic Batman Beyond universe.

Ace (Batman Beyond)

Melee weapon: Bites and blows

Ranged weapon: None

Abilities: Dig, super senses

Blight

Melee weapon: Punches and kicks

Ranged weapon: Blasts, laser

Abilities: Fire resistant, goo resistant, illumination, laser

Bruce Wayne (Retired)

Melee weapon: Cane

Ranged weapon: Cane

Abilities: Grapple

The Joker (Batman Beyond)

Melee weapon: Punches and kicks

Ranged weapon: Blasts, laser

Abilities: Elecricity, goo resistant, grapple, laser, techno

Batman (Terry McGinnis)

Melee weapon: Punches and kicks

Ranged weapon: Bat darts

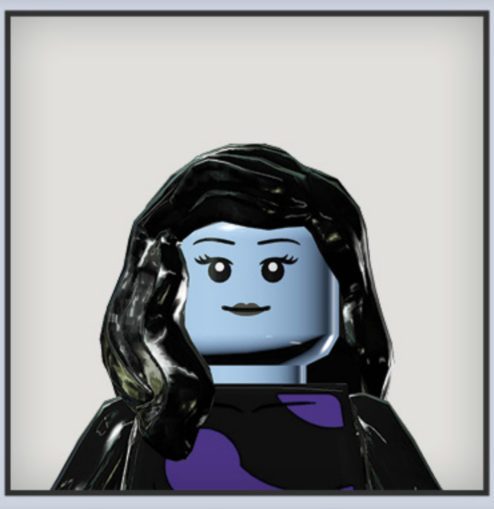
Abilities: Dive, flight, grapple, stealth, super senses, techno, twirl pole (flip only)

Bonk

Melee weapon: Punches and kicks

Ranged weapon: None

Abilities: Fire resistant, goo resistant, self-healing, super-strength

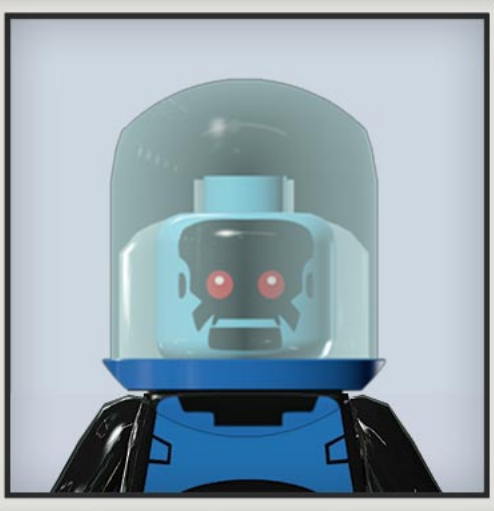


Inque

Melee weapon: Punches and kicks

Ranged weapon: Blasts

Abilities: Grapple, self-healing, stretchy, twirl pole (flip only)



Mr. Freeze (Batman Beyond)

Melee weapon: Punches and kicks

Ranged weapon: Freeze cannon

Abilities: Freeze cannon

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DLC Character Packs

DLC Pack 5: Downloadable Content Characters

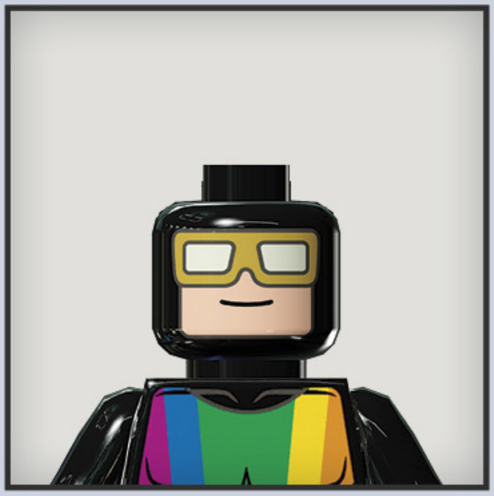
Complete your LEGO *Batman 3* content collection by downloading this final DLC pack, which unlocks the following colorful characters.

Rainbow Batman

Melee weapon: Punches and kicks

Ranged weapon: Batarang

Abilities: Glide, grapple, super senses



Rainbow Raider

Melee weapon: Punches and kicks

Ranged weapon: Blasts, laser

Abilities: Laser, twirl pole (flip only)

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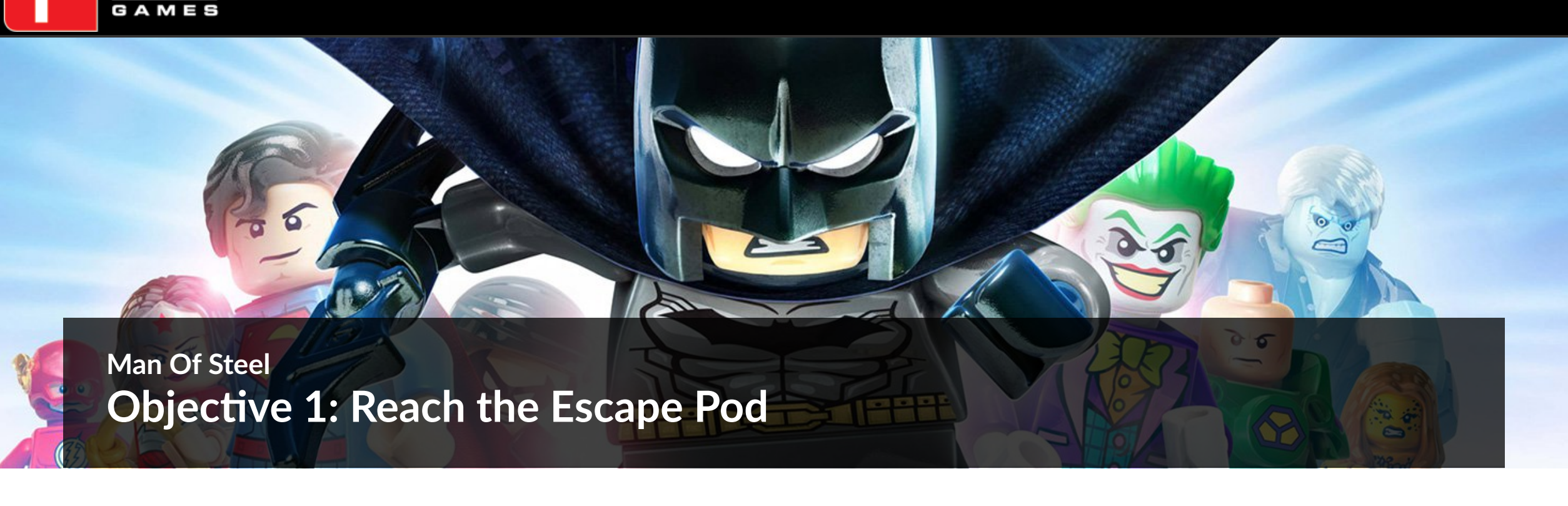


Man Of Steel

Objective 1: Reach the Escape Pod

DLC
1
MISSION
Man of Steel

The Story Thus Far...

The fools thought that Krypton was invincible, that it would last forever. How wrong they were! Still, something of this world must be saved. But can Krypton's last son be spared before it's too late?

Story Characters

Jor-El

Kelex

Lara Lor-Van

True Hero Stud Requirement:

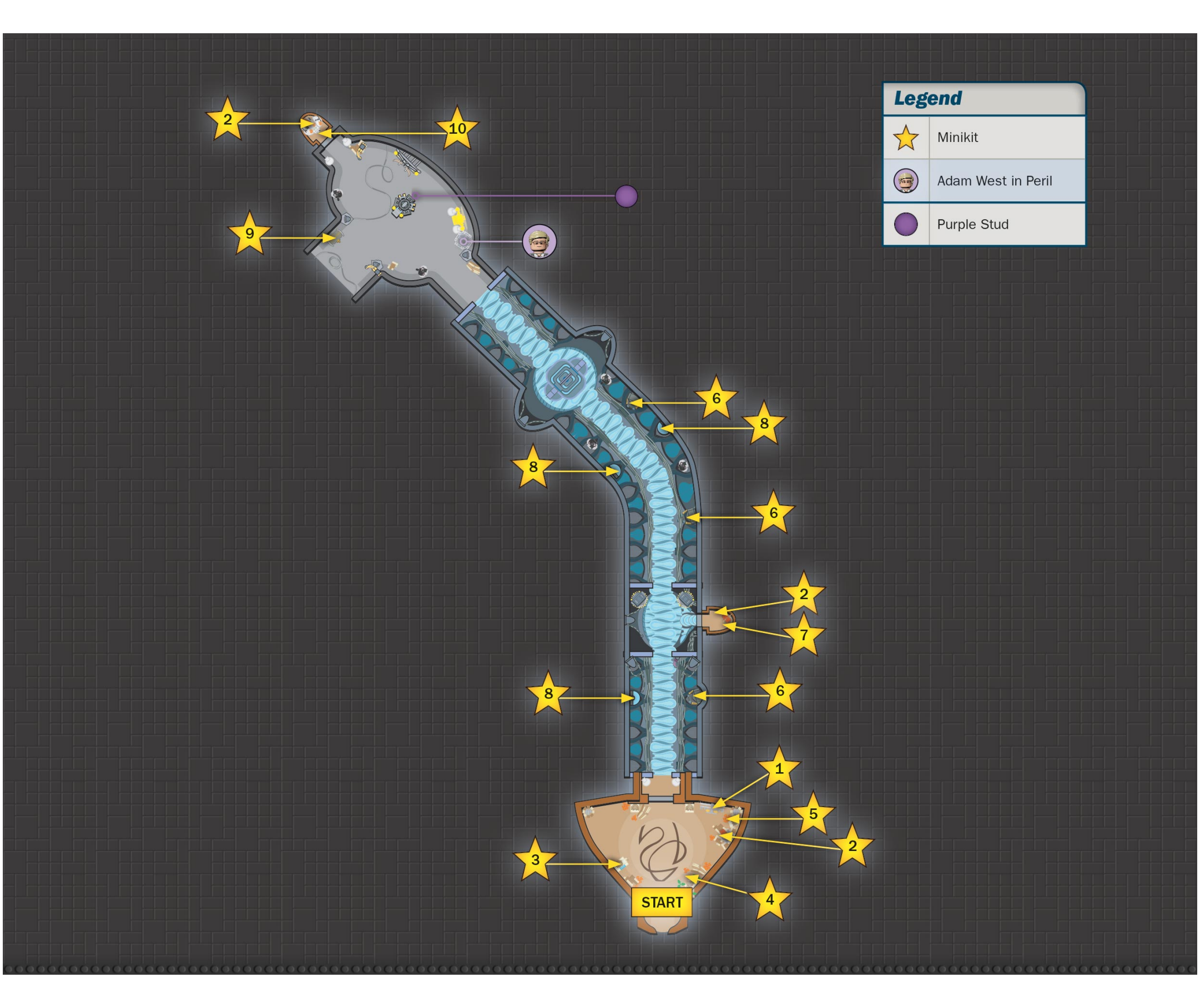
40,000

Adam West in Peril!

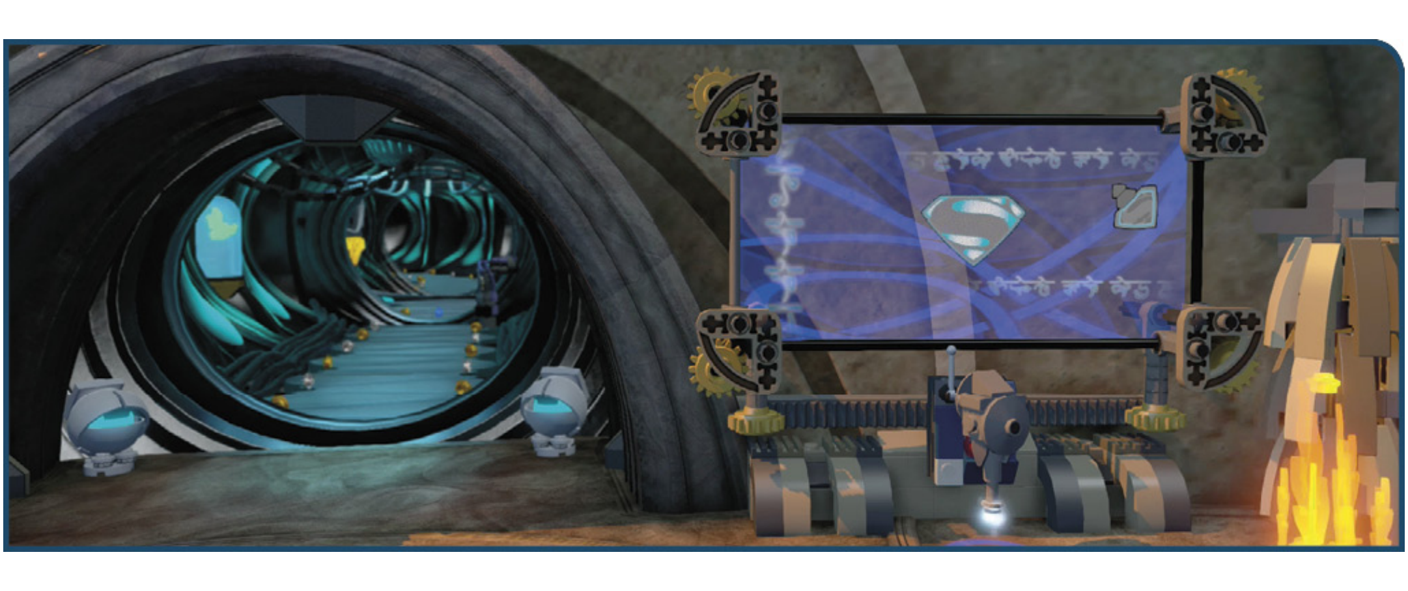
Area	Mode	Notes
2	Free Play	Trapped in a silver cage near the escape pod.

Minikits

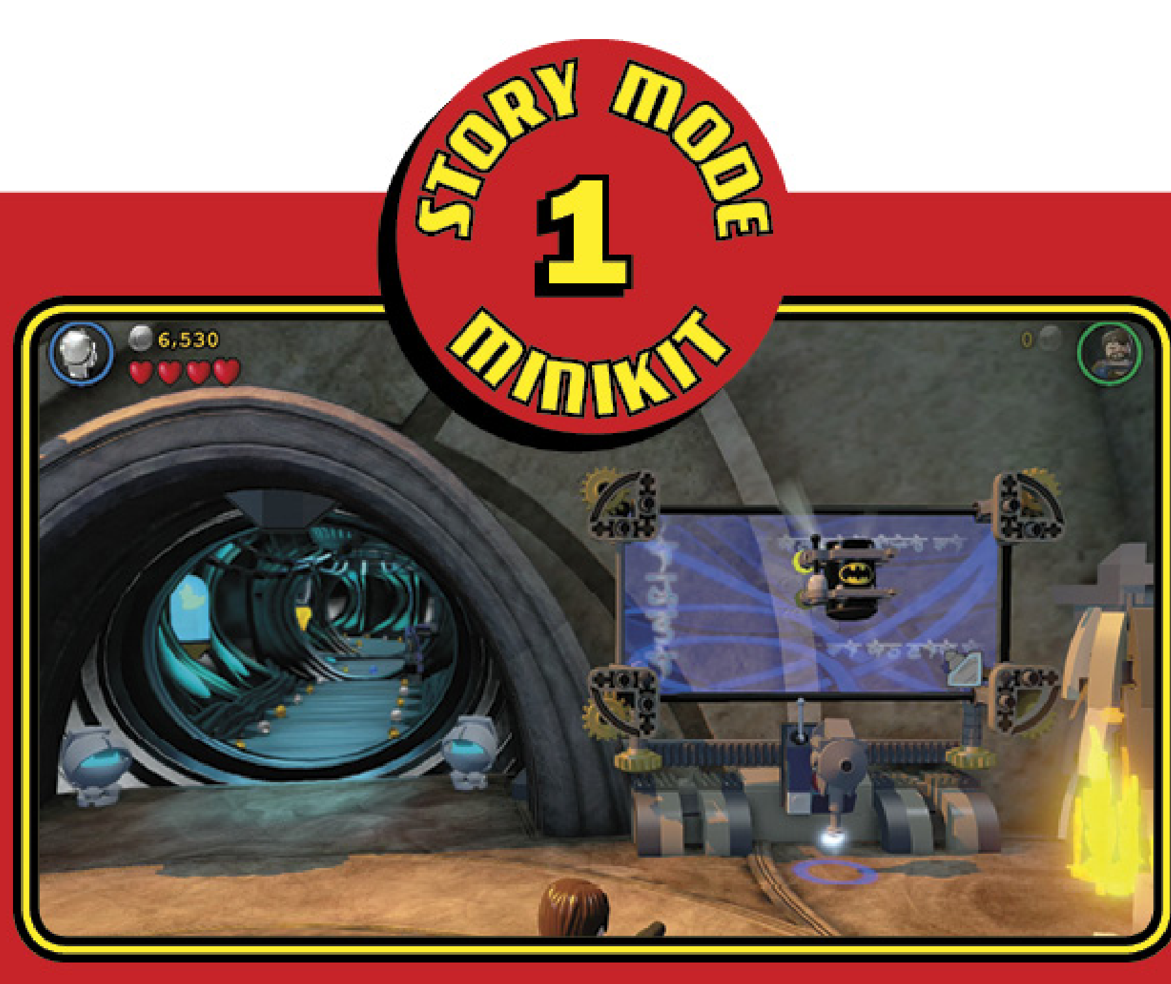
No.	Area	Mode	Notes
1	1 (starting area)	Story	After hacking the techno panel and opening the door, hack the panel a second time.
2	1 (starting area) & 2	Story	Shoot down three big dragonflies around the level.
3	1 (starting area)	Free Play	Use magnetic power to raise the statue near the start.
4	1 (starting area)	Free Play	Smash the plants near the start to discover some dirt. Dig up some bricks and build the Minikit.
5	1 (starting area)	Free Play	Use an explosive attack to the silver rock near the start.
6	1 (corridor)	Story	Blast open three suit vaults in the corridor.
7	1 (corridor)	Story	On the balcony to the right of the golden debris.
8	1 (corridor)	Free Play	Use sonar to shatter three glass cases and green kryptonite crystals in the corridor.
9	2	Free Play	Grapple and pull open the crate in the foreground near the escape pod.
10	2	Free Play	Put out the LEGO fires on the left after General Zod arrives, then smash the debris.



You've got to reach that escape pod, no matter the cost! Begin by building the hopping bricks on the ground near the starting point into a techno panel. Tag Kelex and hack the panel to take control of the nearby monitor. Click on the four buttons in the same order in which they light up to open the nearby door.

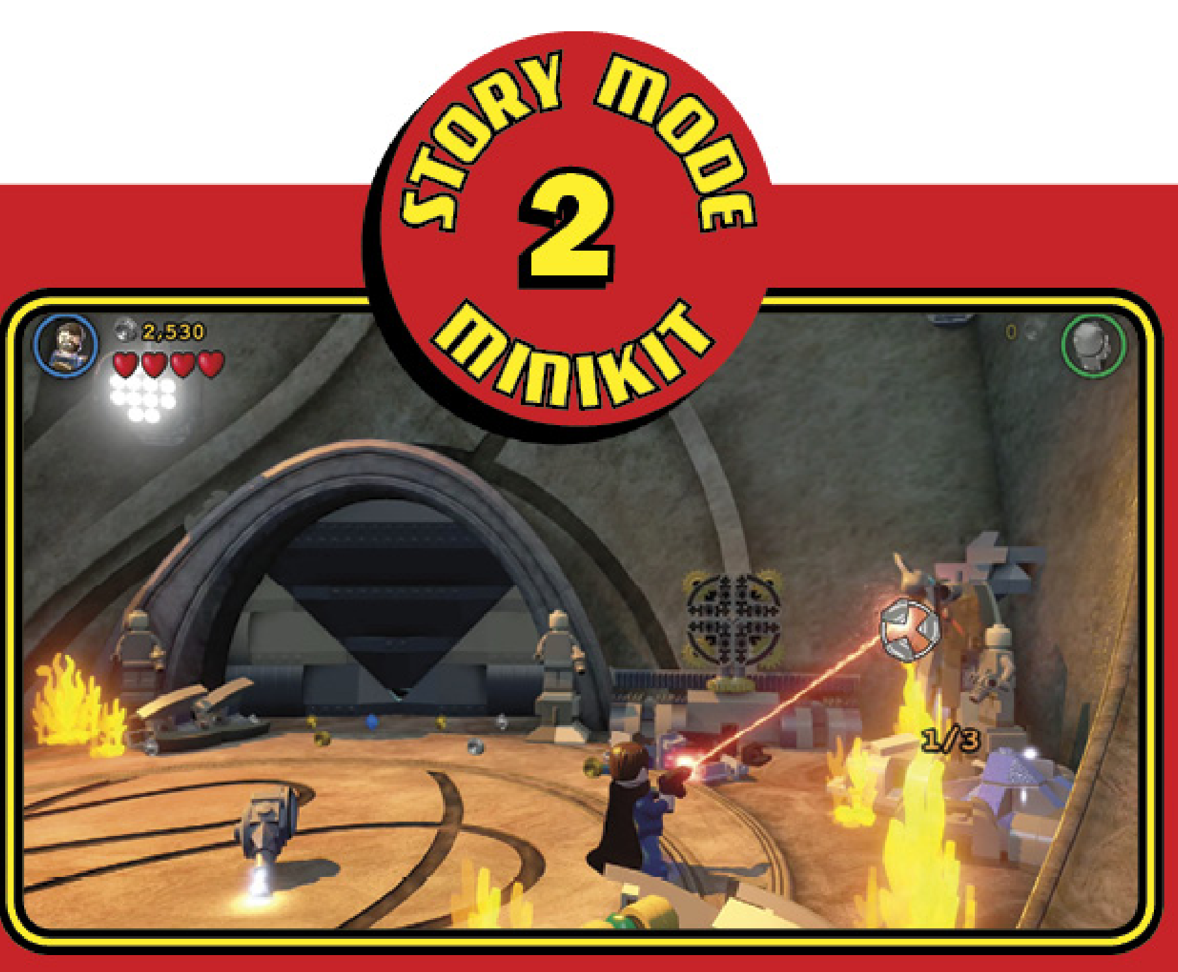


STORY MODE 1 MINIKIT



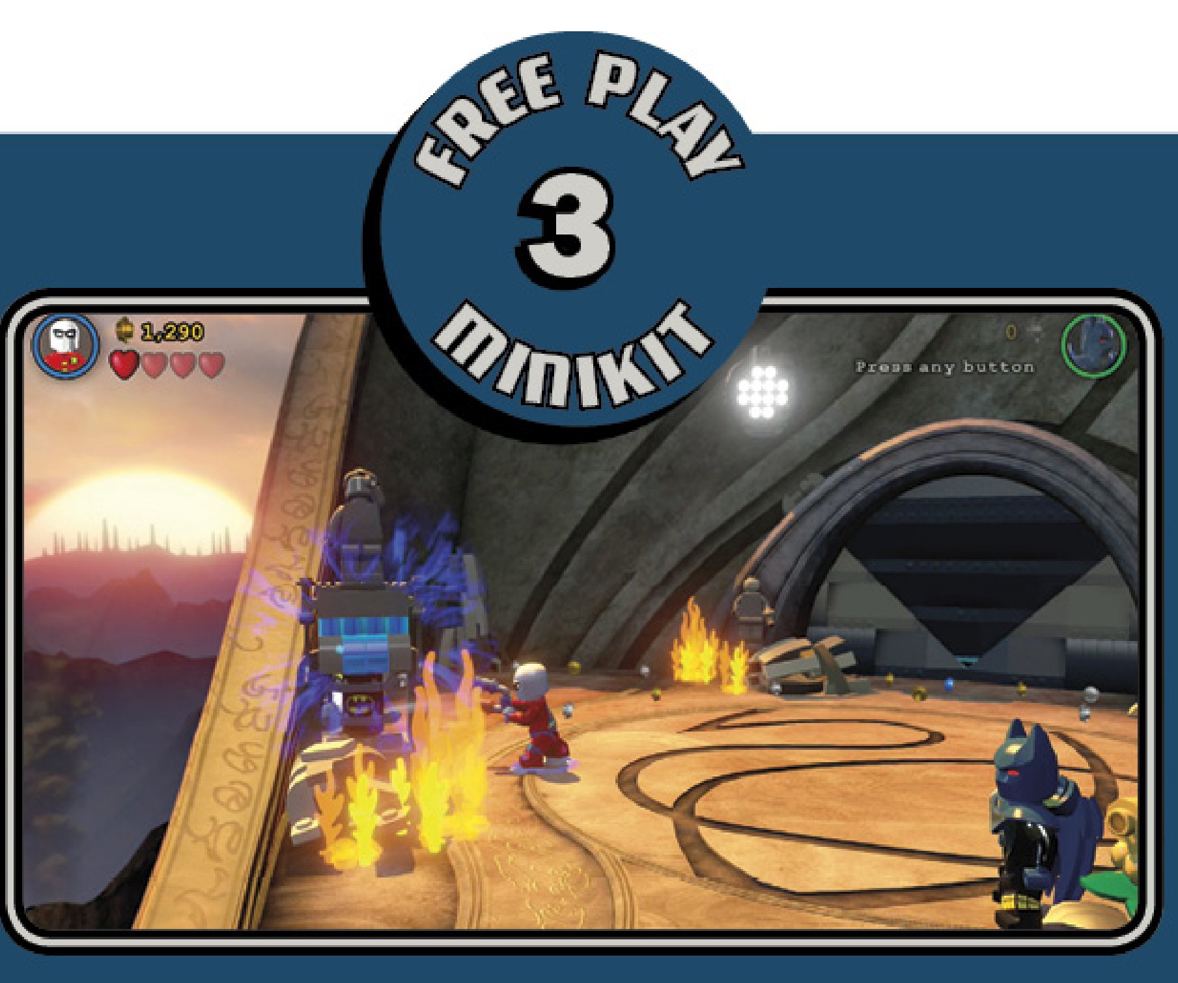
After hacking the techno panel and opening the door, hack the panel a second time, once again clicking on the four buttons in the same order in which they light up to make a Minikit appear!

STORY MODE 2 MINIKIT



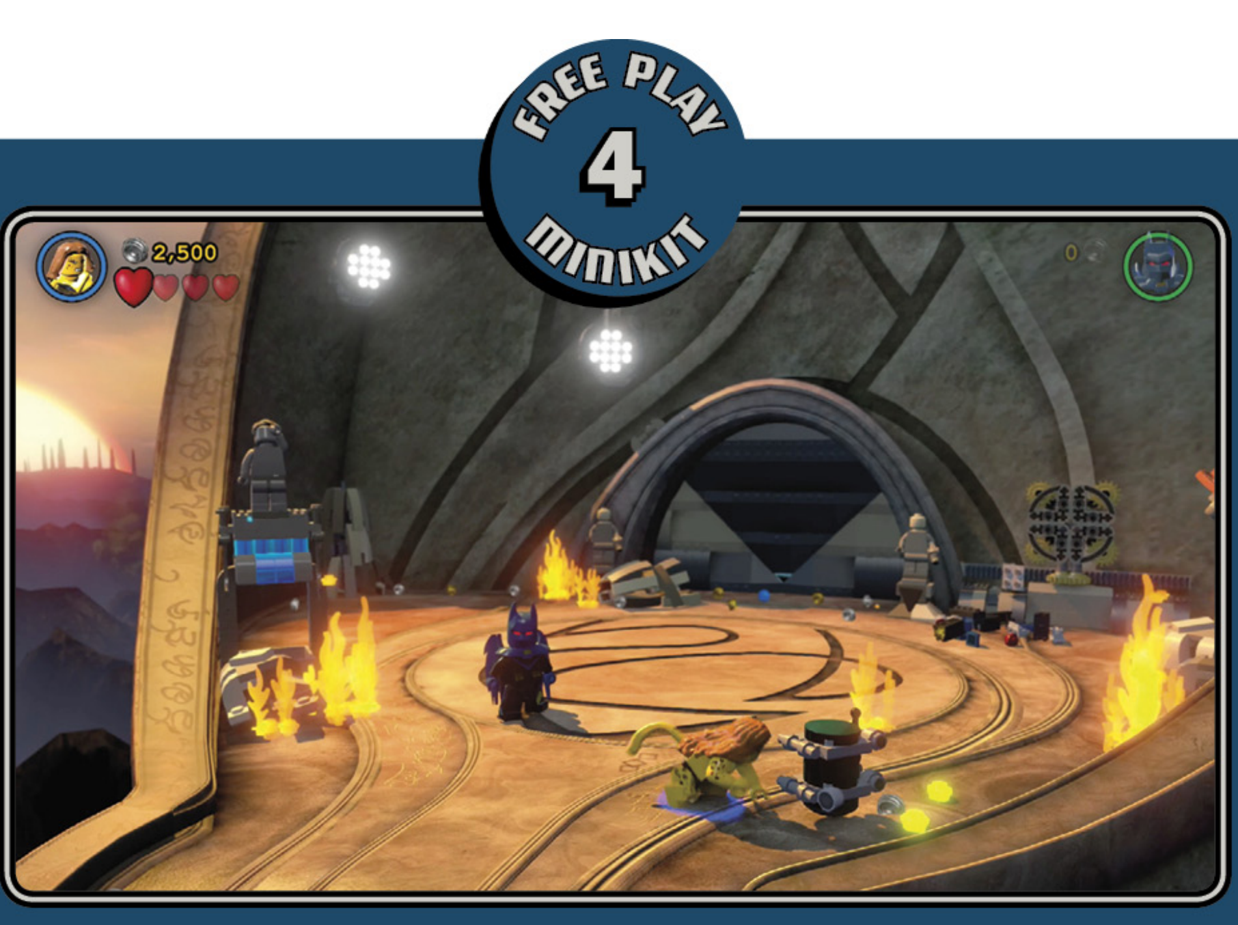
Aim and blast three dragonflies from the skies as you explore this mission. The first is flapping away on the right side of the starting area. Check the map to find the rest!

FREE PLAY 3 MINIKIT



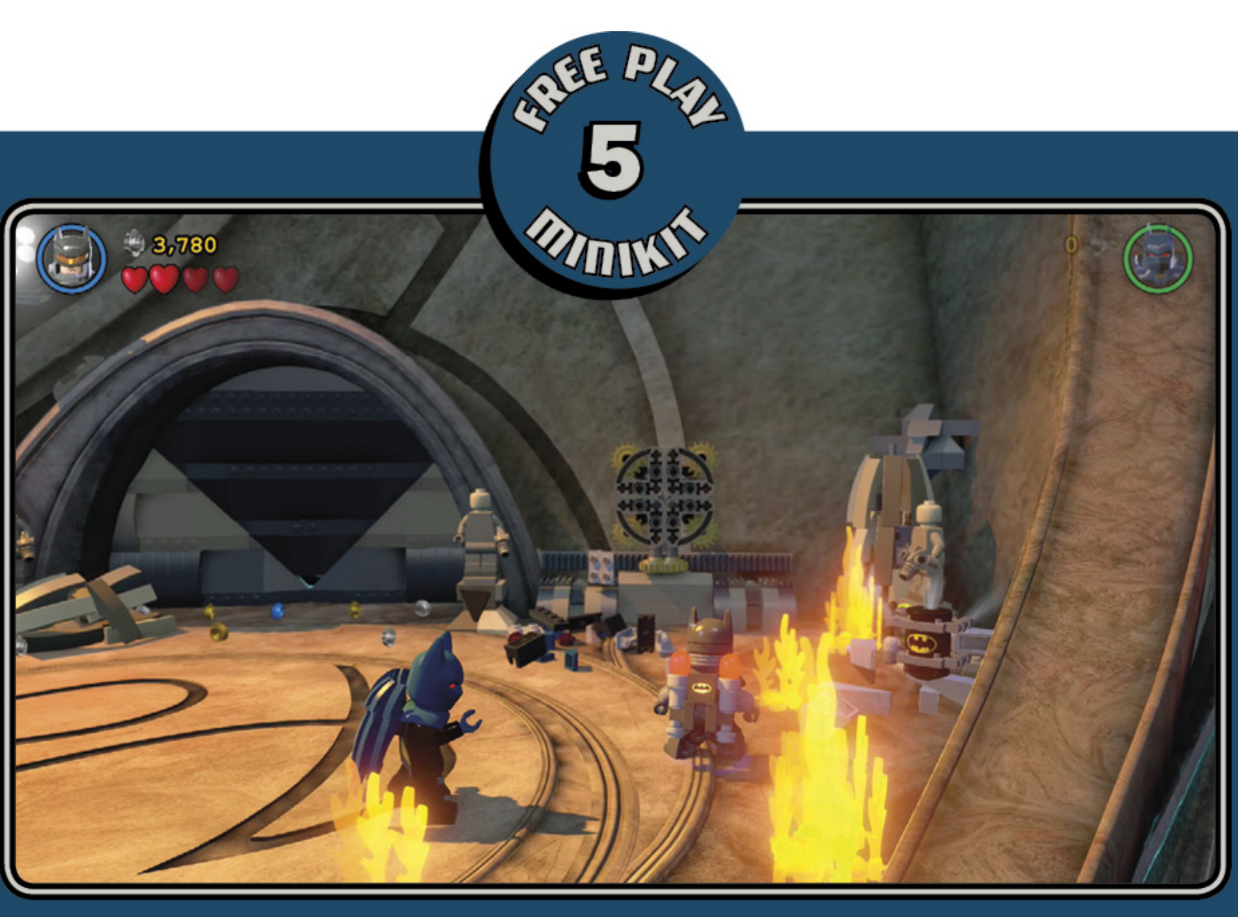
In Free Play mode, use a magnetic character (such as Robin in his Magnet Suit) to raise the blue statue on the starting area's right side. Hey, there's a Minikit beneath that statue! Collect your find.

FREE PLAY 4 MINIKIT



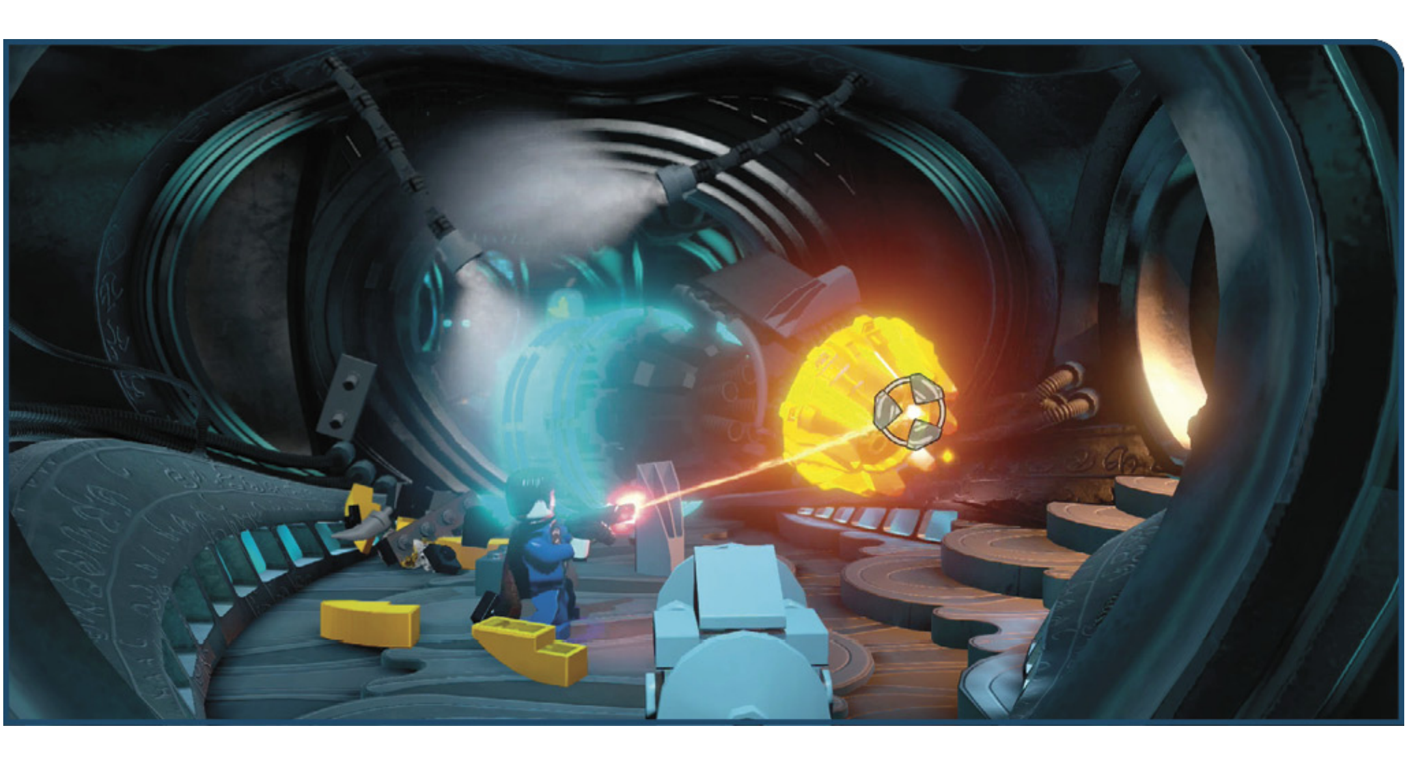
Smash the plants and statue on the starting area's right side (near the foreground) to discover a suspicious mound of dirt. Use a Lantern or animal character to dig in the dirt and uncover some bricks. Build these into another marvelous Minikit!

FREE PLAY 5 MINIKIT



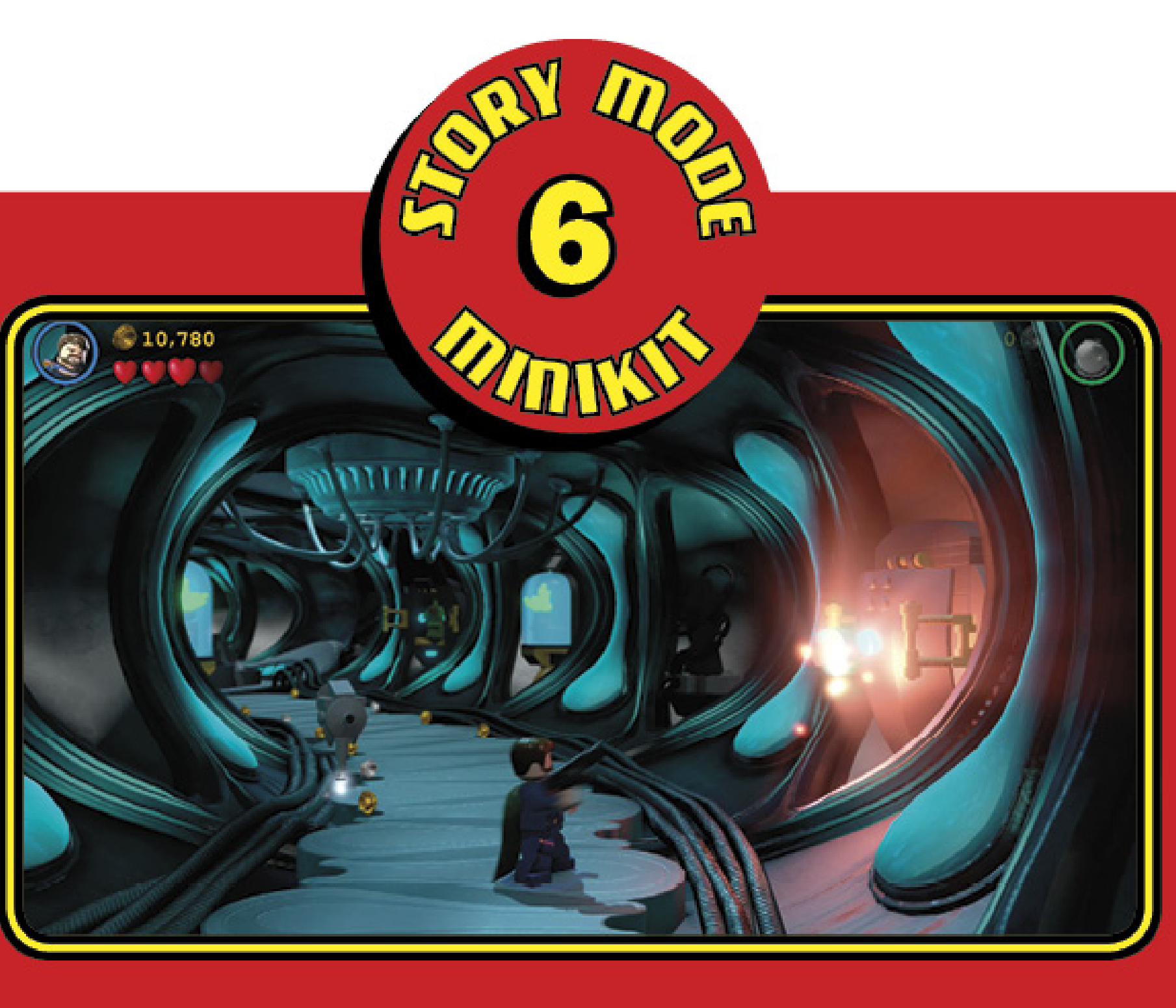
In Free Play, use a character with explosive attacks (such as Batman in his Power Suit) to destroy the silver rock on the starting area's right side. Aha, a Minikit!

CONNECTING CORRIDOR



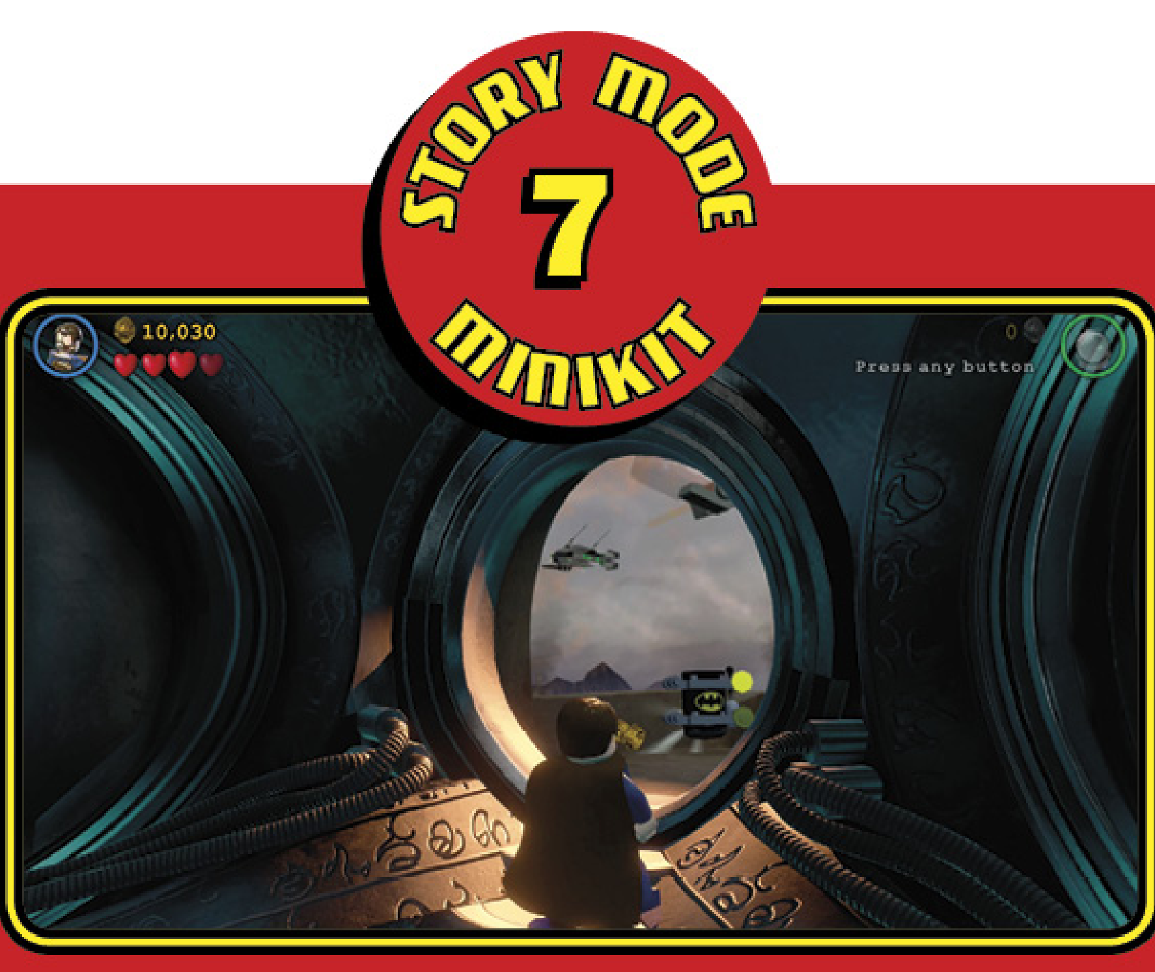
You've infiltrated the compound—now you must navigate a long, winding corridor on your way to the escape pod. Battle the Zod Agents that soon ambush you, then hold the Interact button to fire Jor-El's laser and destroy the gold debris that tumbles into the passage.

STORY MODE 6 MINIKIT



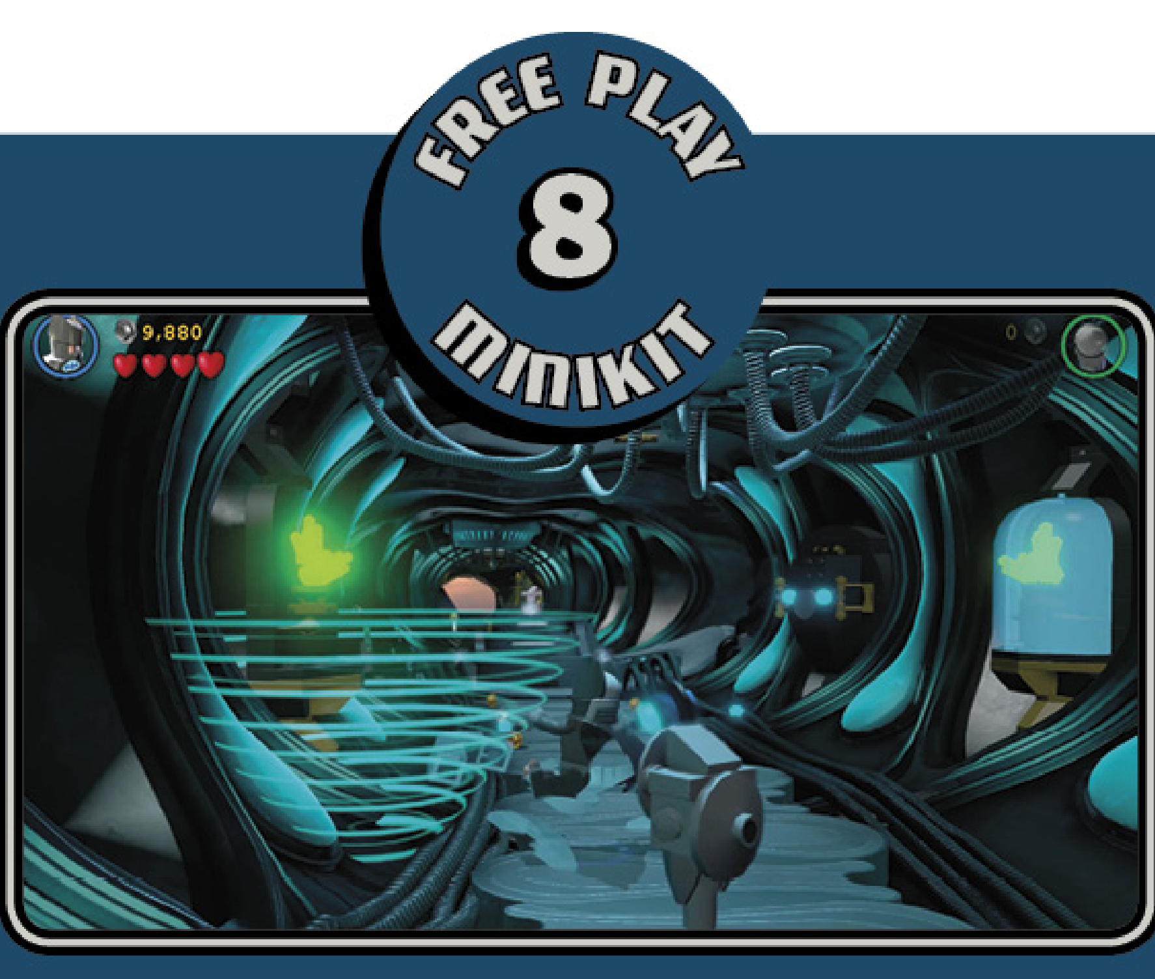
As you navigate the corridor, aim and blast open three Superman suit vaults along the passage's walls. Open all three suit vaults to uncover a Minikit!

STORY MODE 7 MINIKIT



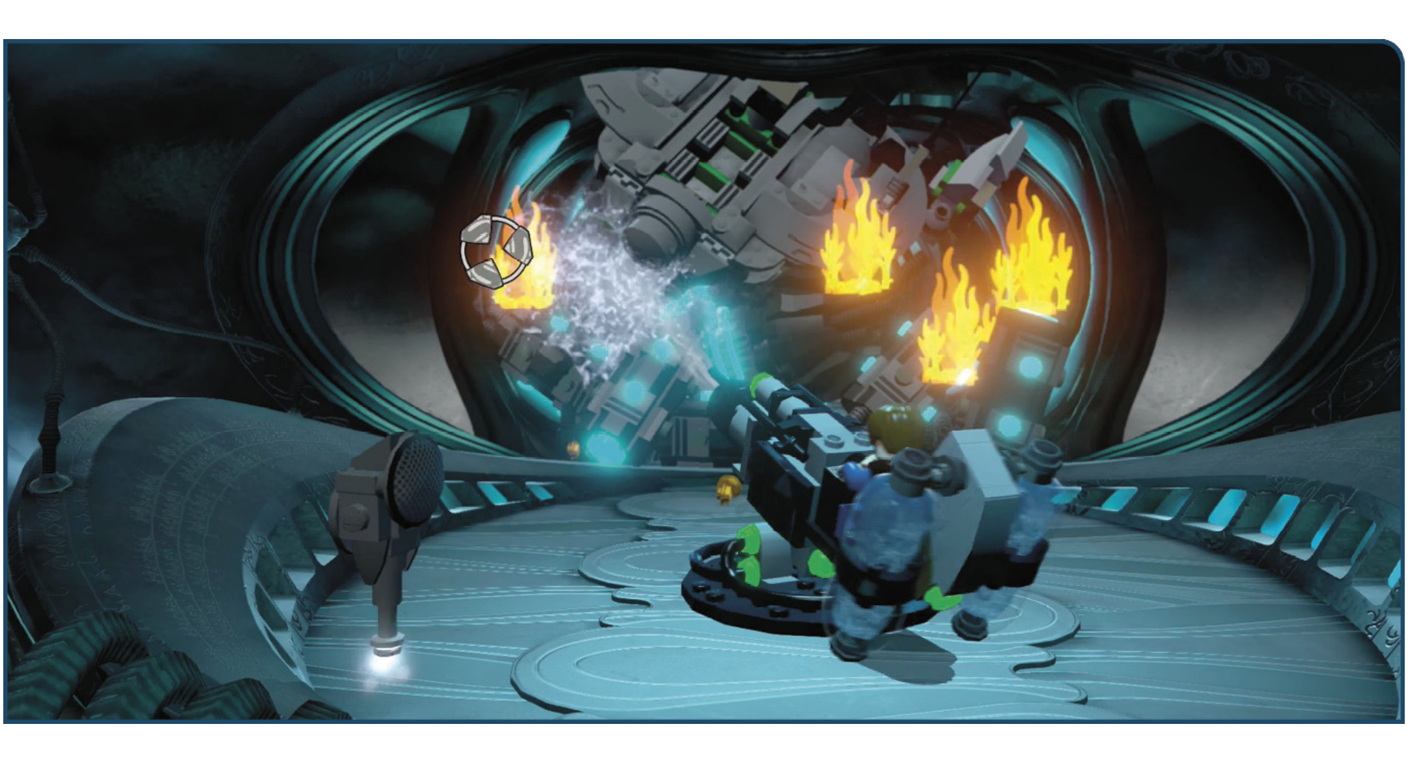
Before or after destroying the gold debris, go to the right to find a Minikit hovering out on a scenic balcony. There's no time for sightseeing, but you might as well grab that Minikit while you're here!

FREE PLAY 8 MINIKIT



In Free Play, use Batman's Sonar Suit to shatter three glass cases along the corridor. Fire the Sonar Suit's sonar gun again to destroy the kryptonite crystals kept within each glass case. Destroy all three kryptonite crystals to claim a Minikit!

Press onward down the corridor until some flaming wreckage blocks your progress. Defeat the Zod Agents that drop in, then smash the central fountain and build its bricks into a water cannon. Man the cannon and use it to put out the LEGO fires, then smash your way through the wall of smoldering debris.



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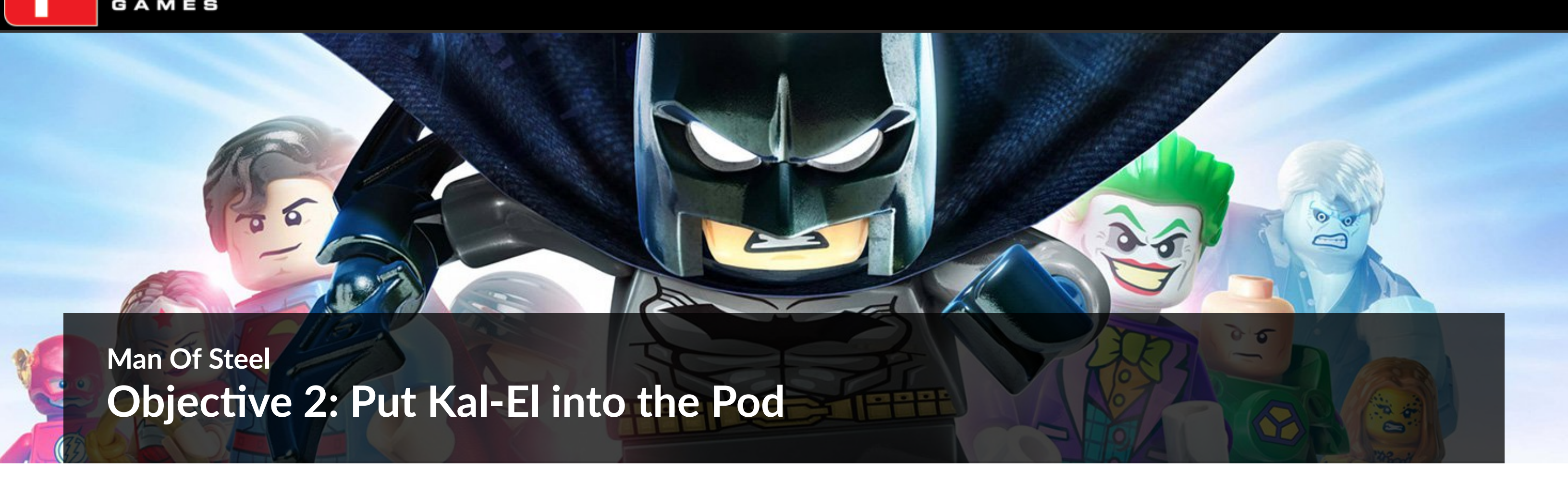
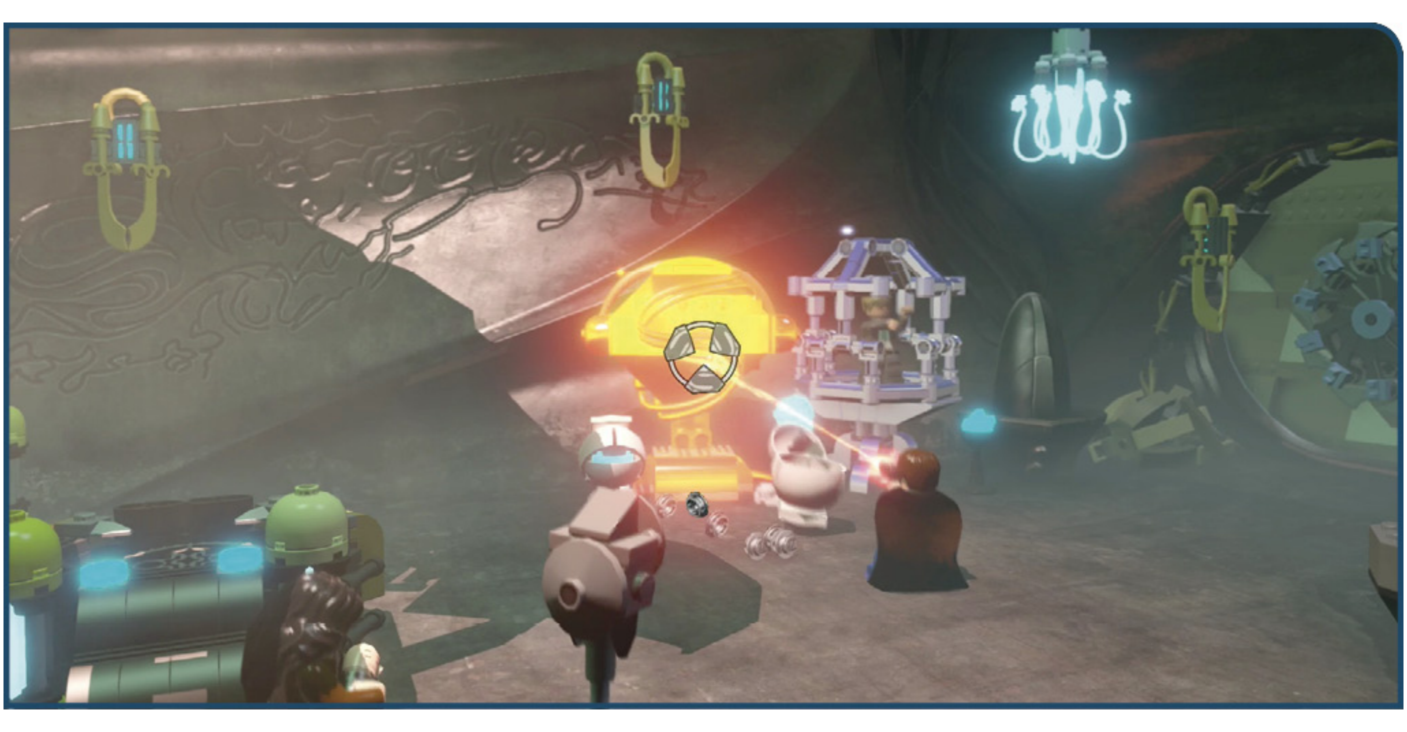


Man Of Steel

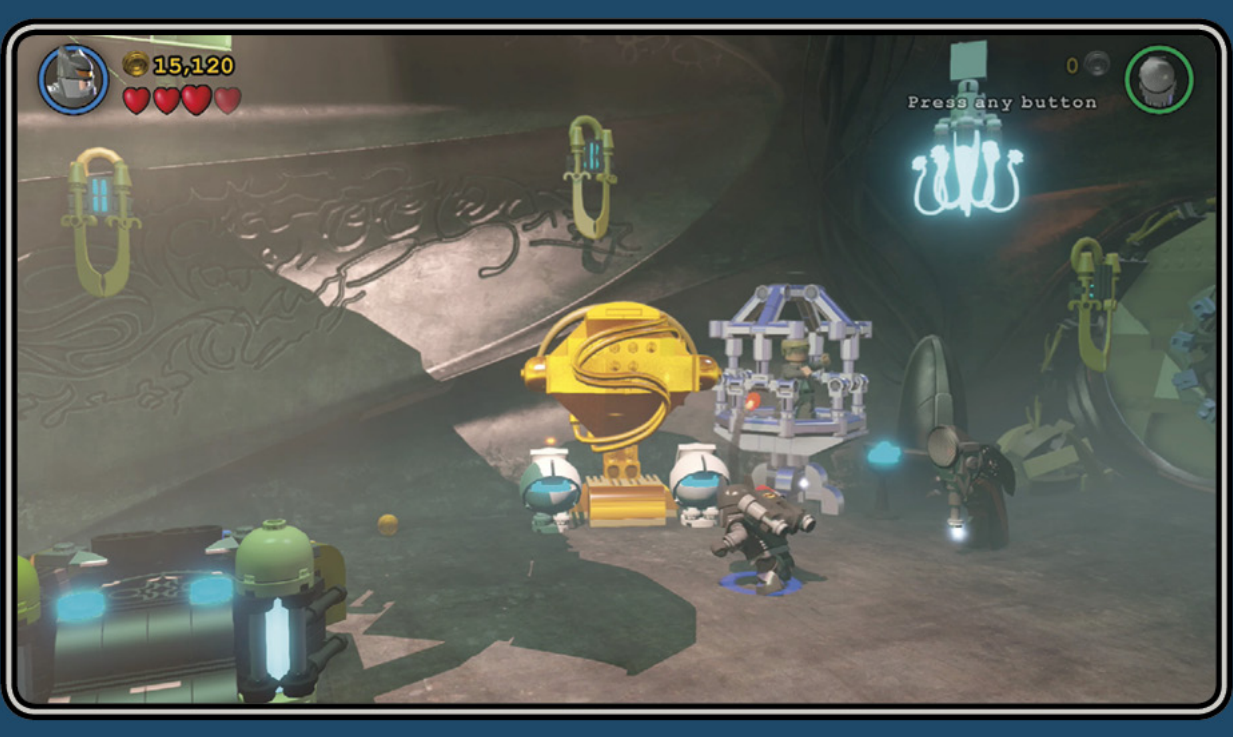
Objective 2: Put Kal-El into the Pod



Good, you've made it to the escape pod! Now you need to activate it. Lara Lor-Van has joined you here, but leave her be for the moment and use Jor-El's laser to destroy the big gold sphere in the background instead. Build the sphere's remaining bricks into part of Kal-El's escape pod.

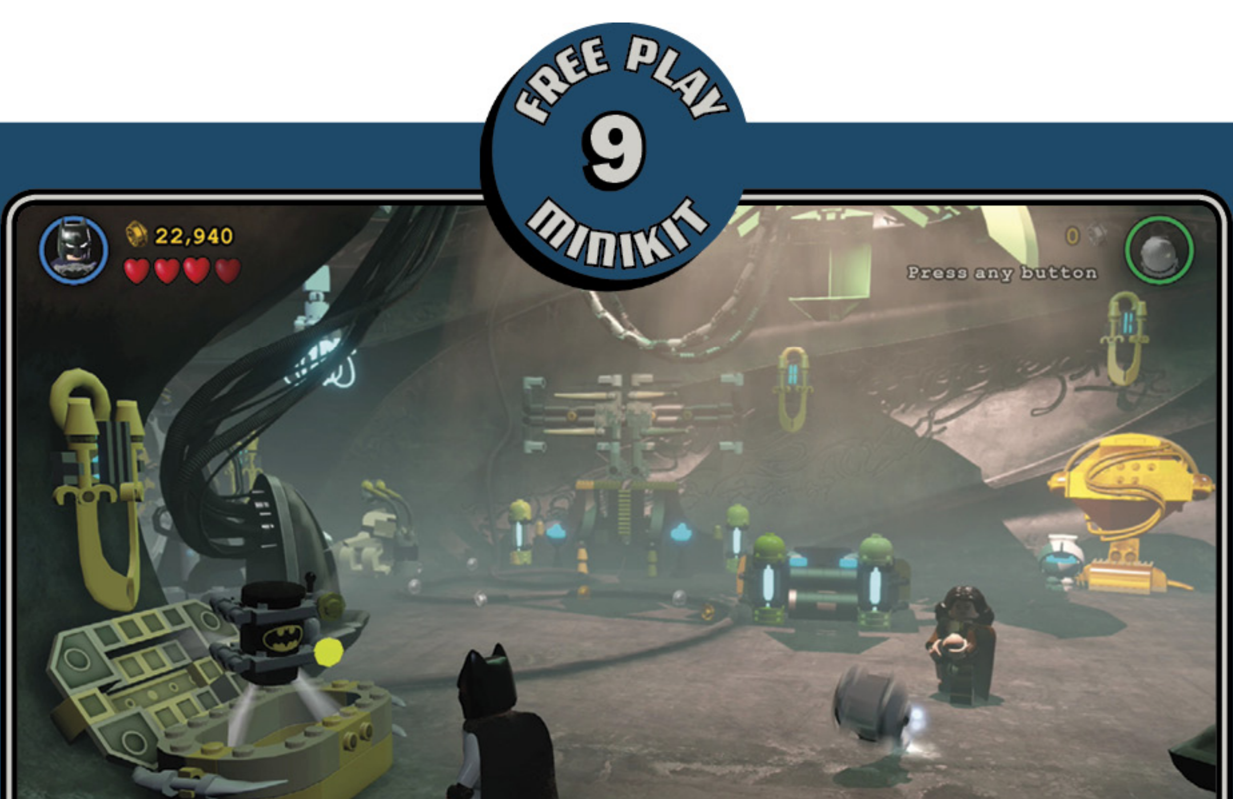
FREE PLAY

ADAM WEST IN PERIL!



Oh no, TV's Adam West has become a prisoner of General Zod! Save poor Adam from his fate by blasting his silver cage to bits with an explosive attack. Batman's Power Suit should do the job nicely!

FREE PLAY 9 MINIKIT



Stroll into the foreground and use any Free Play character with a grapple gun, such as Batman or Robin, to grapple and pull open a suspicious crate. An object that resembles a Minikit pops up, but it doesn't look quite right. Smack the object to rearrange its bricks into a proper Minikit, then collect your prize!

Be sure to collect the Purple Stud that's hidden in the background behind the escape pod!

GENERAL ZOD'S BODYGUARDS

The door behind you blows open after you build the first part of the escape pod, and Zod Agents storm the room. This time, they're led by one of Zod's personal henchmen, the mighty Tor-An! Take the fight to Tor-An and damage him three times to knock him out cold.

After Tor-An falls, the formidable Faora suddenly drops onto the scene. This worthy foe blocks melee blows, so put some distance between yourself and Faora, and blast her with Jor-El's blaster gun from afar.

23,120
Press any button

ACTIVATING THE ESCAPE POD

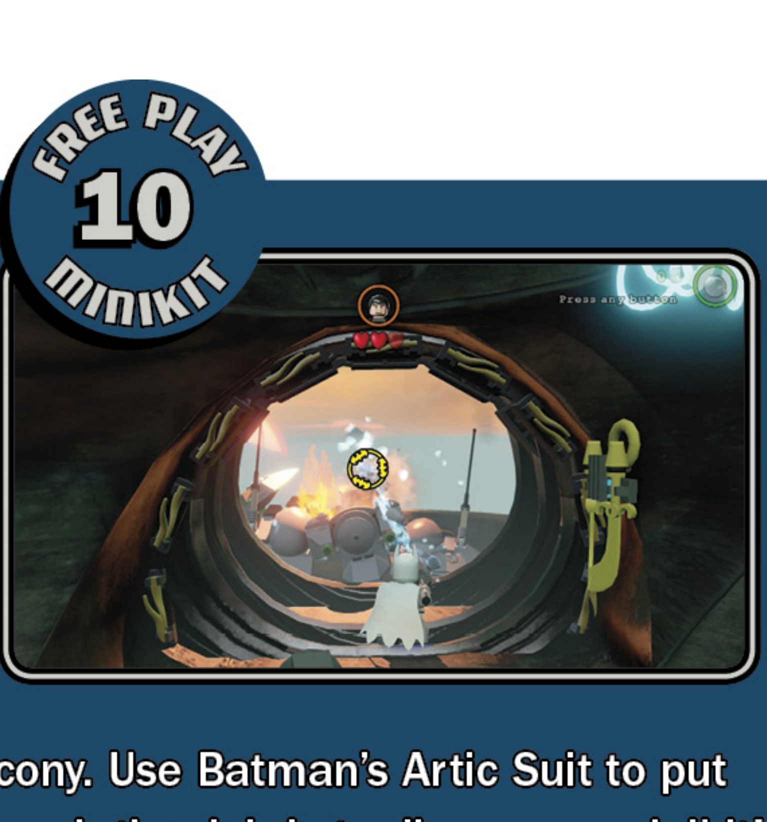
After you've finished off Faora, you'll find more hopping bricks on the ground near the escape pod. Build these bricks to complete the pod, then tag Lara Lor-Van, who is gently carrying baby Kal-El in her arms. Leap up to the pod and place Kal-El inside.

With baby Kal-El placed in the escape pod, a nearby techno panel comes online. Hack it with Kelex to take control of the nearby monitor. Again, click each of the four buttons in the same order in which they light up, just as you did with the previous techno panel monitor. Enter the sequence properly to send Kal-El's pod blasting off.

GENERAL ZOD ARRIVES

You've saved Kal-El's precious life, but General Zod is none too pleased. He storms the room after the pod lifts off; wait until Zod unleashes a barrage of blaster shots, then either blast him back, or get close and land a fast blow to damage Zod while he's waiting for his laser blaster to cool down. Now is your time to strike. Crack Zod each time his blaster overheats, and keep hitting him until the crazed general finally falls!

FREE PLAY 10 MINIKIT



Before besting General Zod, go to the left and step through the door from which Zod emerged to find some flaming wreckage out on a balcony. Use Batman's Artic Suit to put out the flames, then smash the debris to discover a minikit! (The final dragonfly that you need to find for Minikit 2 is also flapping away out here.)

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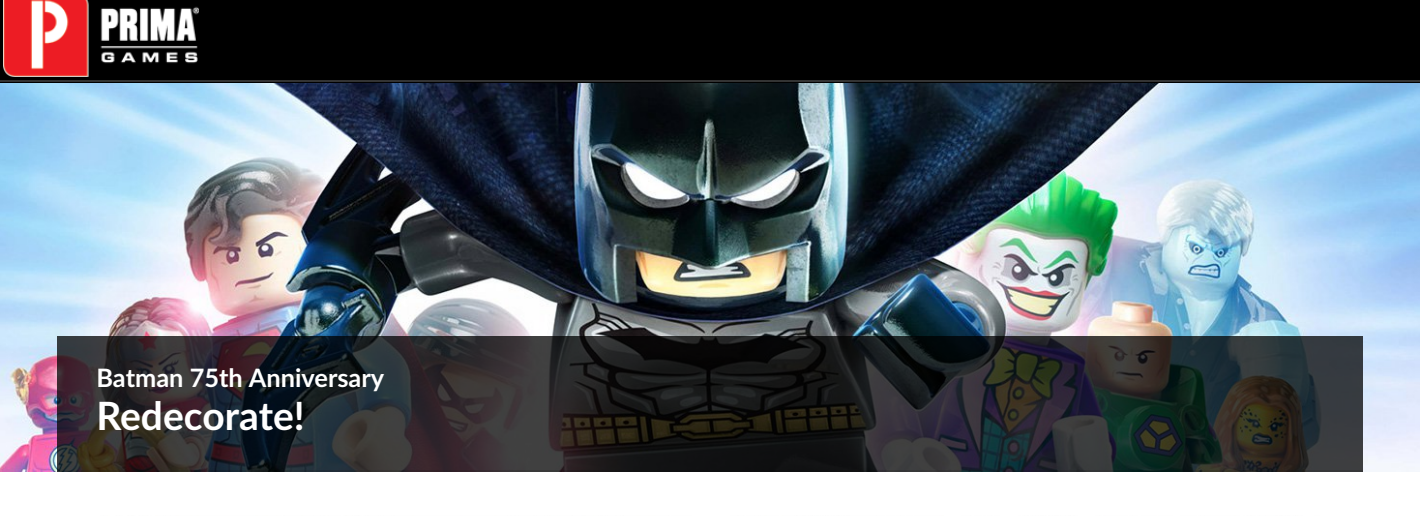

Batman 75th Anniversary
Redecorate!

DLC
2
MISSION
Batman 75th Anniversary

Batman's 75th Anniversary bash is all set and ready to go, but somehow, The Joker and Harley Quinn never received their invitations. Their feelings hurt, the pair of pranksters prepares to give Batman's big party a serious makeover!

Story Characters

The Joker
Harley Quinn

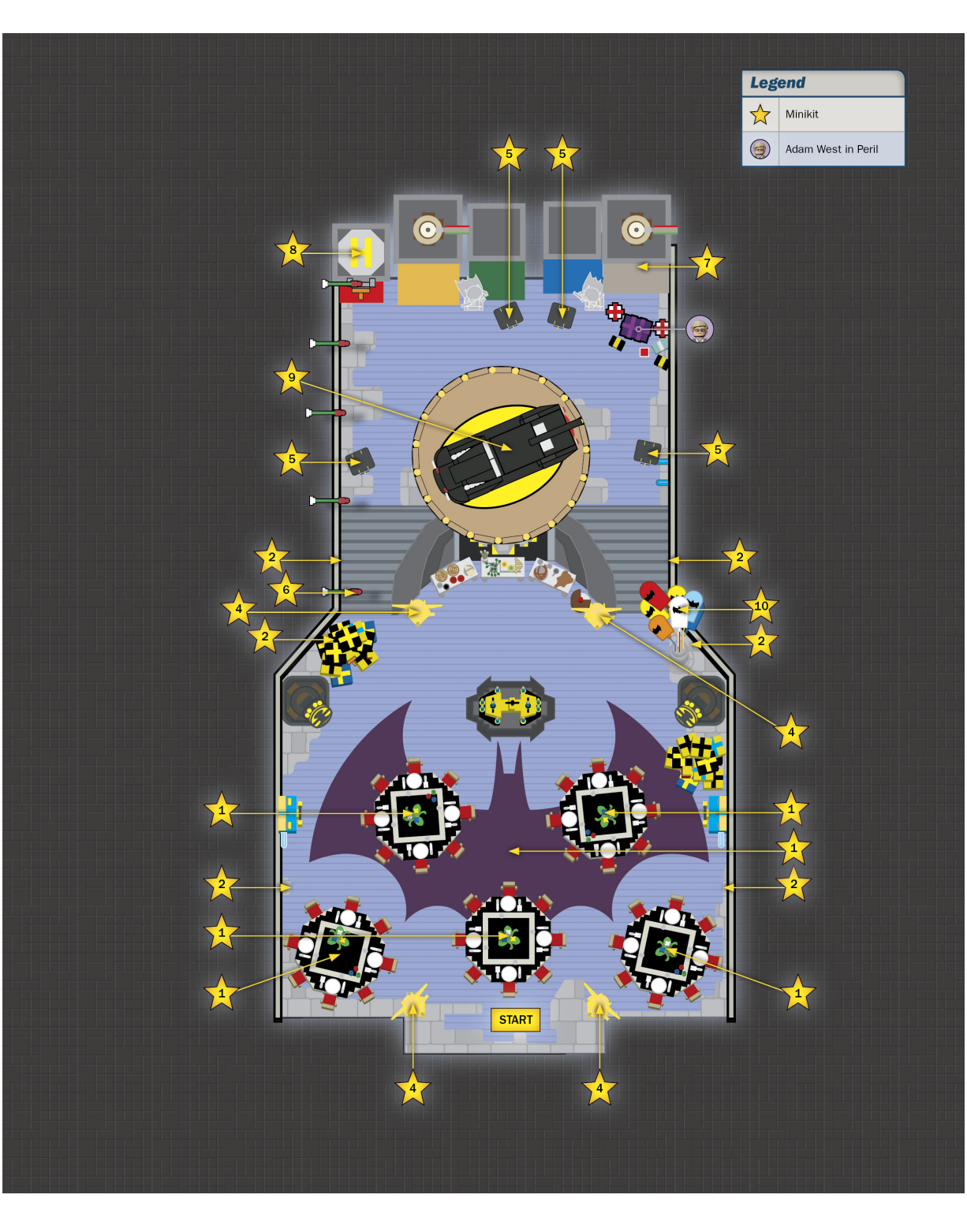
True Hero Stud Requirement: 70,000

Adam West in Peril!

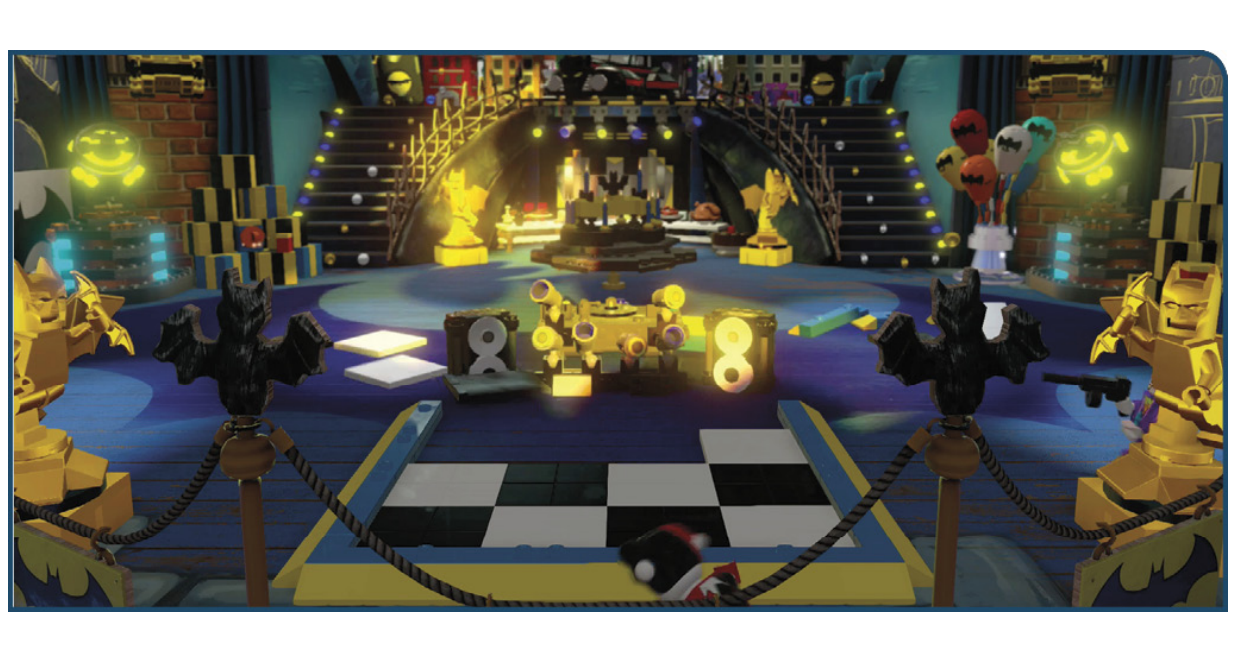
Area	Mode	Notes
1	Story	Trapped in a present on the stage (smash the gift boxes).

Minikits

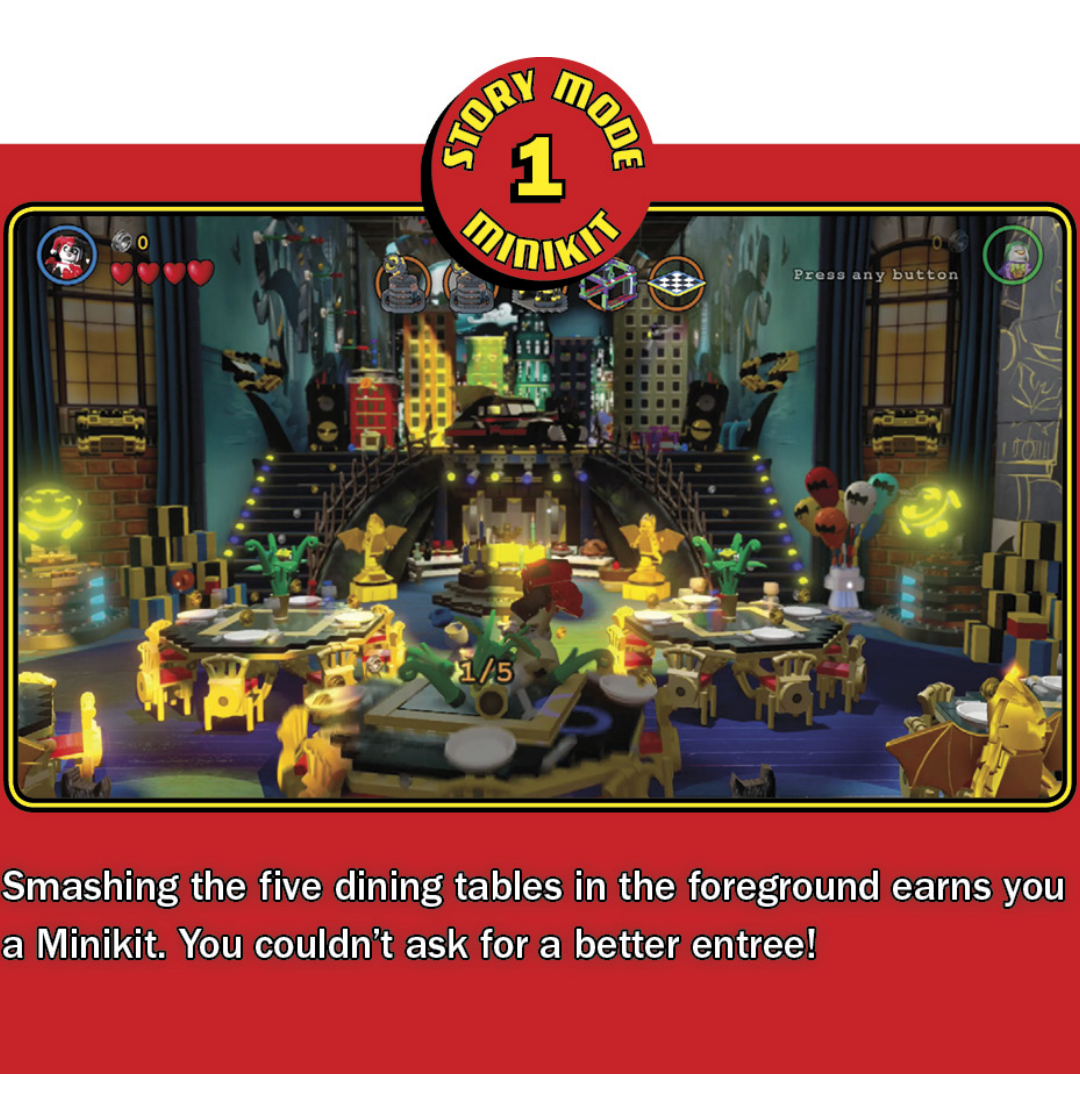
No.	Area	Mode	Notes
1	1	Story	Smash the five dining tables in the foreground.
2	1	Story	Shoot and unfurl six rolled-up Joker posters on the walls.
3	1	Free Play	After building the dance floor and attracting the dancers, use super senses and complete the dance challenge.
4	1	Free Play	Destroy four gold Batman statues around the area.
5	1	Story	Smash four big speakers on the stage near the Batmobile.
6	1	Story	Use Harley Quinn to flip along the left wall's twirl poles.
7	1	Story	Drop and collect it after rotating the right building's spinner.
8	1	Free Play	Use super senses atop the helipad building and then open the magnetic hatch.
9	1	Free Play	After giving the Batmoible an overhaul, use sonar to shatter its windshield.
10	1	Free Play	Fly up and collect it from the ceiling after freeing the balloons.



This place looks far too fancy. Let's see if we can change that! Begin by smashing the five elegant dining tables in the foreground near the start, then build their bricks into a flashy dance floor.

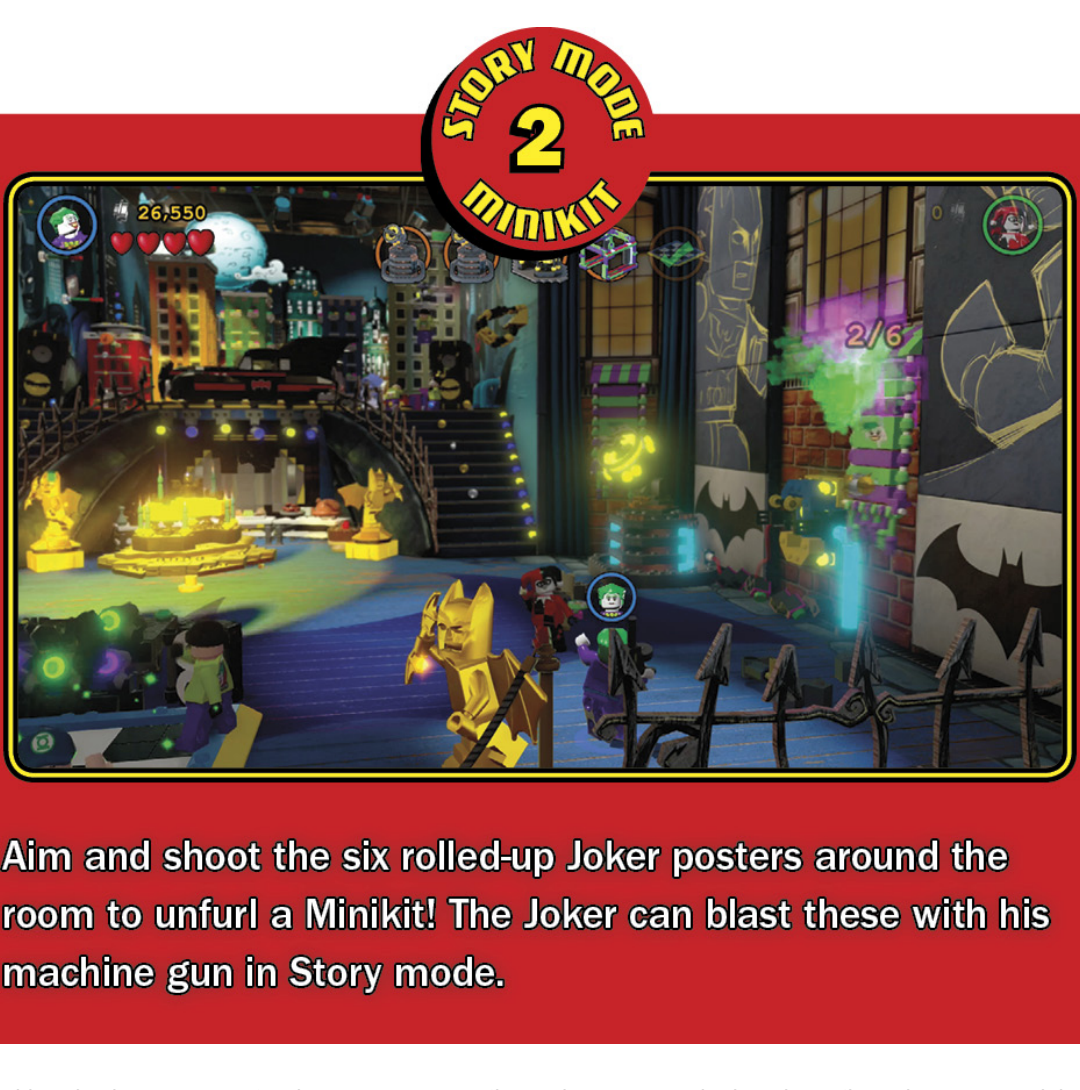


STORY MODE 1 MINIKIT



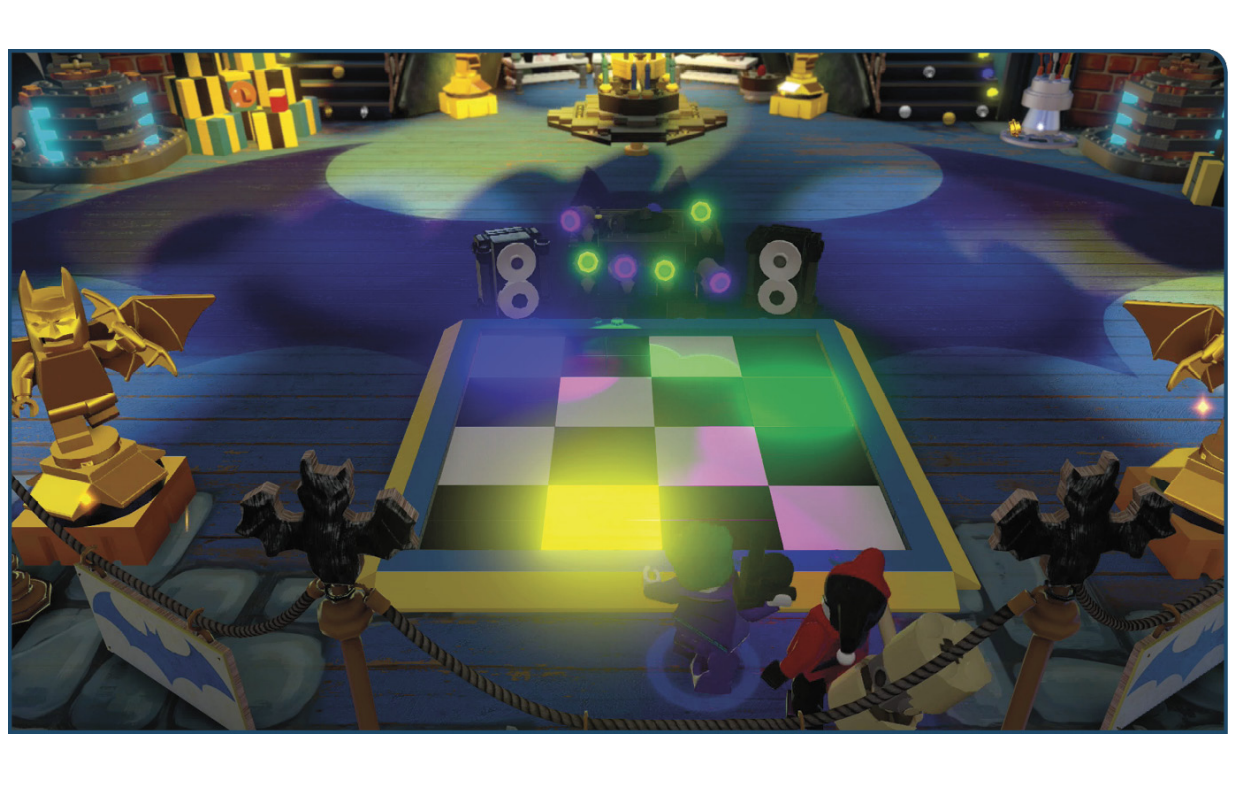
Smashing the five dining tables in the foreground earns you a Minikit. You couldn't ask for a better entree!

STORY MODE 2 MINIKIT

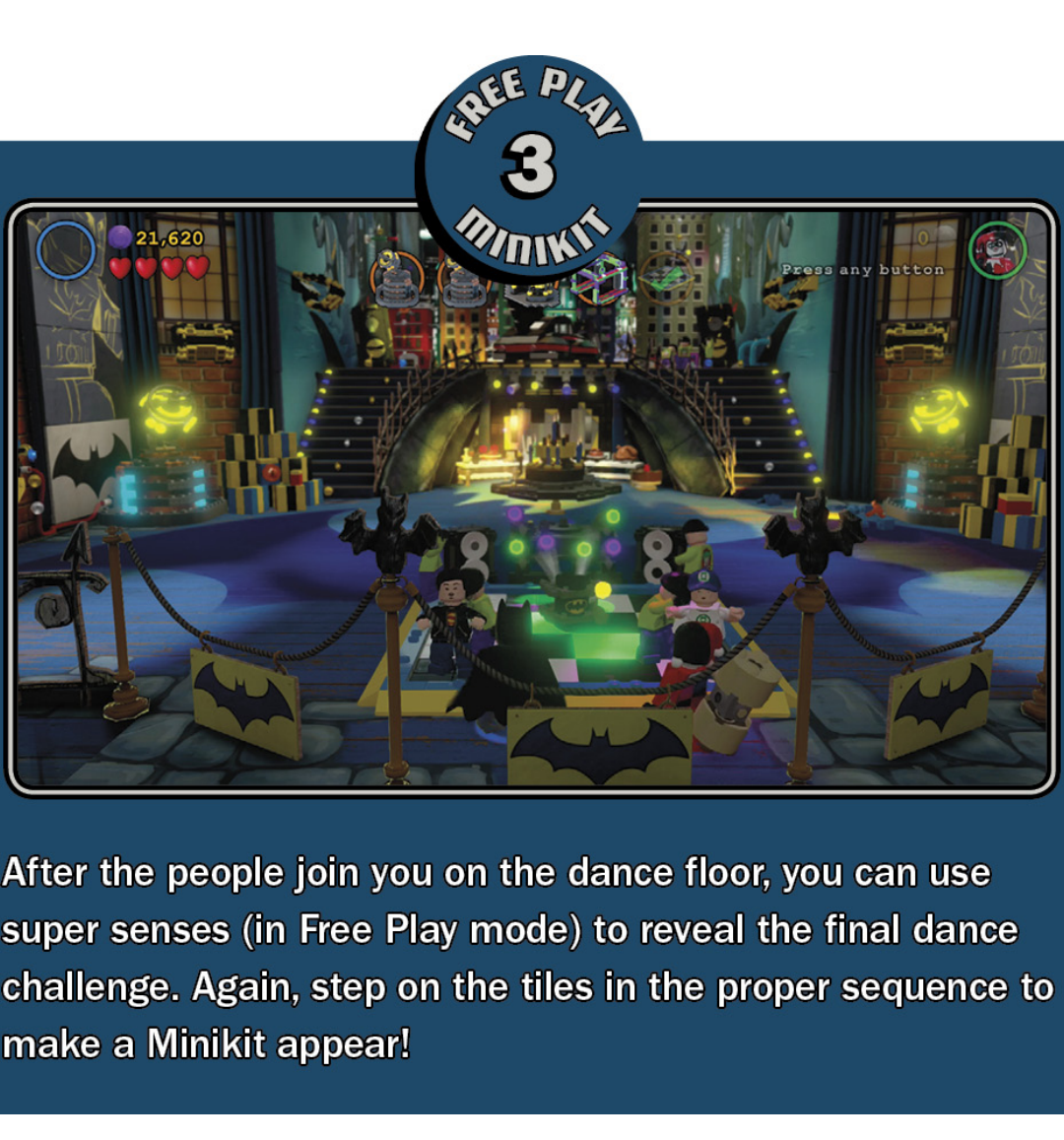


Aim and shoot the six rolled-up Joker posters around the room to unfurl a Minikit! The Joker can blast these with his machine gun in Story mode.

After building the dance floor, notice that two of its floor tiles are lit up. Step on both of these tiles to begin a special dance challenge! Watch as more tiles light up, and step on each tile in the same order in which they light up. Keep going until a crowd of partiers joins you on the dance floor!

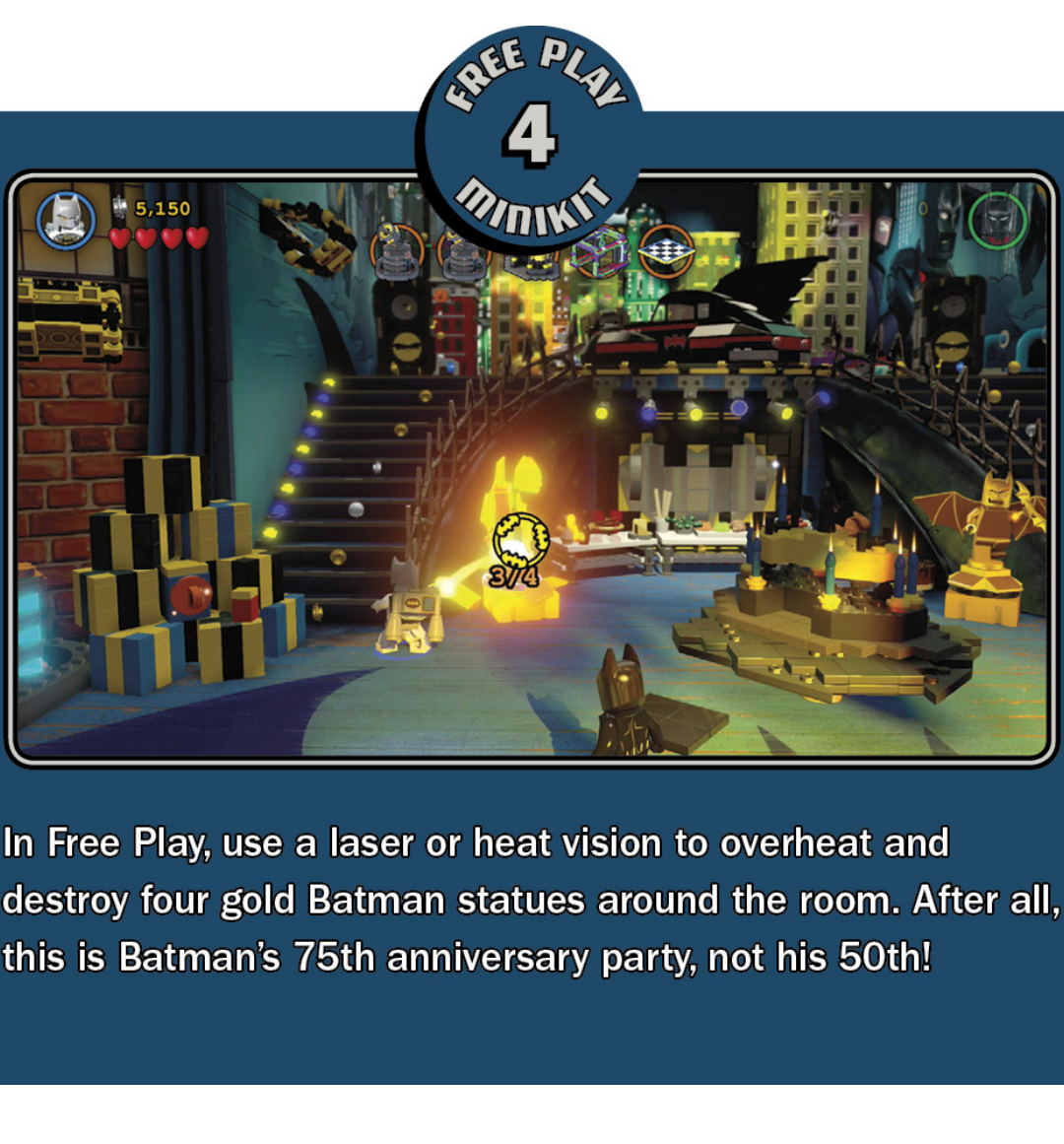


FREE PLAY 3 MINIKIT



After the people join you on the dance floor, you can use super senses (in Free Play mode) to reveal the final dance challenge. Again, step on the tiles in the proper sequence to make a Minikit appear!

FREE PLAY 4 MINIKIT



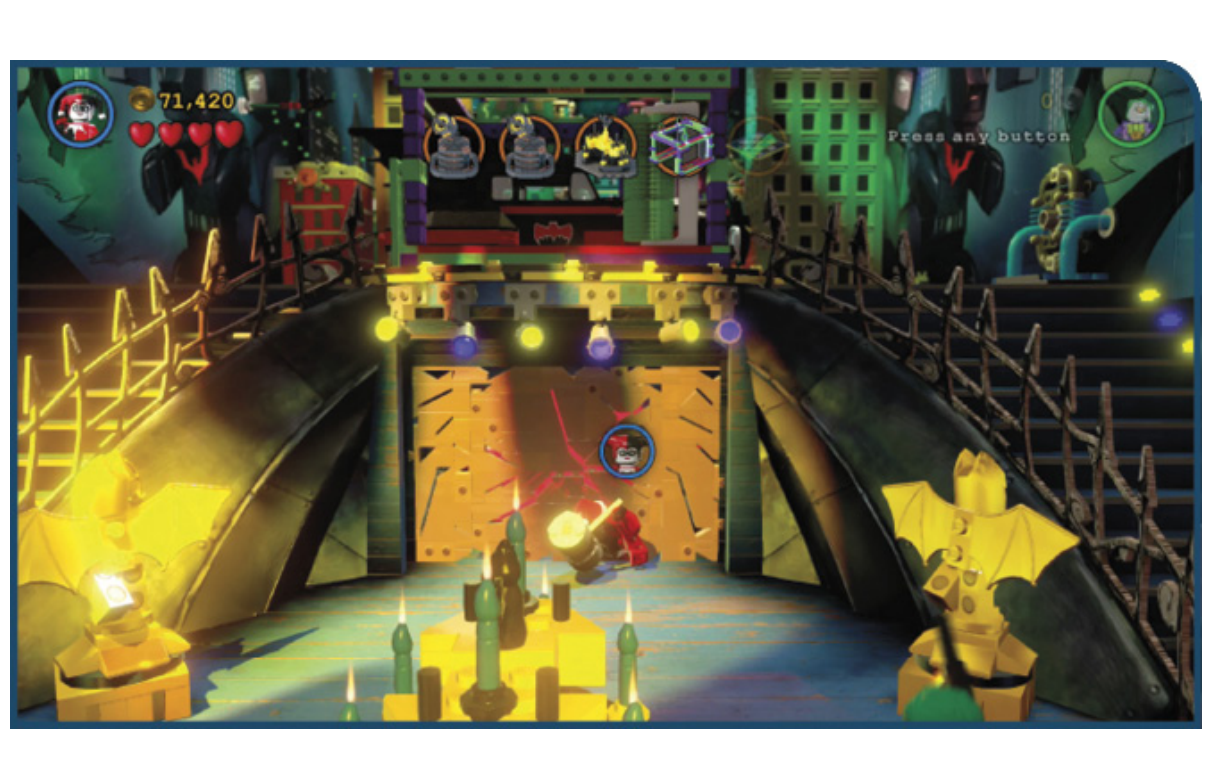
In Free Play, use a laser or heat vision to overheat and destroy four gold Batman statues around the room. After all, this is Batman's 75th anniversary party, not his 50th!

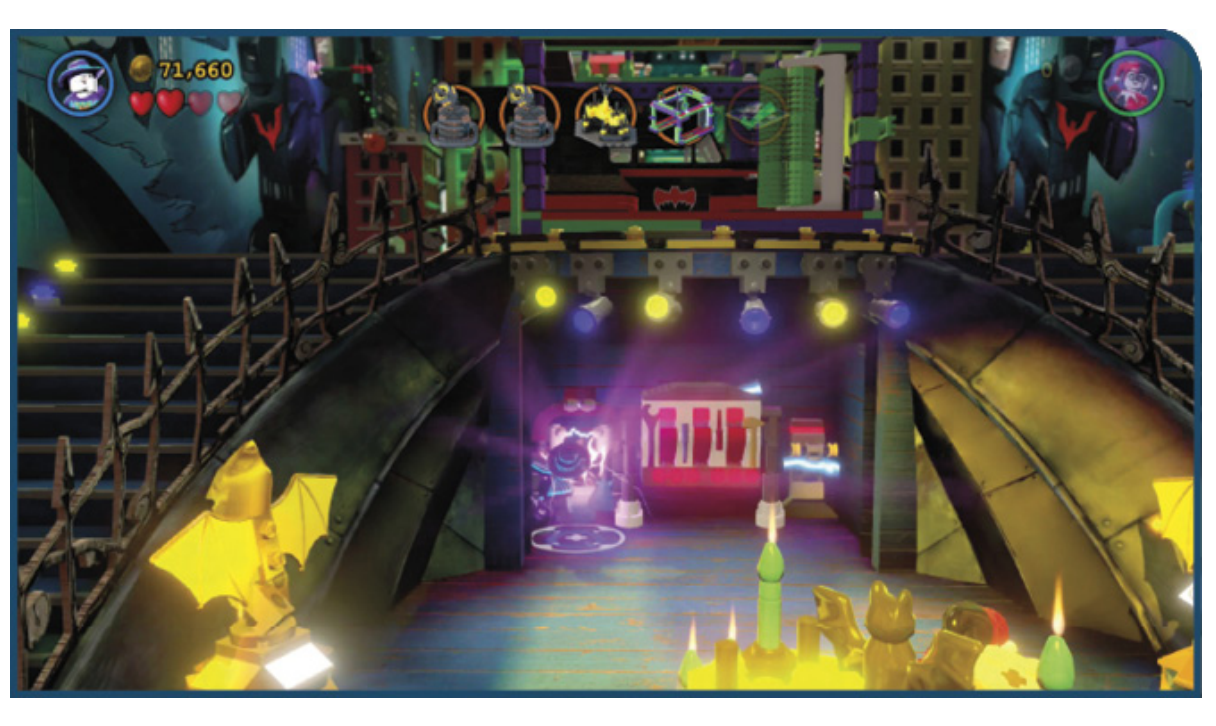
TAKE THE CAKE

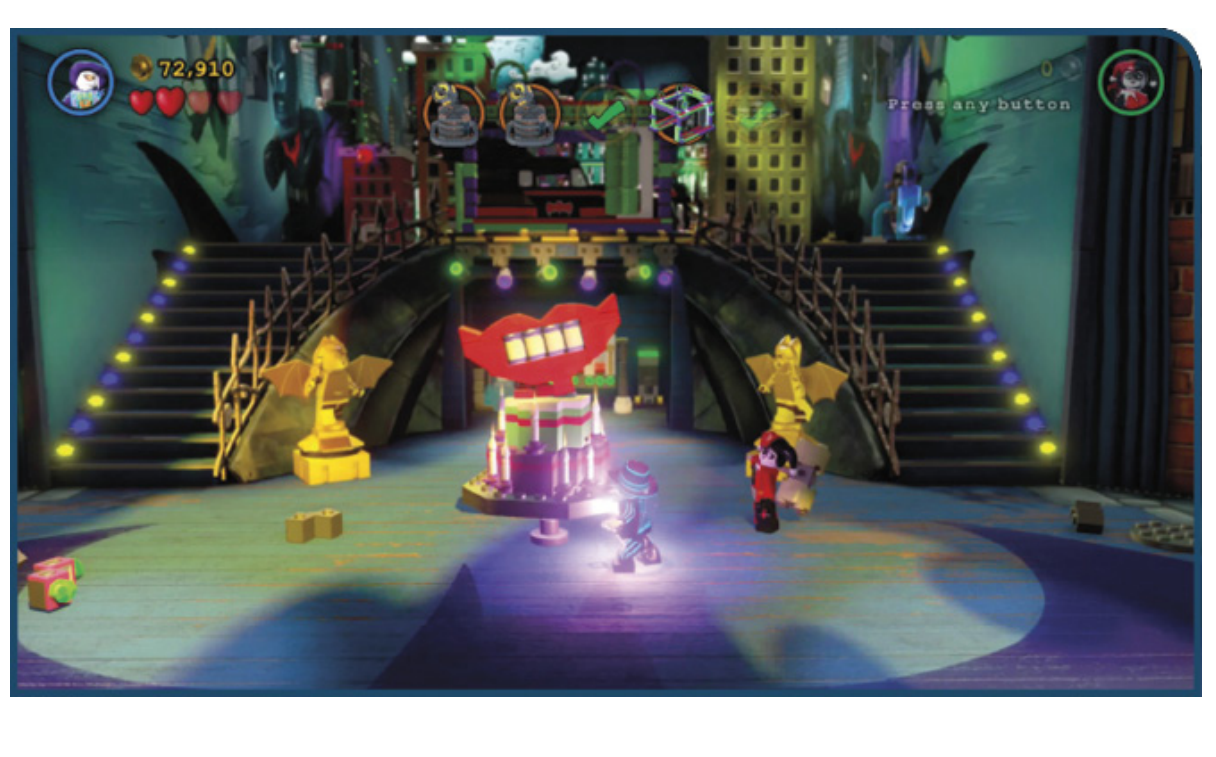
The big Batman cake in the middle of the room sure looks tasty, but let's make an even better one. Smash the catering tables behind the cake to uncover a silver wall, then fire a missile from The Joker's Demolition Suit to blast through the wall and reveal a cracked wall behind it. Tag Harley Quinn and use her massive hammer to smash through the cracked wall afterward.

What's this? You've discovered the controls to the chandelier! Tag back to The Joker and use his Electricity Suit to drain the charge from the electric panel you've uncovered. Pull the nearby lever afterward to send the chandelier crashing down!

The chandelier lands right on the big Batman cake, smashing it to bricks. That takes care of that! Rebuild the cake into an oven that quickly cooks up a newer, better, happier desert!





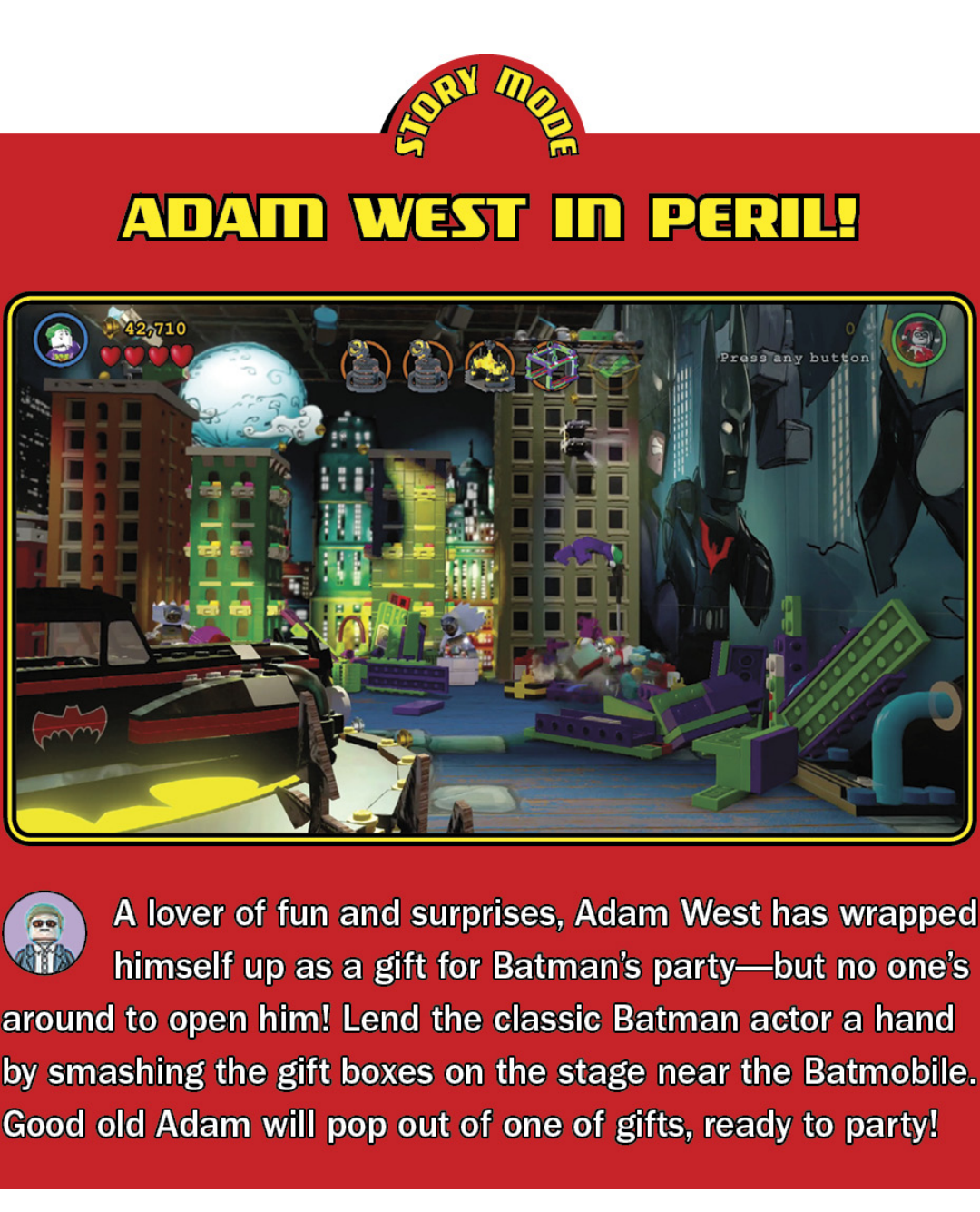


SMASH THE STAGE

This party is really starting to roll, but let's do something about that tacky Batmobile. Go upstairs to find the Batmobile proudly displayed onstage. You'll need to find lots of bricks if you want to give it an overhaul. Begin your search for bricks by smashing all of the objects on the stage around the Batmobile.

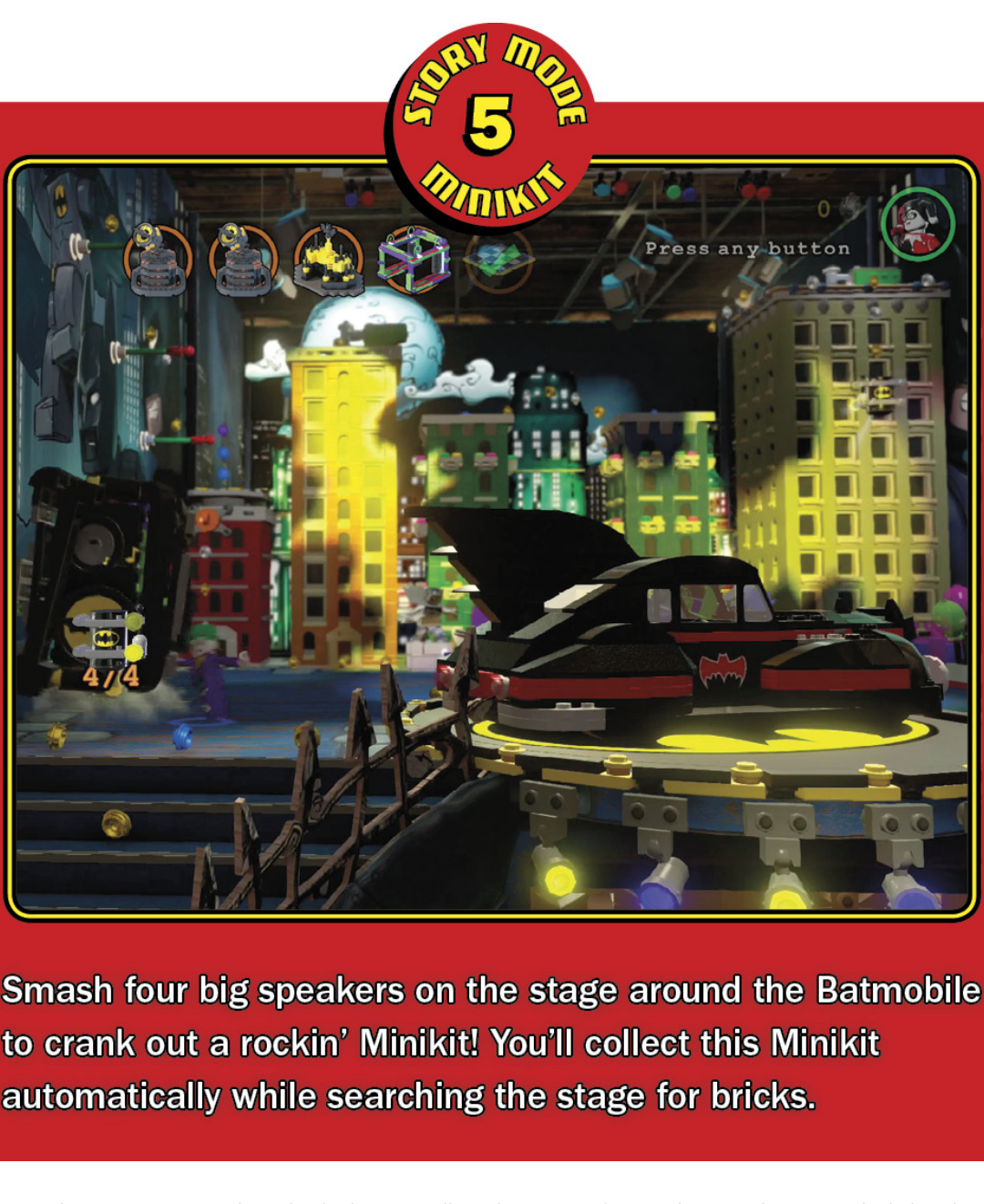
STORY MODE

ADAM WEST IN PERIL!



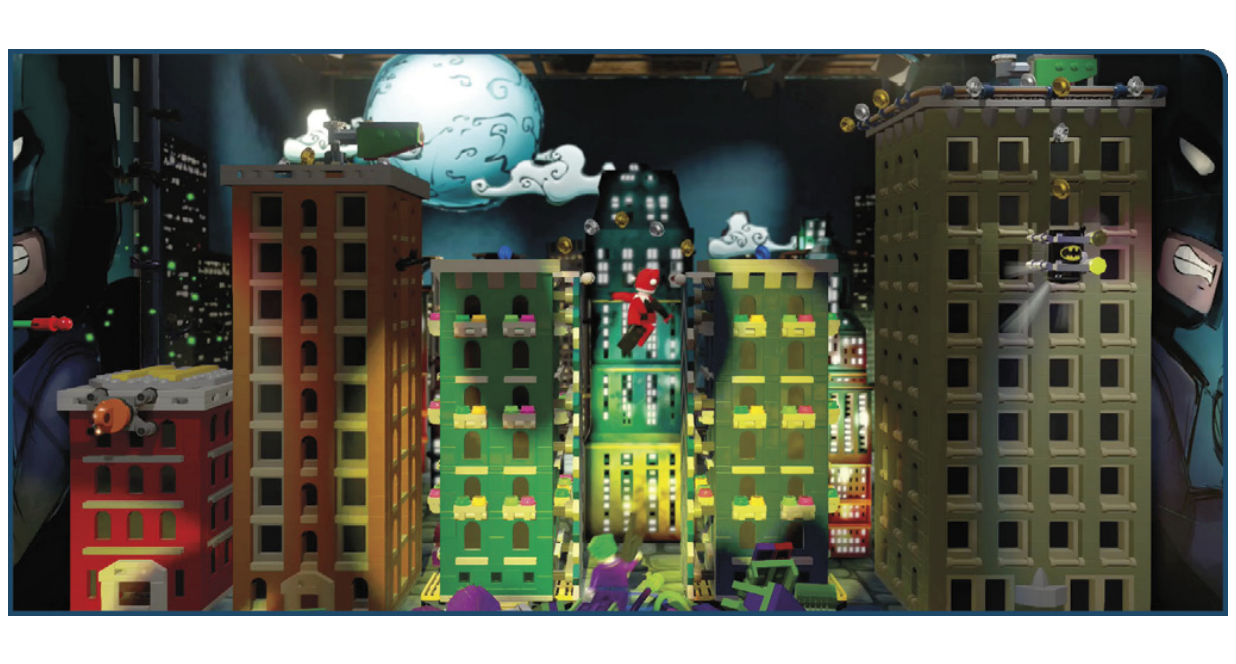
A lover of fun and surprises, Adam West has wrapped himself up as a gift for Batman's party—but no one's around to open him! Lend the classic Batman actor a hand by smashing the gift boxes on the stage near the Batmobile. Good old Adam will pop out of one of gifts, ready to party!

STORY MODE 5 MINIKIT

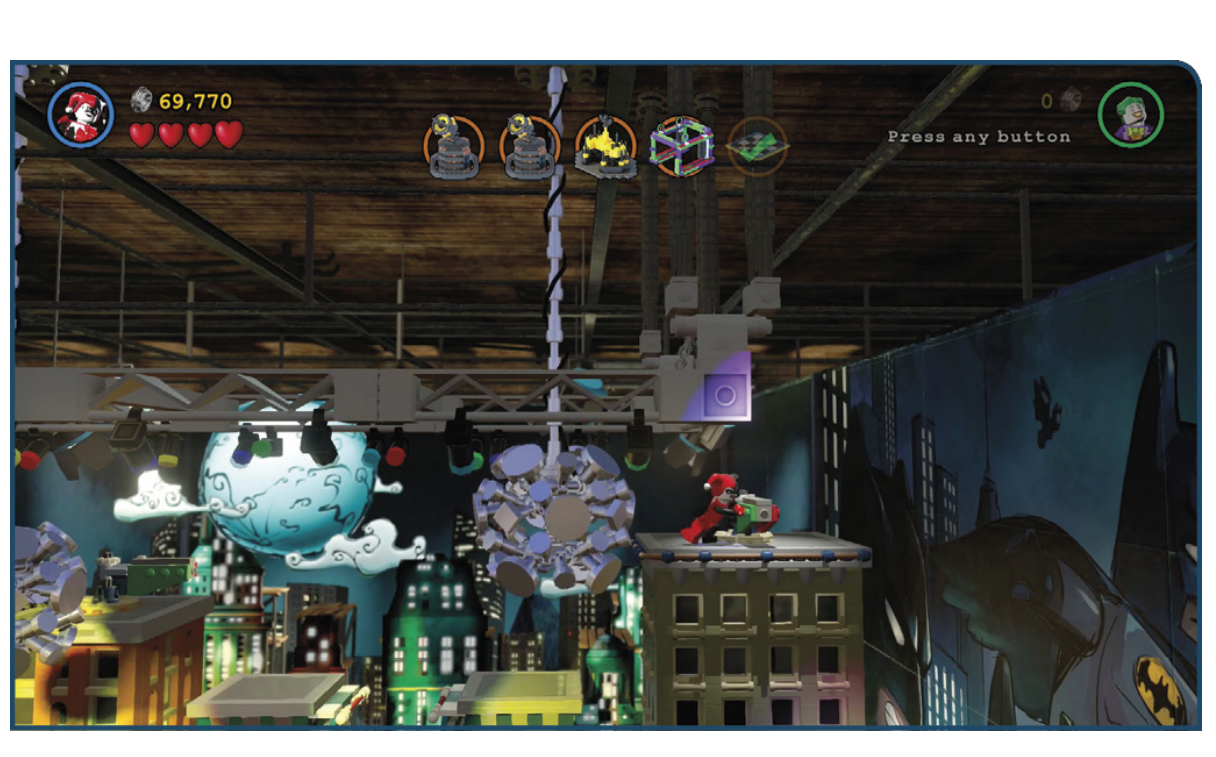


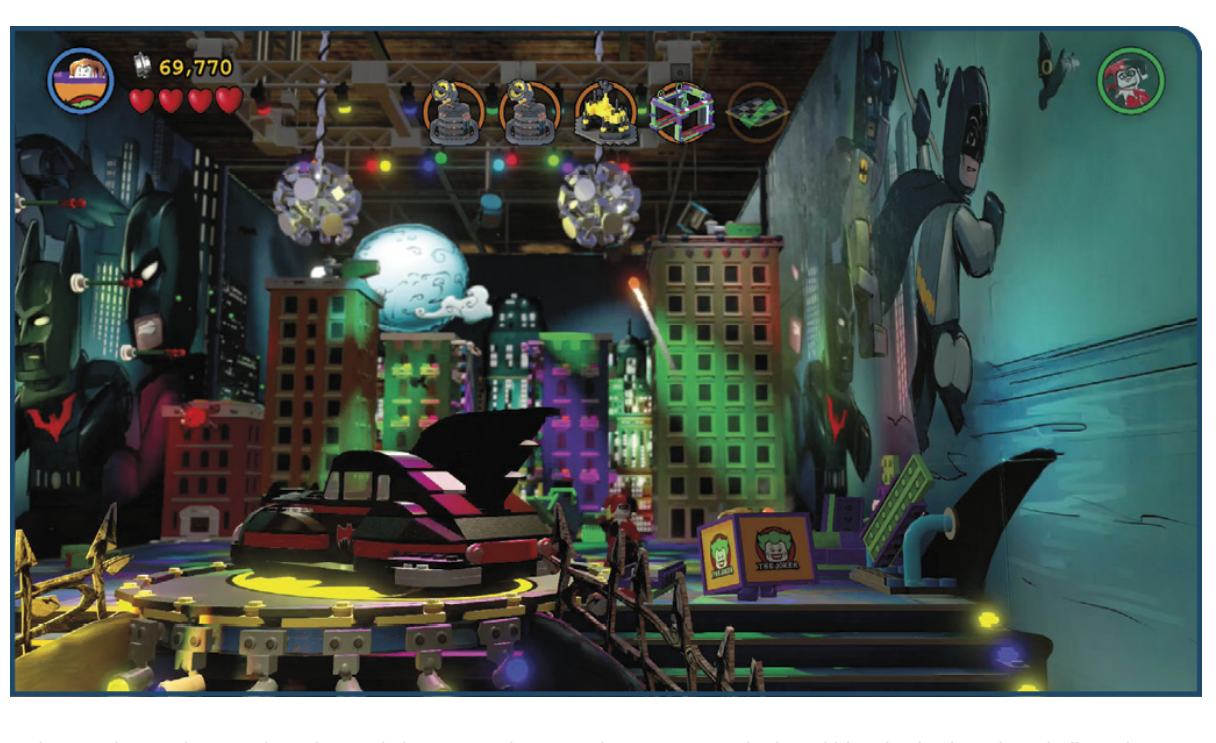
Smash four big speakers on the stage around the Batmobile to crank out a rockin' Minikit! You'll collect this Minikit automatically while searching the stage for bricks.

Smashing up the stage uncovers a lot of bricks, but you still need more. You first need to grapple up onto the heli pad of the building on the left using The Joker to spin the building in the center to reveal the acrobat walls. Tag Harley Quinn and then jump between the background buildings, heading for the roofs. Just keep jumping between the two middle building props until you reach the rooftops.



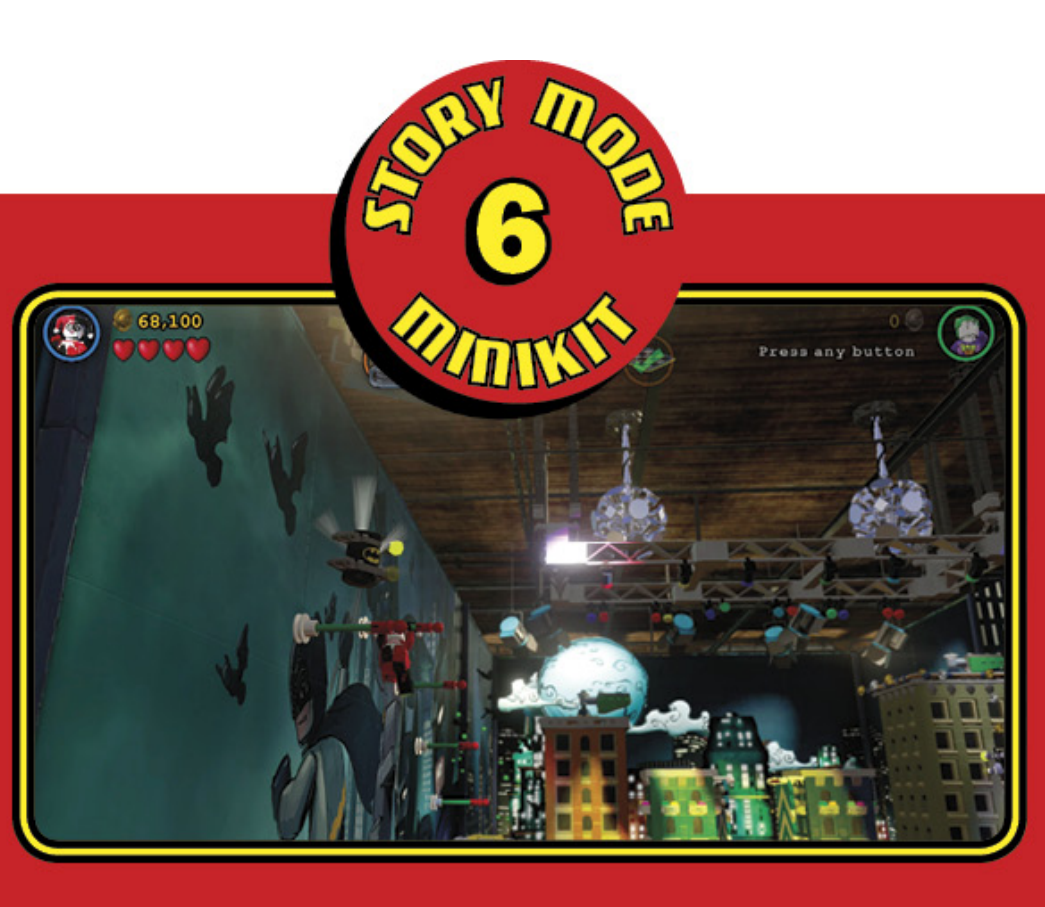
Once you're up on the roofs, jump over to a spinner on the right. Push the green side of the spinner to lower a big, silver disco ball down from the ceiling. Do the same thing with the other spinner on the left to lower a second silver ball.





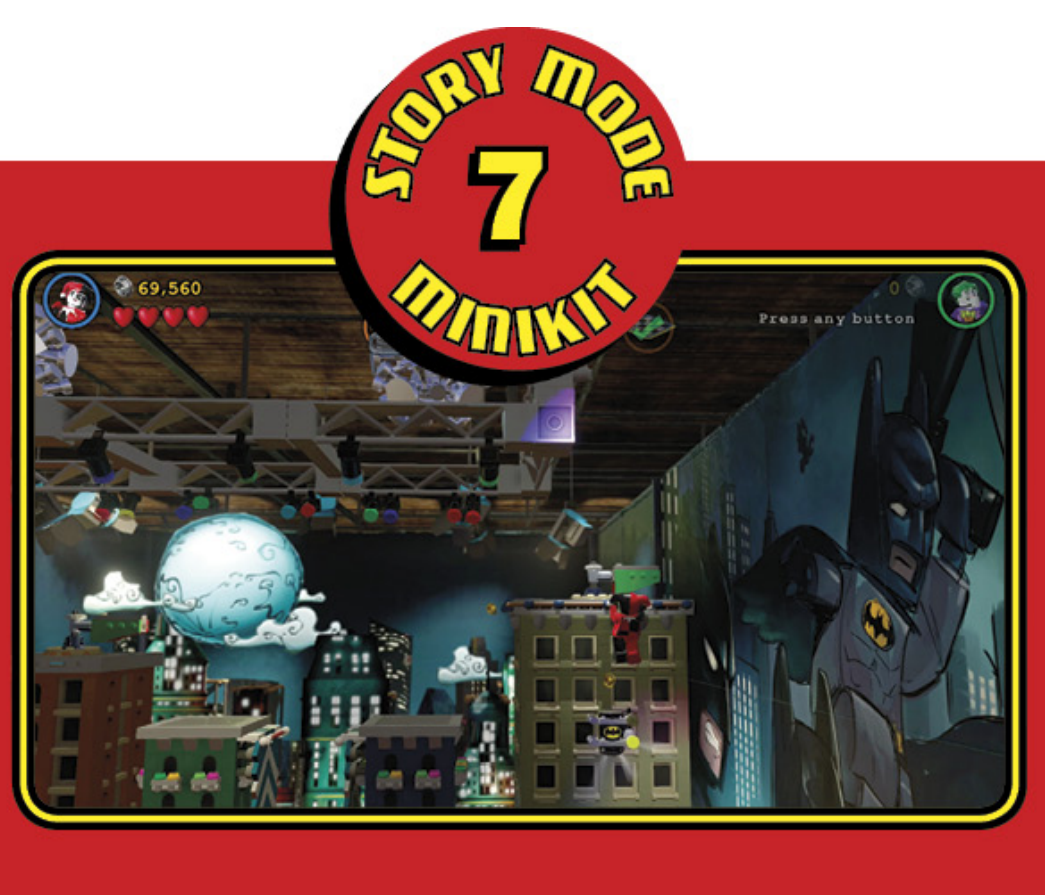
You know what to do! Tag The Joker and change into his Demolition Suit. Aim high and blast both silver disco balls with missiles to destroy them. Now you have all the bricks you need to rebuild the Batmobile!

STORY MODE 6 MINIKIT



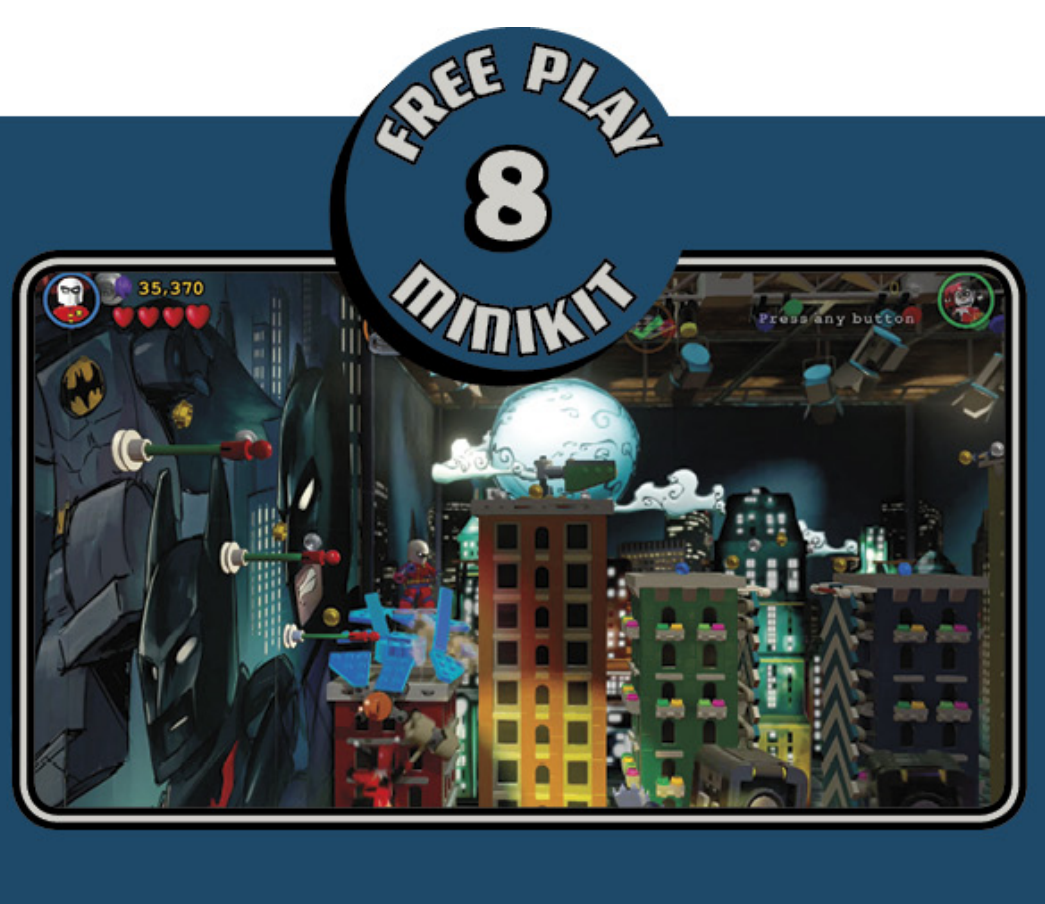
While hopping around the rooftops with Harley, leap along the twirl poles that stick out from the left wall. Just keep leaping from pole to pole, flipping into the foreground on your way to a hovering Minikit!

STORY MODE 7 MINIKIT



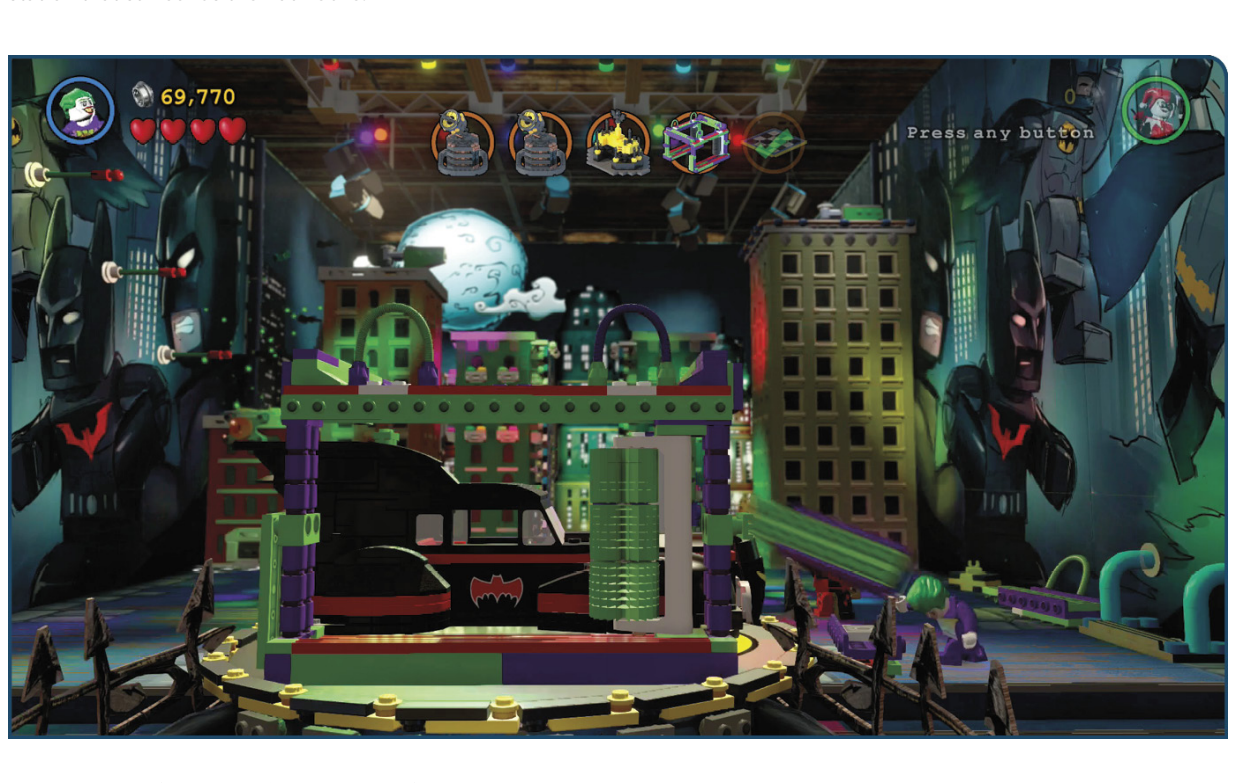
Harley can also collect this Minikit in Story mode, which hovers near the top of the right building. Grab the hand hold on the building's roof and move Harley directly over the Minikit, then drop and collect it on your way back down to the stage.

FREE PLAY 8 MINIKIT



This Minikit can only be claimed in Free Play mode. Get to the top of the left building, which features an orange hook and a helipad, and then use super senses up here to detect that the helipad is magnetic. Switch to a magnetic character and rip the helipad apart, then drop inside the building and collect the Minikit that's hidden within!

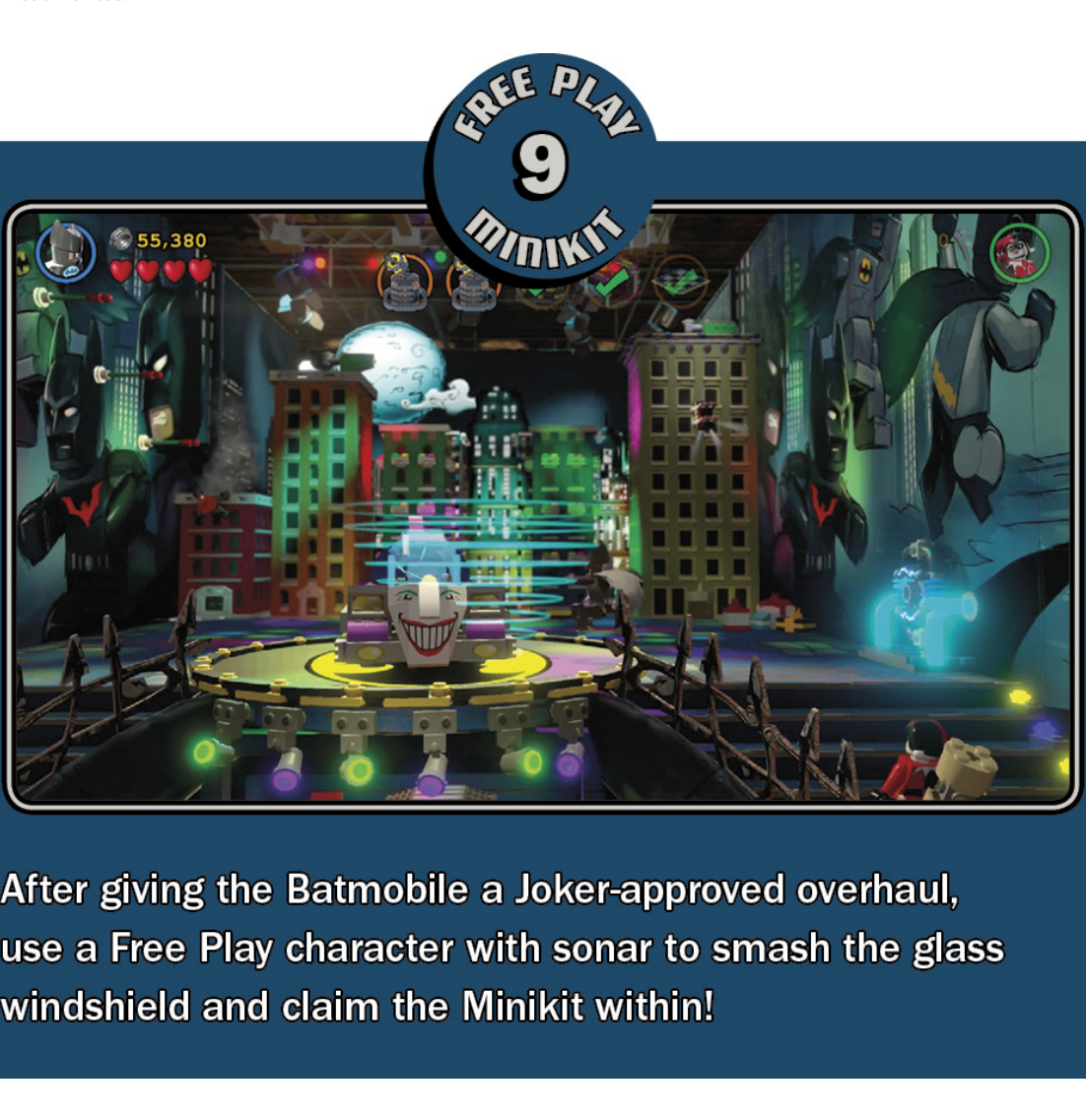
The stage is now covered in hopping bricks. Let's see what you can build with them! Build the bricks into a high-tech makeover station that surrounds the Batmobile.



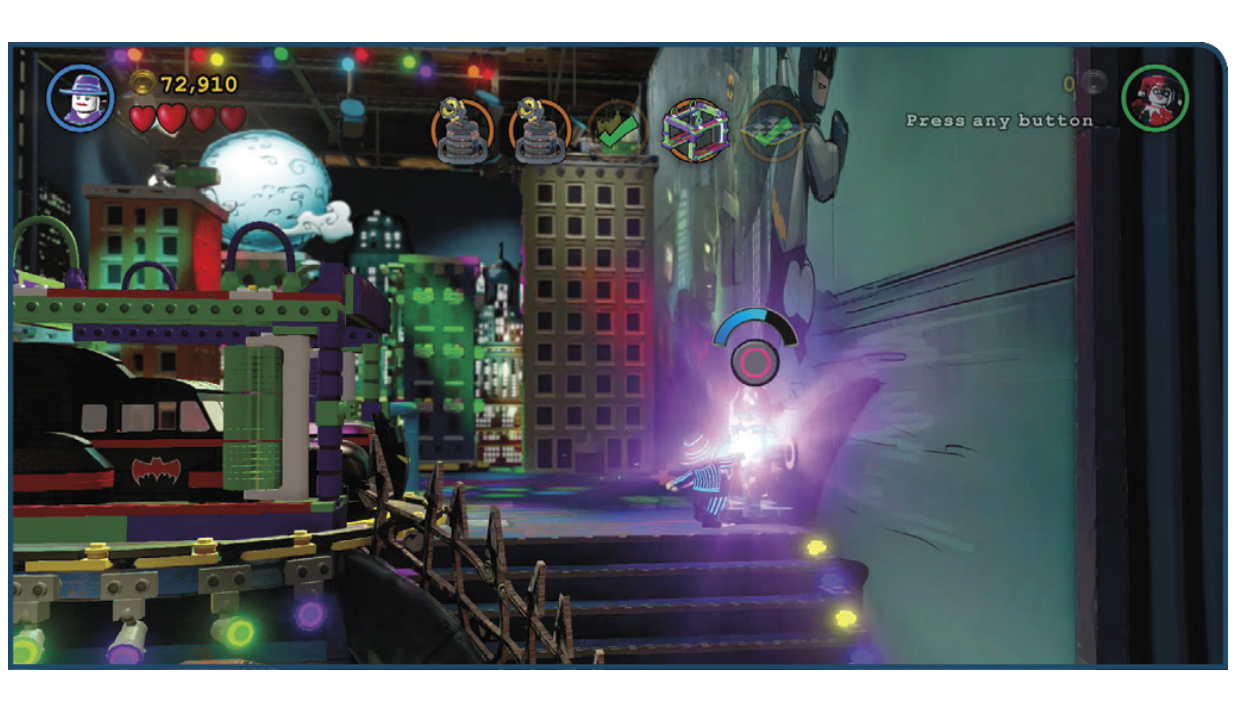
JOKE MY RIDE

You're all set to give Batman's ride an overhaul; you just need to power the makeover station. Deposit the charge that The Joker is still carrying with him from the chandelier controls into the electric panel that has popped up to the right of the Batmobile. This powers the makeover station, transforming Batman's dreary ride into a souped-up Joker-themed vehicle of pure awesomeness!

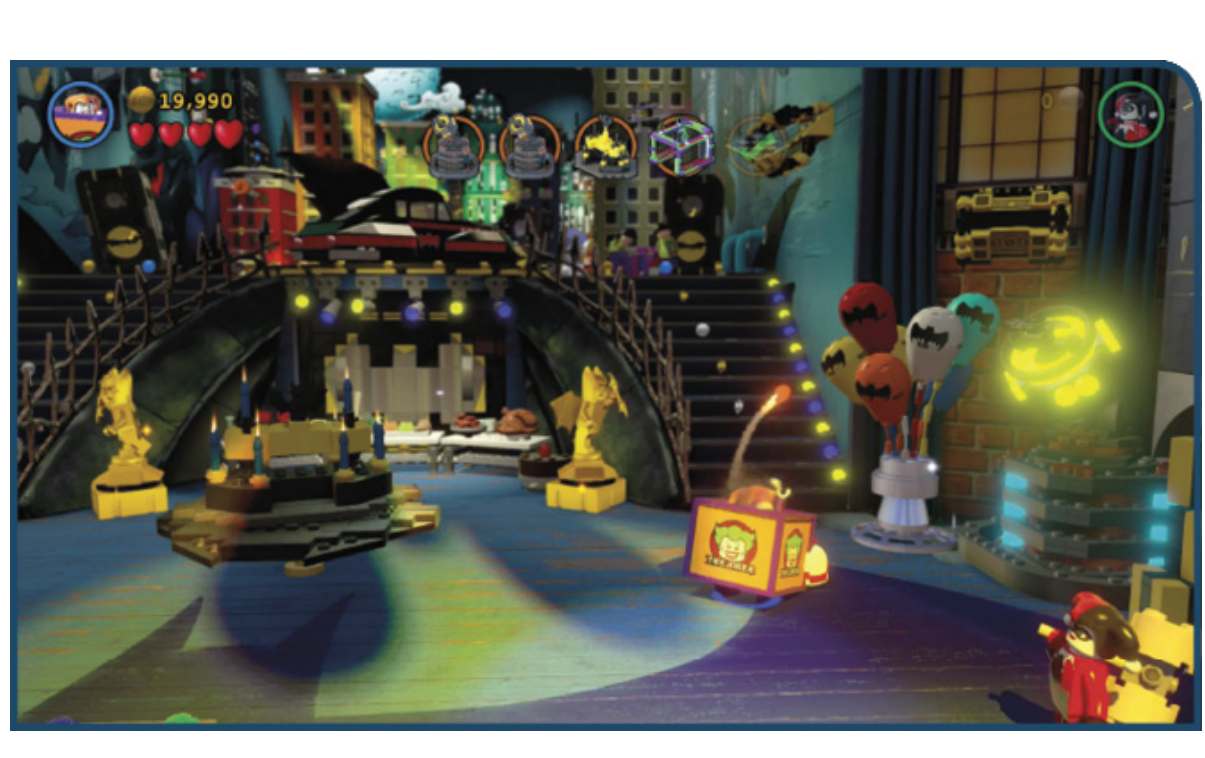
FREE PLAY 9 MINIKIT

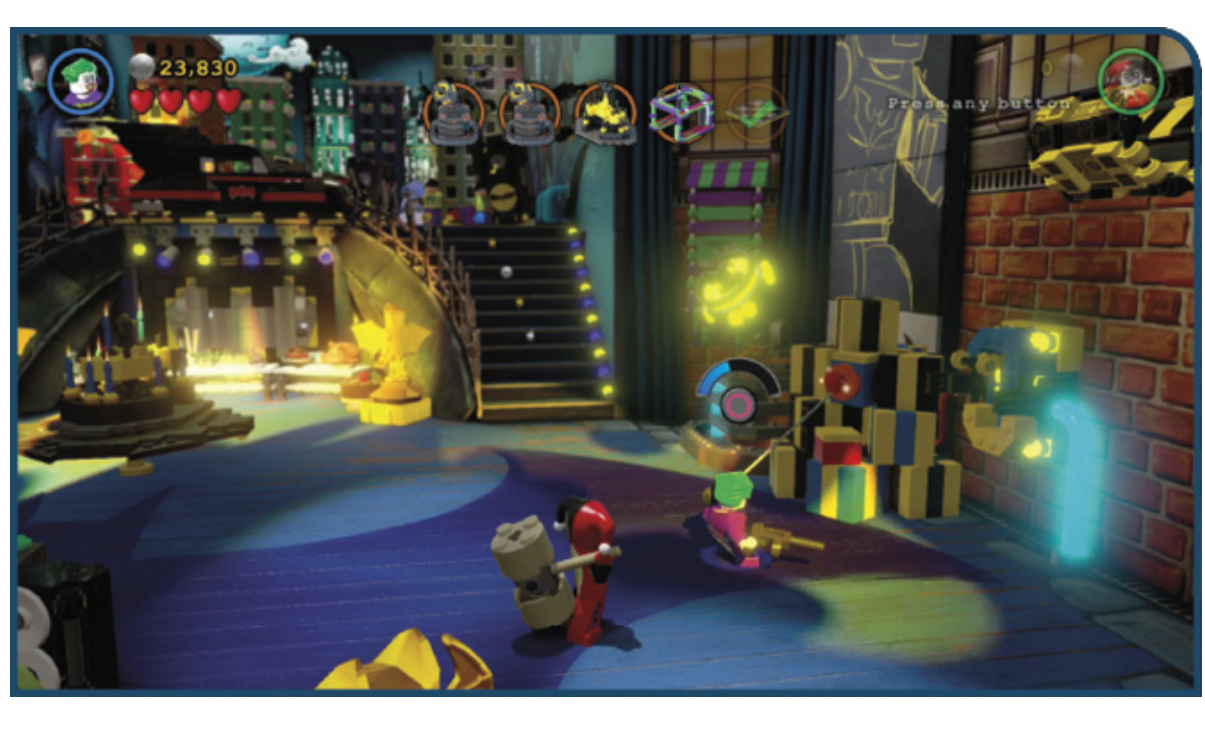


After giving the Batmobile a Joker-approved overhaul, use a Free Play character with sonar to smash the glass windshield and claim the Minikit within!



LIGHTS OUT





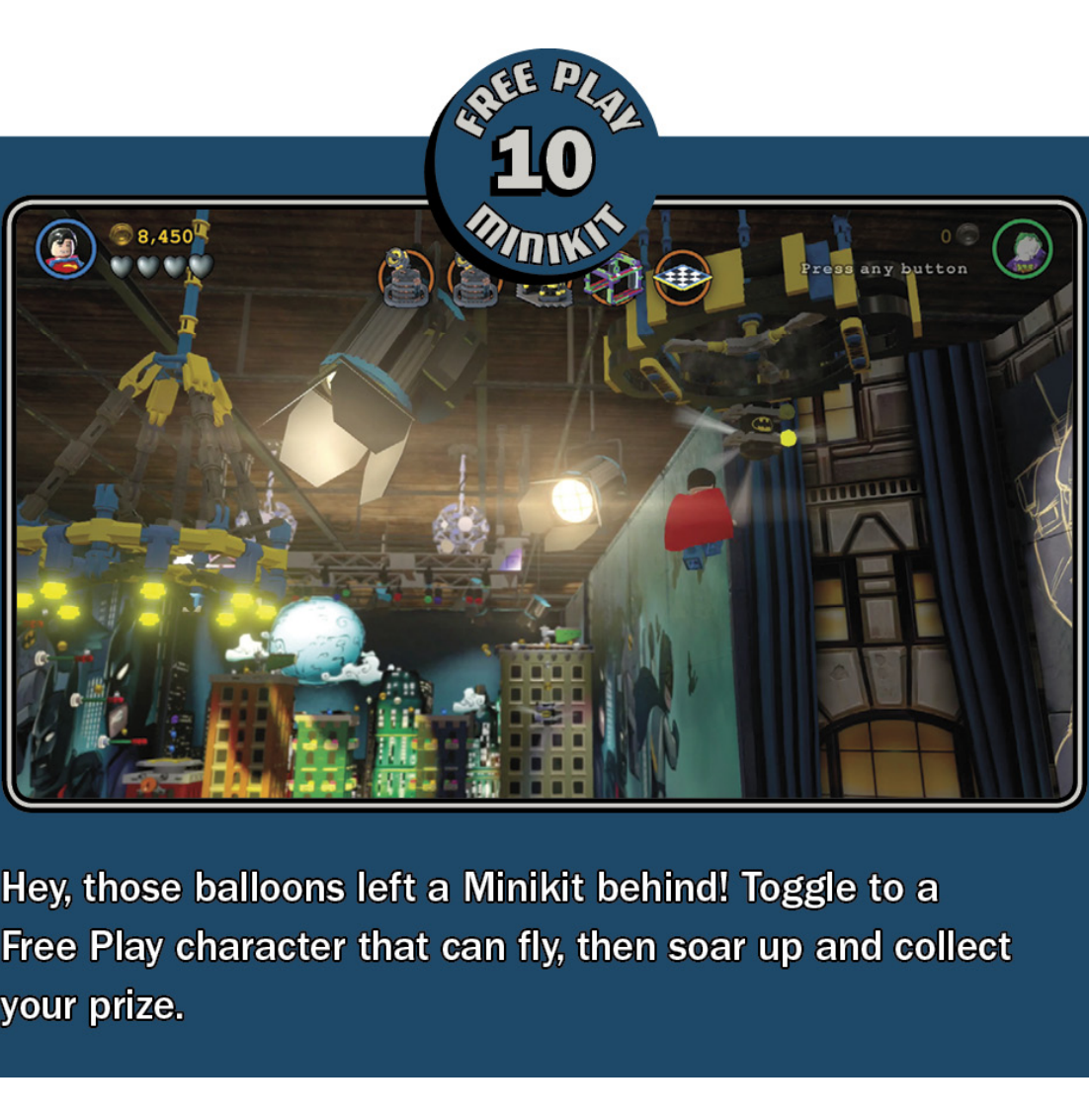
It's been fun crashing Batman's party, but the time has come to turn out the lights... of the Bat Signals, that is! Change into Joker's Demolition Suit, then fire a missile at the silver balloon holder downstairs on the right. The balloons float up and pop on a ceiling fan, causing their bricks to tumble down.

Build the balloons' bricks into an orange hook that attaches to the nearby stack of gift boxes. Grapple the hook with The Joker, then pull down the gifts and smash them to discover some more bricks that can't be built into anything yet. You need to find some more!

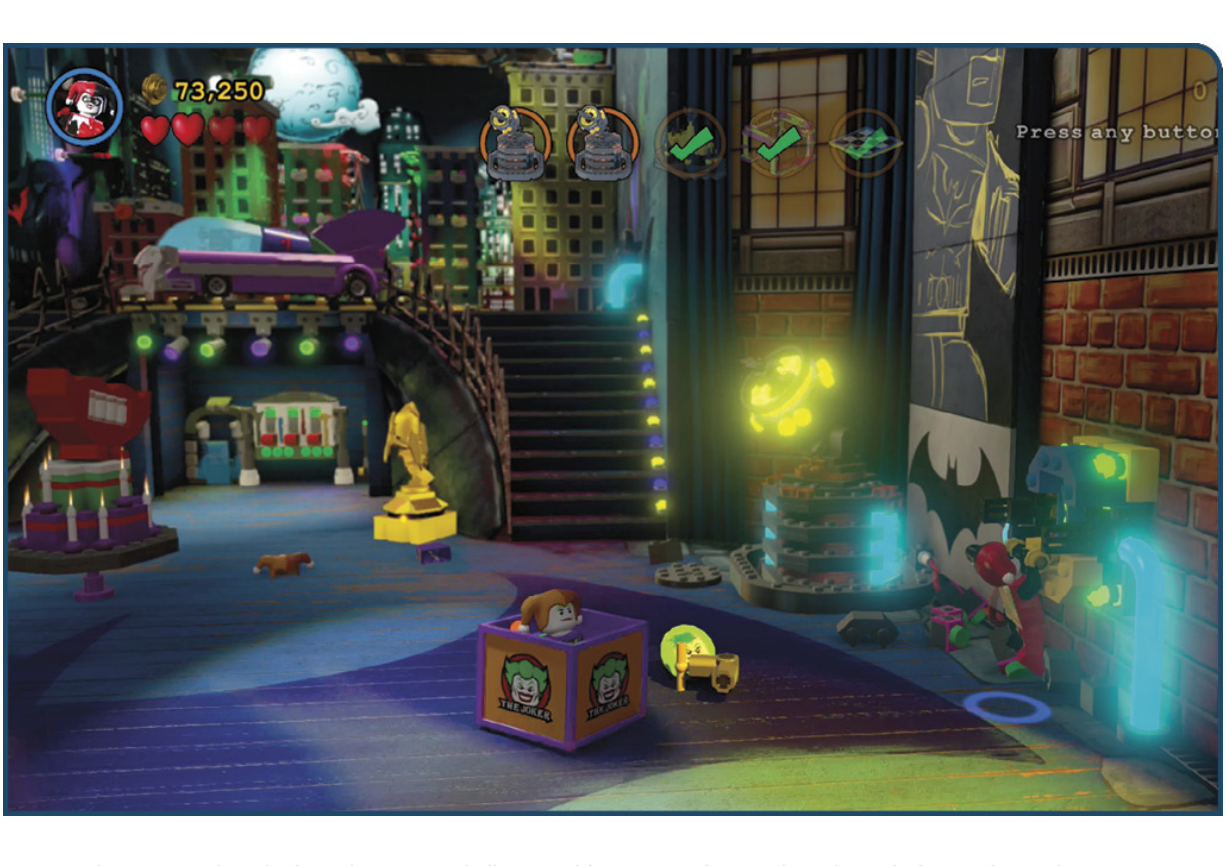
Leap up and grab the nearby lever on the wall. Hang from the lever until your weight causes it to lower, and power is sent to the nearby Bat Signal. This causes the Bat Symbol to lower to within your reach.

Smash the Bat Signal to find the rest of the bricks that you need. Build the combined bricks of the Bat Signal and gift boxes into a far more colorful Joker Signal!

FREE PLAY 10 MINIKIT



Hey, those balloons left a Minikit behind! Toggle to a Free Play character that can fly, then soar up and collect your prize.



Now for the Bat Signal on the left. There are no balloons to blast, so simply grapple and smash the nearby gift boxes. Jump up and pull the nearby lever to lower the Bat Signal, then smash it. Rebuild the Bat Signal into a much livelier Joker Signal that brings this wild party to a close!

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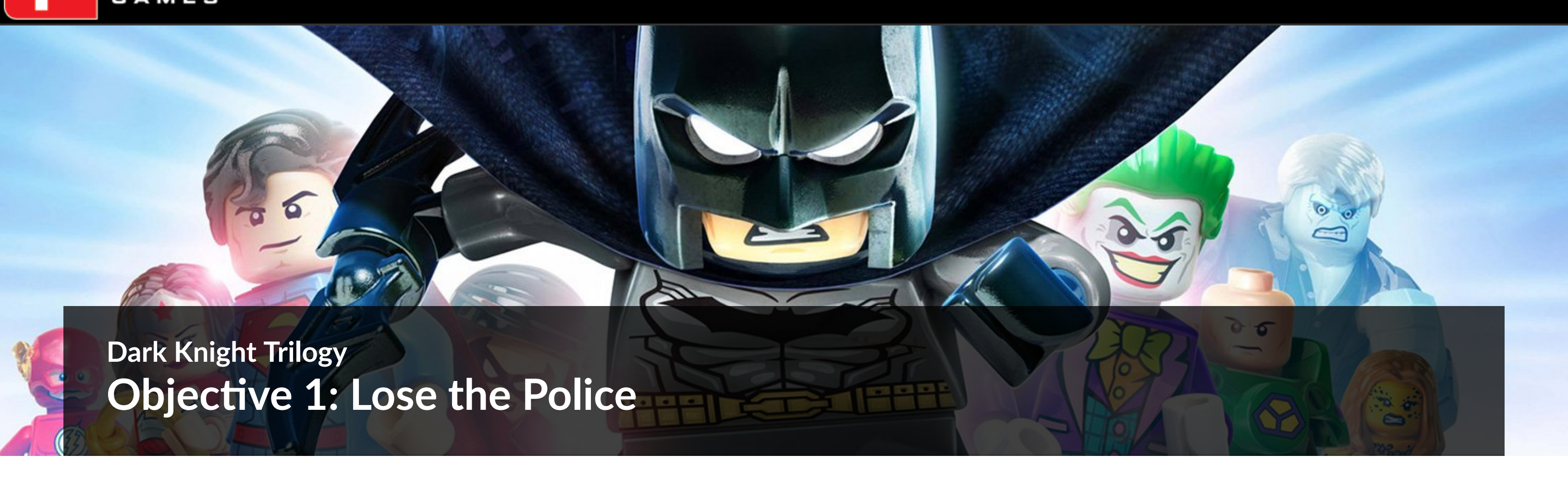


Dark Knight Trilogy

Objective 1: Lose the Police

DLC
3
MISSION
Dark Knight Trilogy

Thanks to the foolhardy antics of one Harvey Dent, the villainous Joker has been lured out of hiding. With Dent acting as bait, the police are hot on The Joker's tail, and a high-stakes chase through Gotham's seedy streets unfolds!

Story Characters

***The Joker** (Nurse)*
The Joker Clown Henchman
***Batman** (Dark Knight Trilogy)*
Commissioner Gordon

True Hero Stud Requirement:

70,000

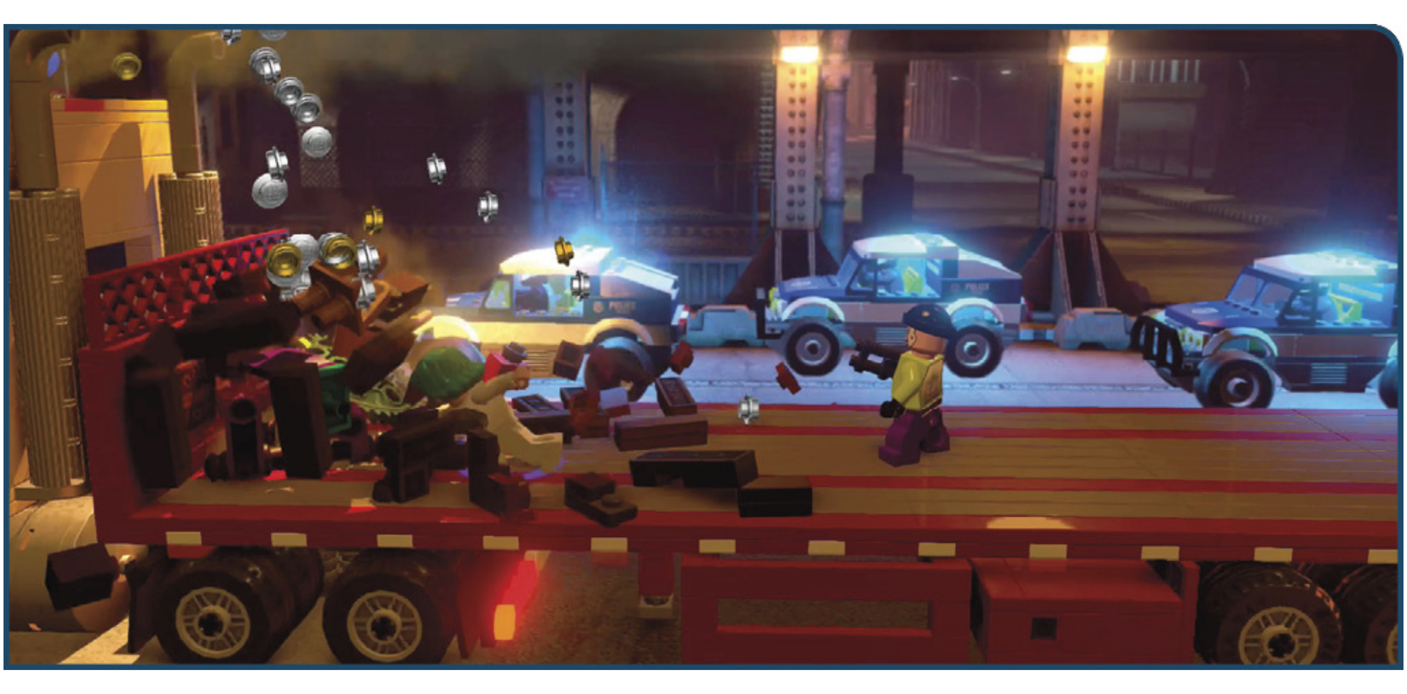
Adam West in Peril!

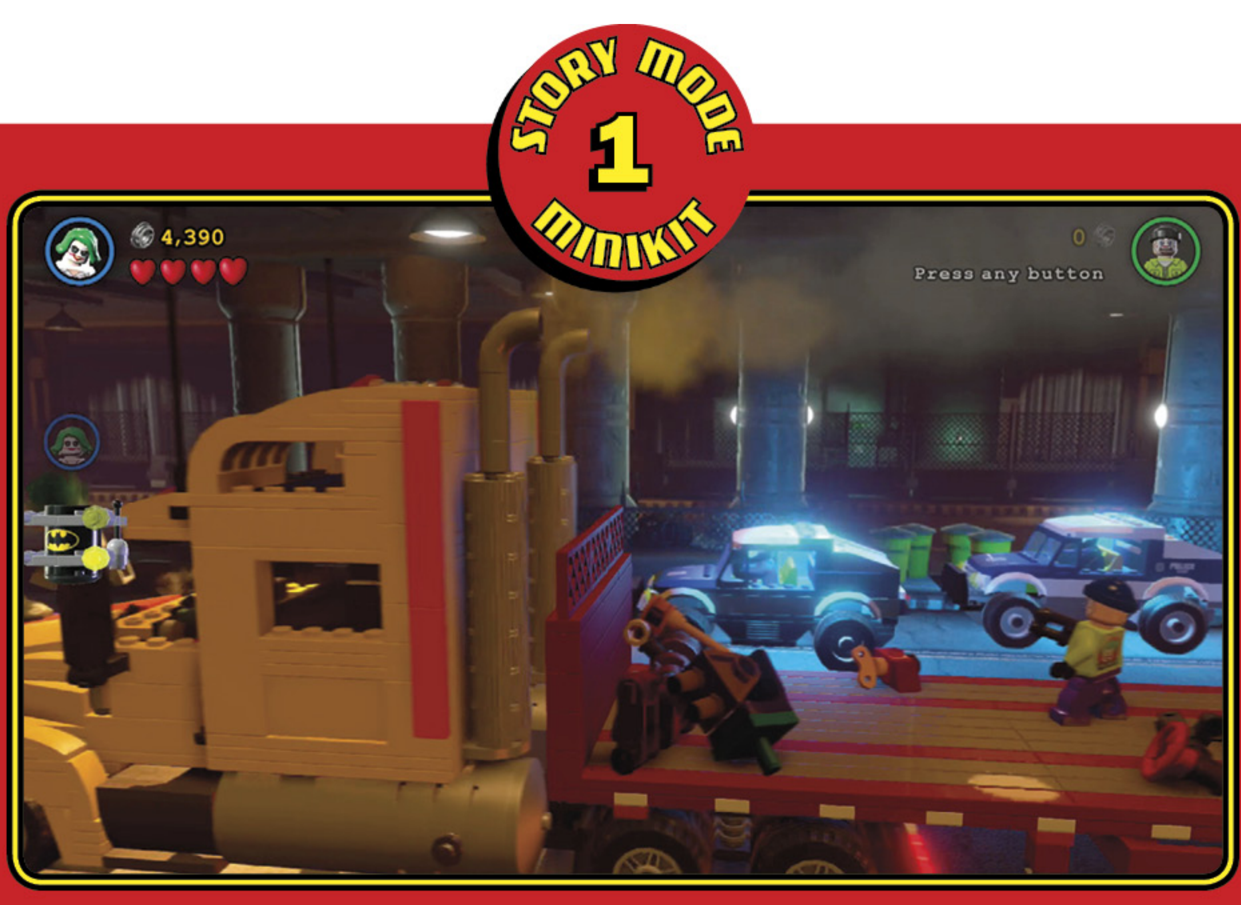
Area	Mode	Notes
12	Free Play	Trapped behind fire on the left side of The Joker's overturned truck.

Minikits

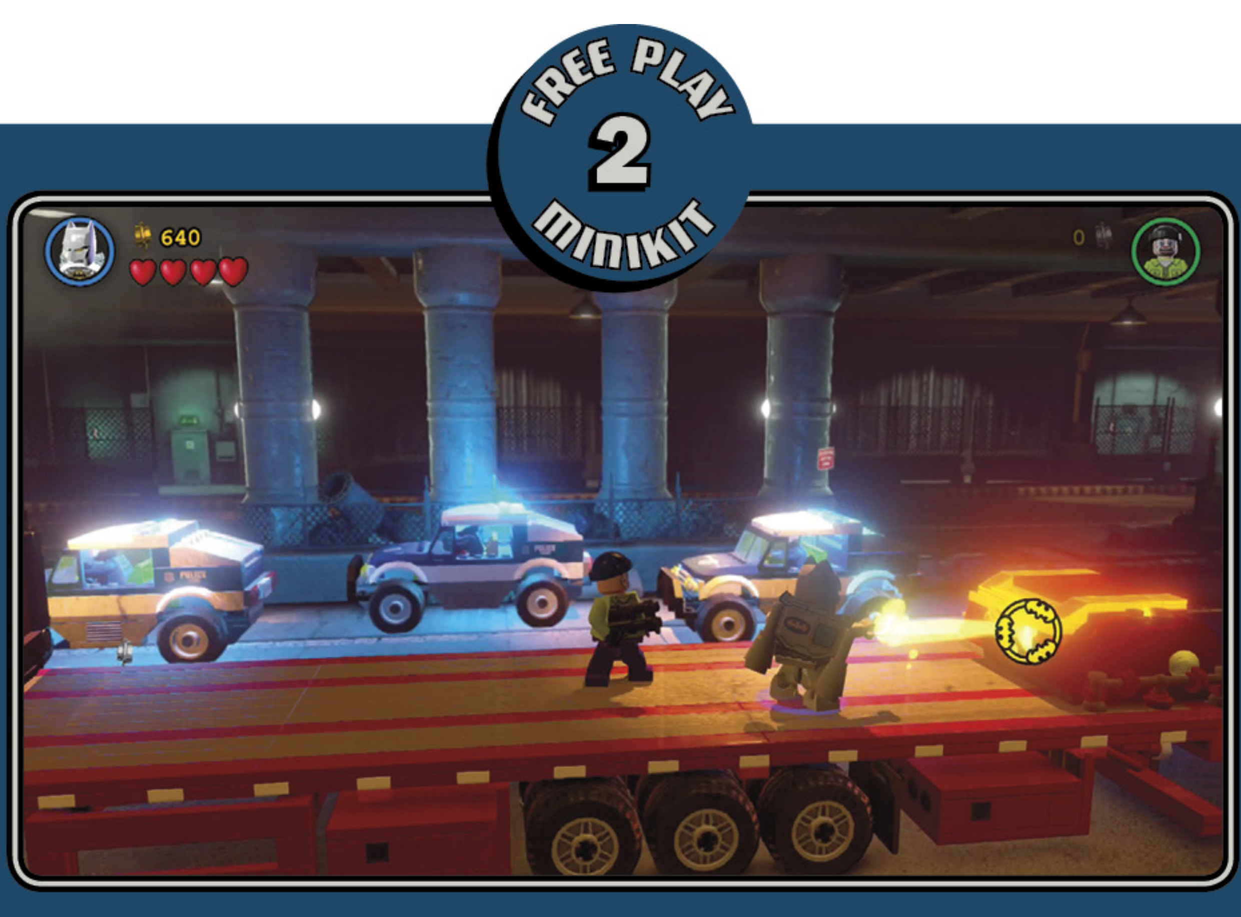
No.	Area	Mode	Notes
1	1	Story	On the hood of The Joker's truck.
2	1	Free Play	Use a laser or heat vision to blast the gold-rimmed box on the right.
3	1	Story	Arrives on the second S.W.A.T. flatbed truck.
4	2	Free Play	Use magnetic power to turn on three fire hydrants, then freeze their water fountains.
5	2	Free Play	Use sonar to smash the windows of the car on the left.
6	2	Story	Hidden right behind The Joker's overturned truck.
7	2	Free Play	Put out the fires on the left, then build and use the Lantern pad.
8	2	Free Play	Go through the stretchy hatch in the alley.
9	2	Free Play	Above the blue and white striped awning (fly up to reach it).
10	2	Free Play	Use an explosive attack to destroy the silver flowerbox on the right, then dig in the dirt that falls.

You begin this mission in control of The Joker and one of his clown henchmen. Let's do something about the police in pursuit of your flatbed truck. Begin by smashing the crates to the left and then building their bricks into a bubblegum cannon.



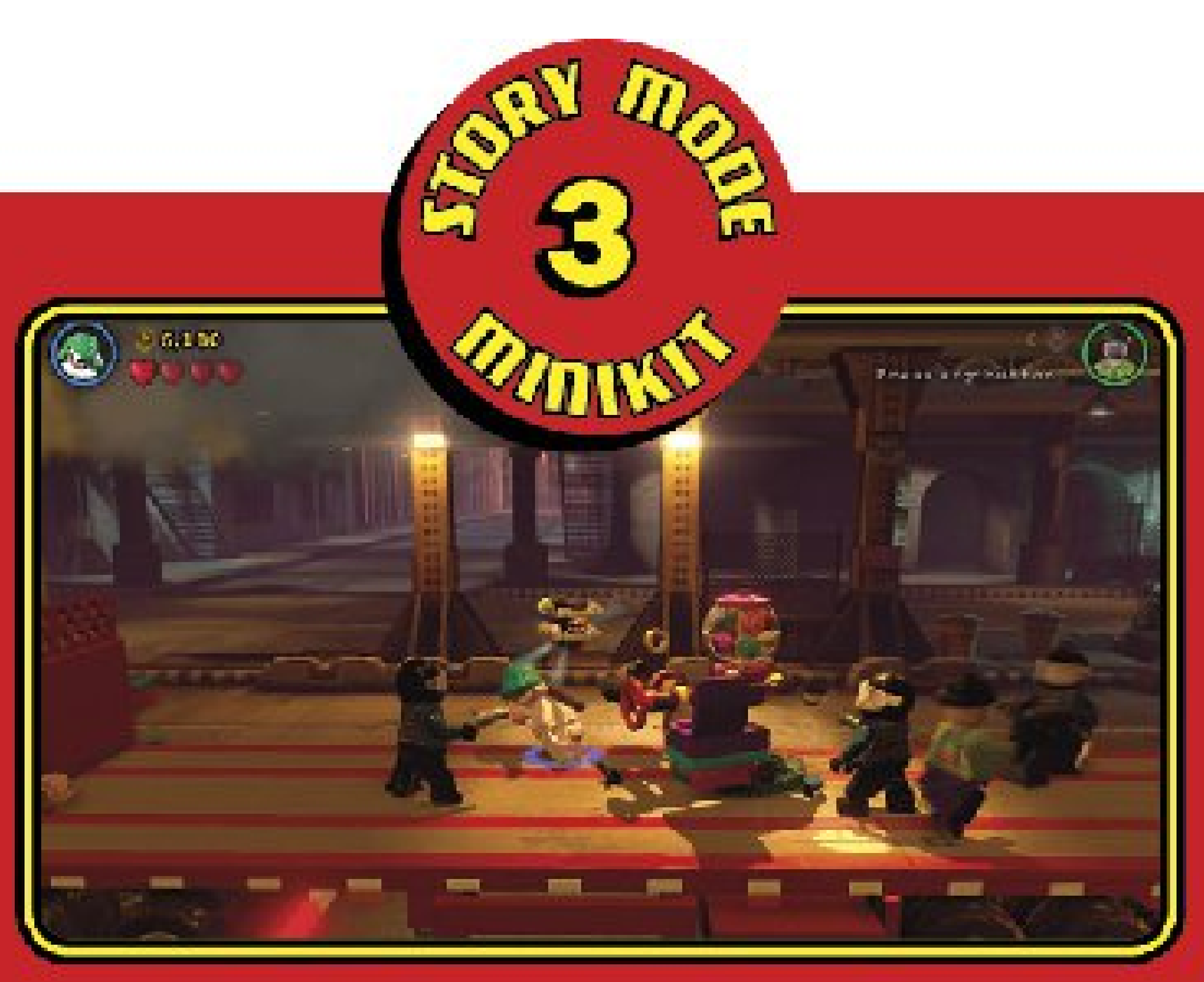


Leap over to the left and snatch the Minikit that hovers on the truck's hood.

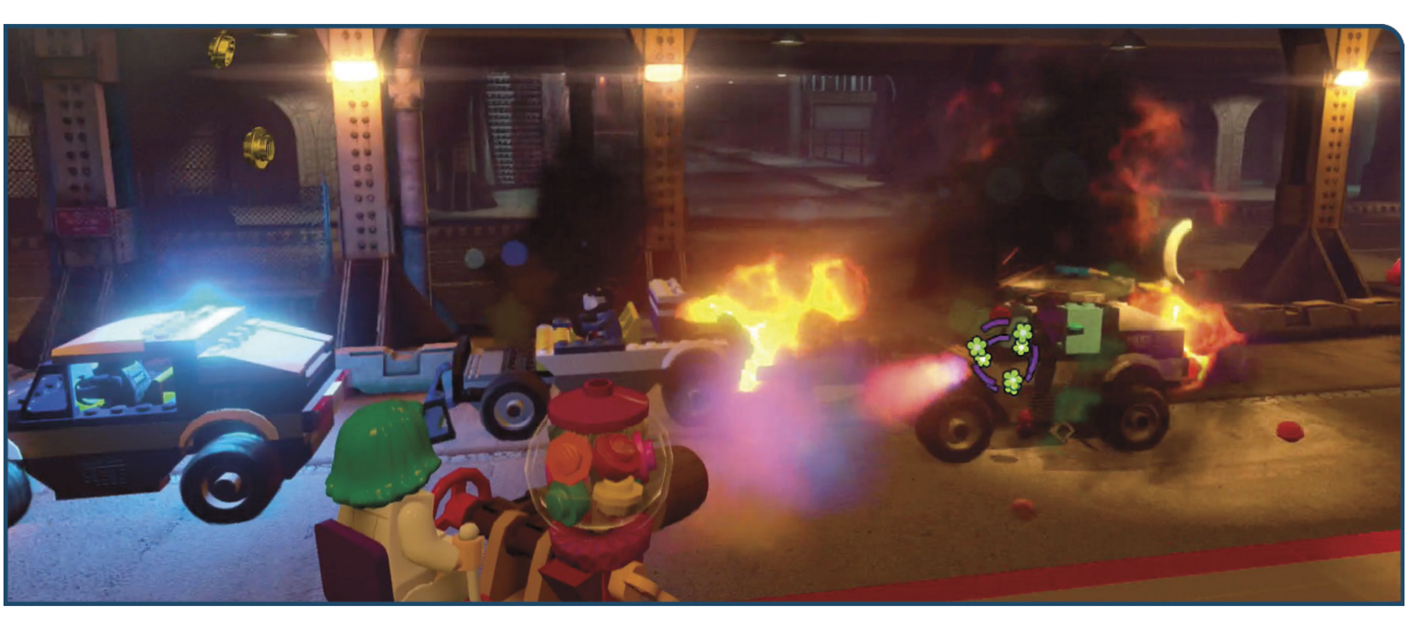


In Free Play, change to a character that has a laser or heat vision, and then blast the gold-rimmed box on the right. Hey, there's a Minikit inside!

Man the bubblegum cannon and blast the cop cars that are speeding alongside your flatbed. Keep firing until you destroy all three cars (they take several hits apiece).



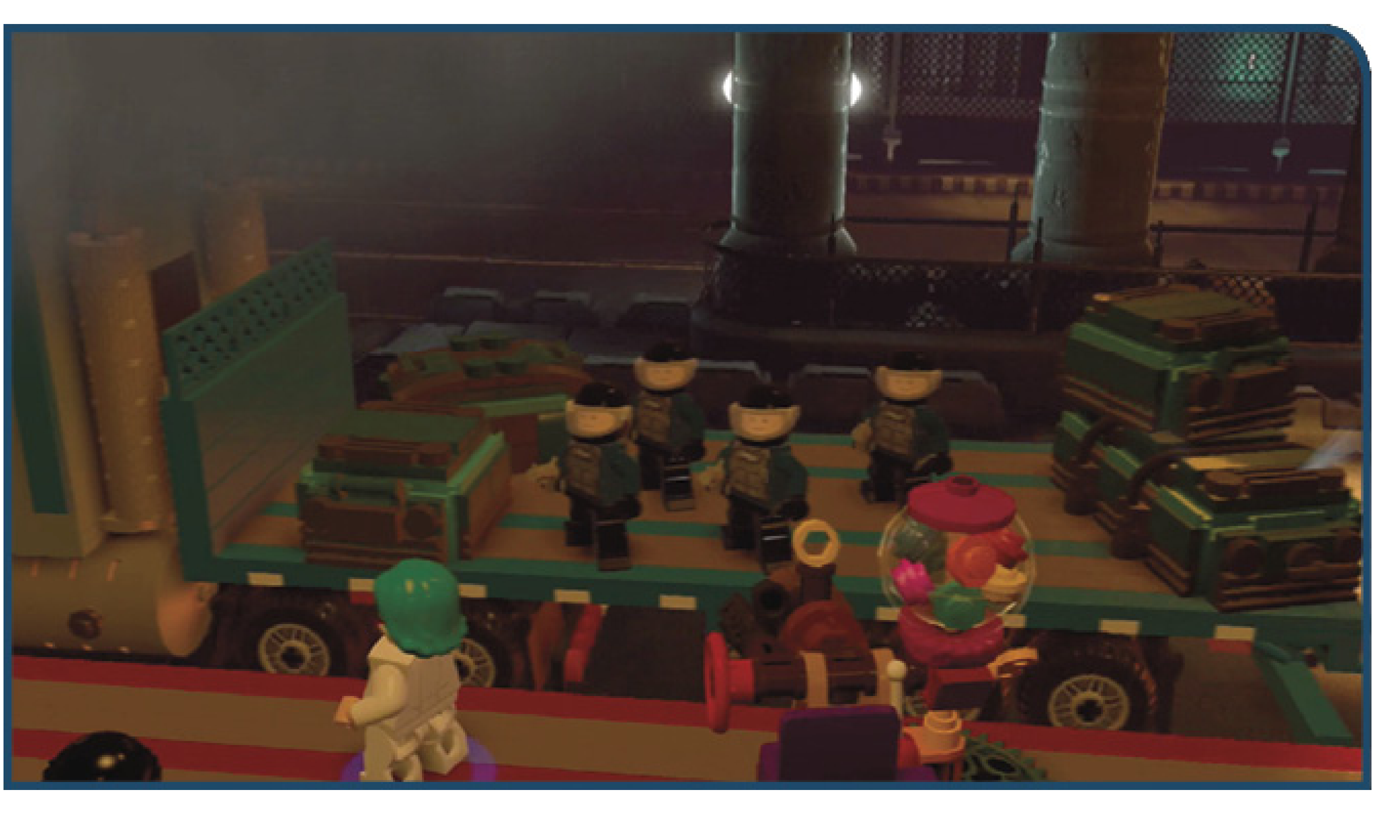
When a second police flatbed truck pulls up, you can't help but notice the Minikit that it's carrying. Quickly hop over and grab it before the truck speeds off! Don't worry if you miss your chance; another truck will be along soon.

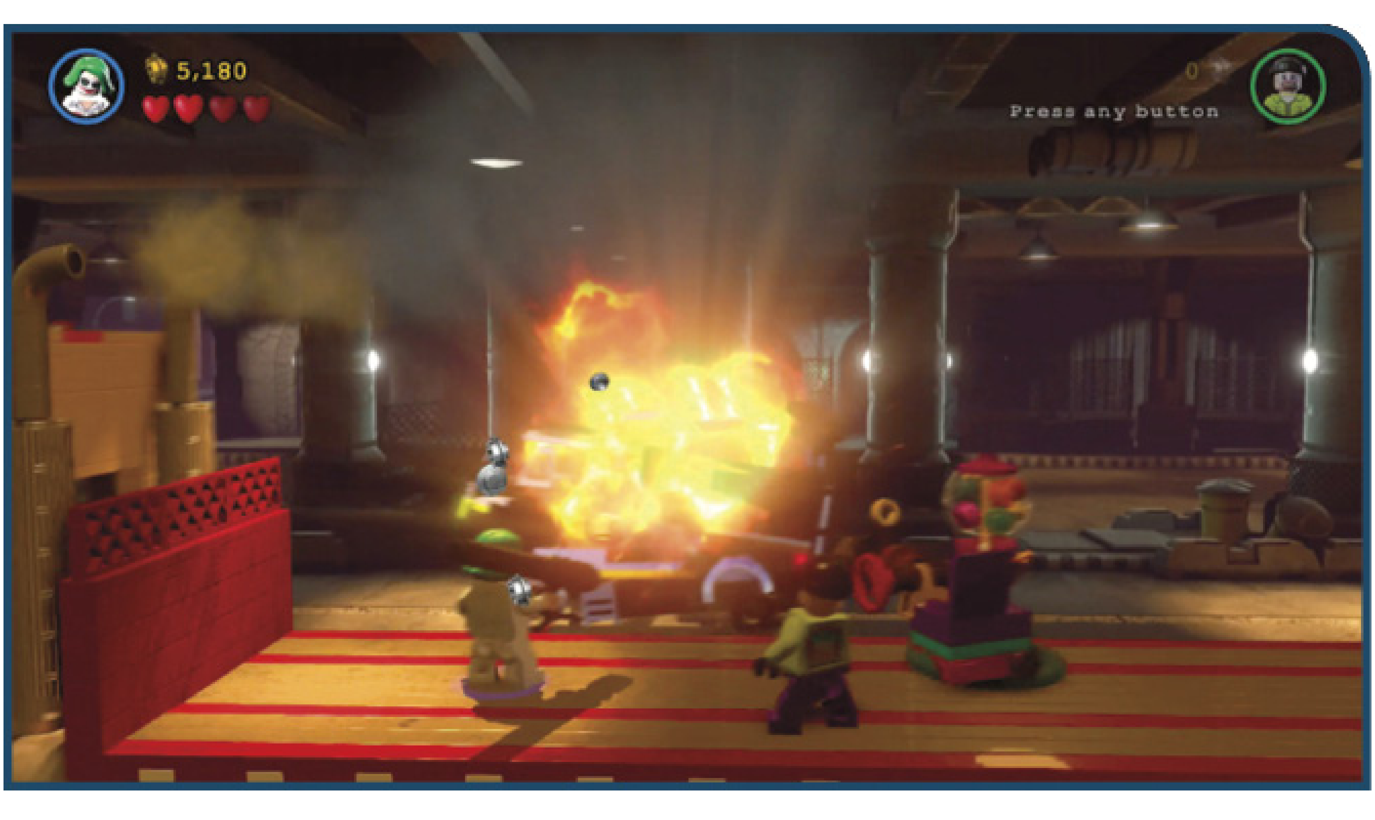


HAVING A BLAST

With the first three cop cars destroyed, a flatbed full of S.W.A.T. officers quickly pulls up next to you. Beat up all of the cops, then hop onto their truck and smash the crates to discover a rocket launcher! Arm The Joker with this explosive new toy.

More cop cars arrive after you grab the rocket launcher. This time, try out The Joker's newfound rocket launcher by pressing the Interact button to pull it out and fire. Destroy all of the police vehicles with The Joker.

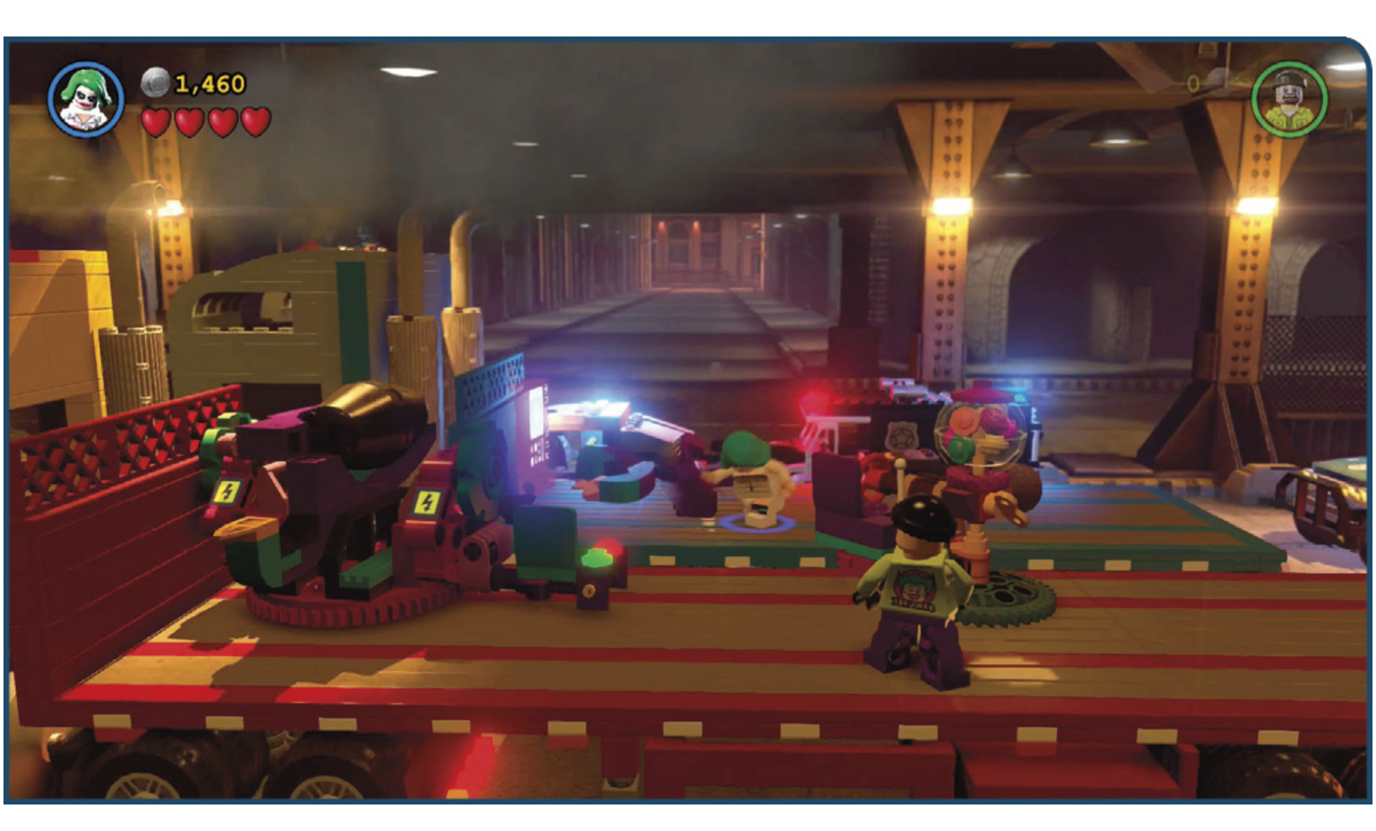


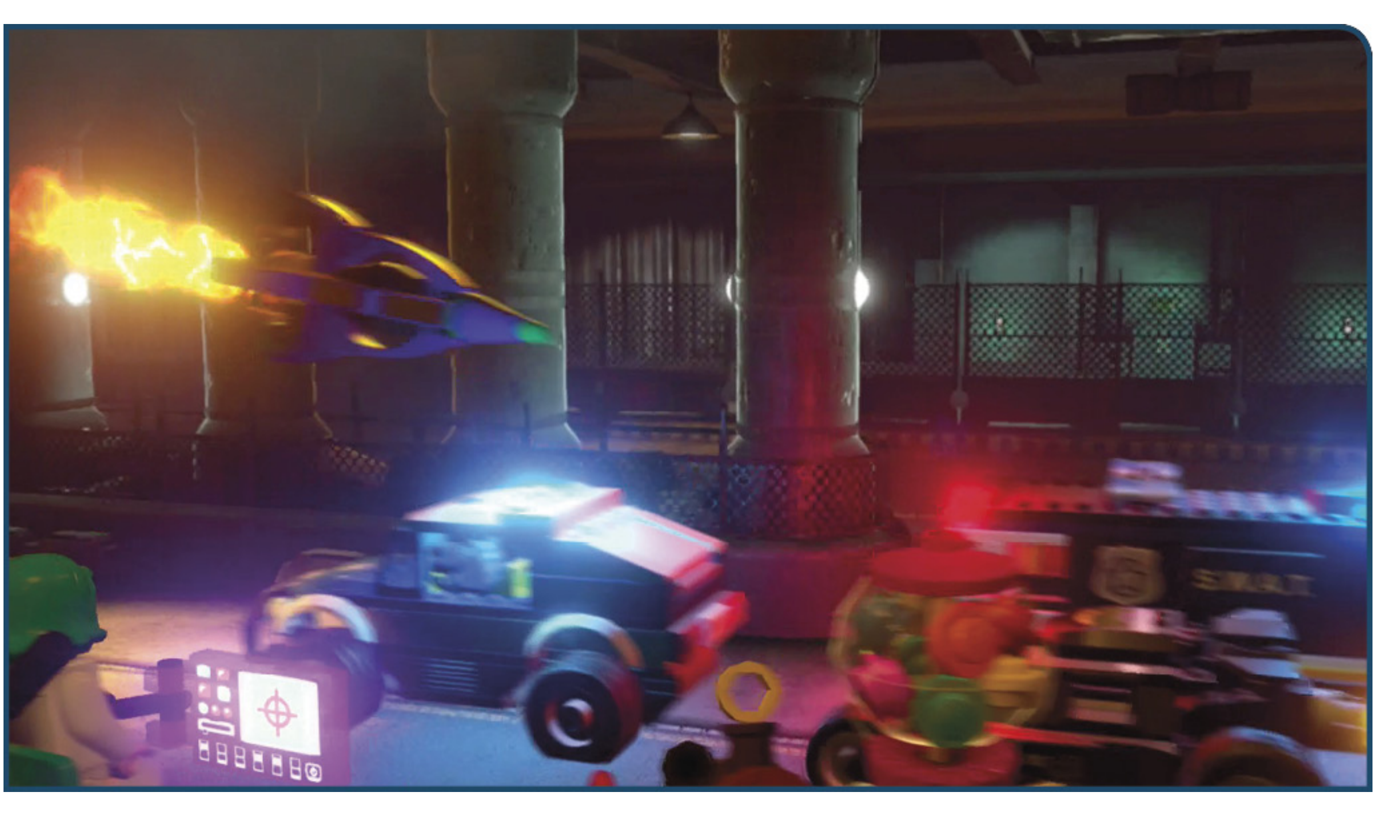


GOING BATTY

Keep beating up the police until the Caped Crusader finally makes his dramatic appearance. You need something extra special to take on Batman's armored Tumbler (The Joker's rocket launcher just won't do). Use it to blast the silver crates on the truck that pulls up, however, and you'll discover the bricks that you need!

Build a big missile launcher out of the silver crates' bricks, then use it to blast Batman's Tumbler. The huge impact quickly brings this high-speed chase to an explosive end!





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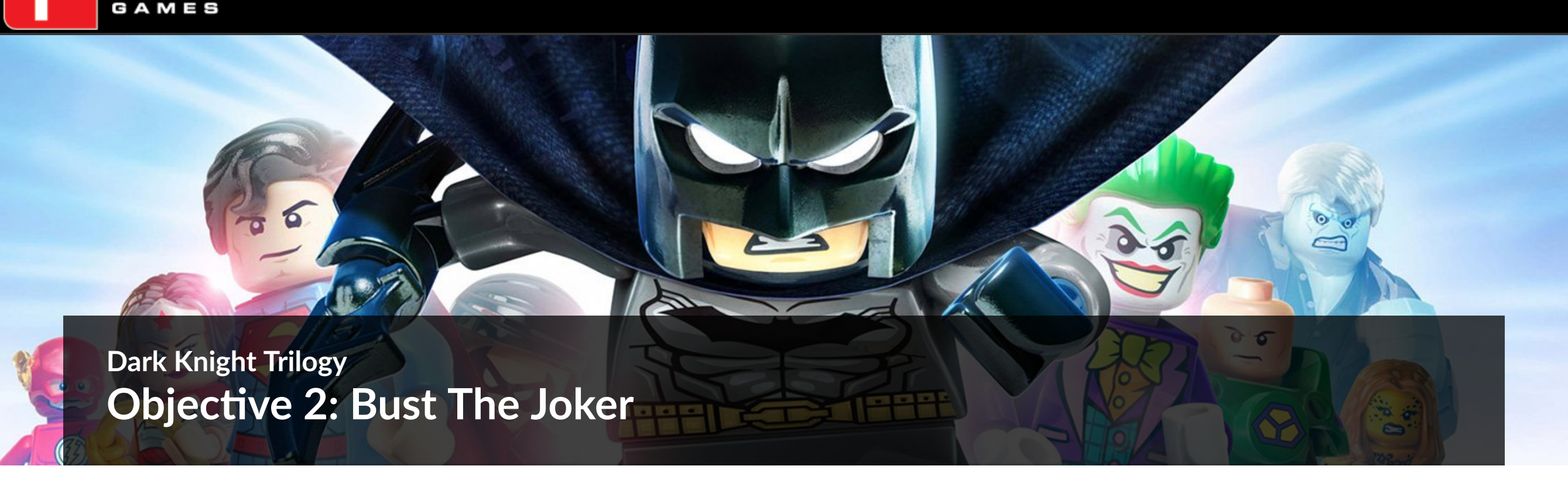
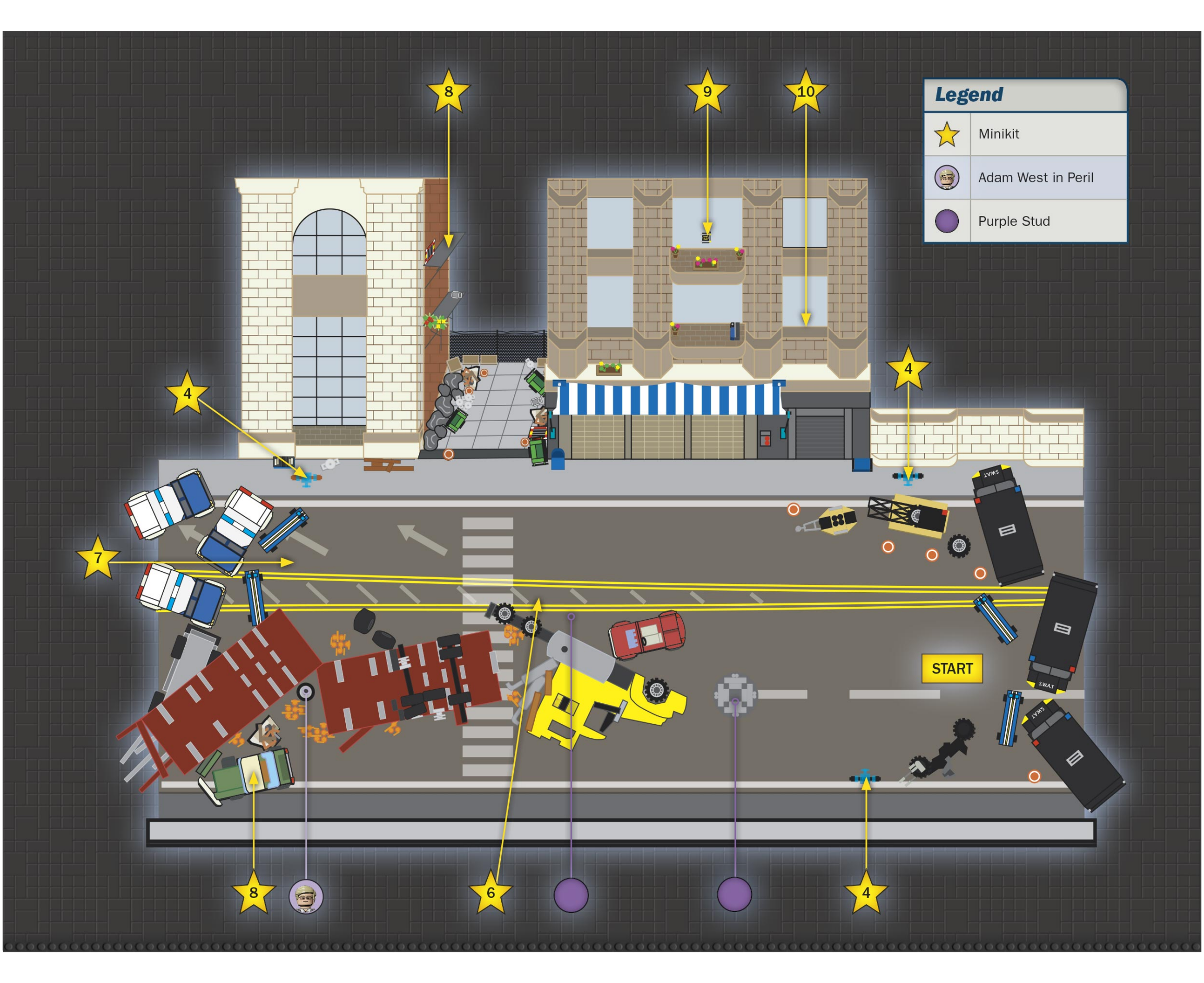
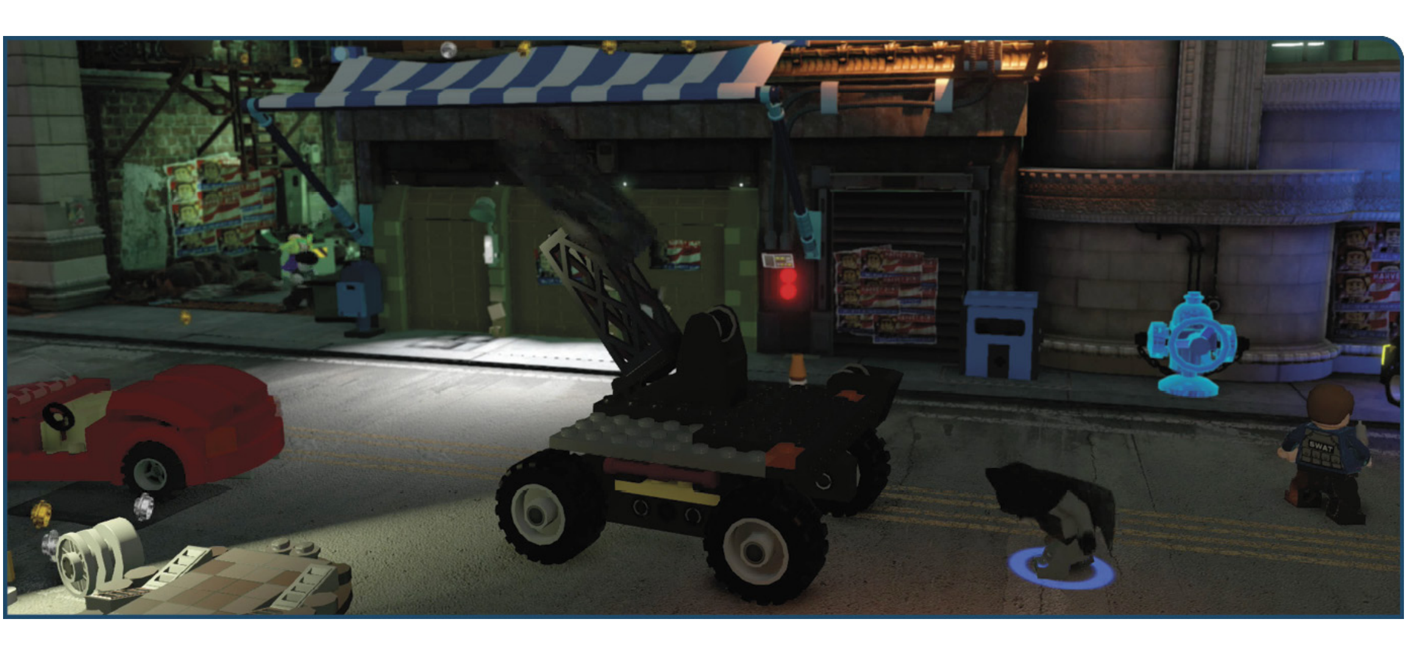


Dark Knight Trilogy

Objective 2: Bust The Joker

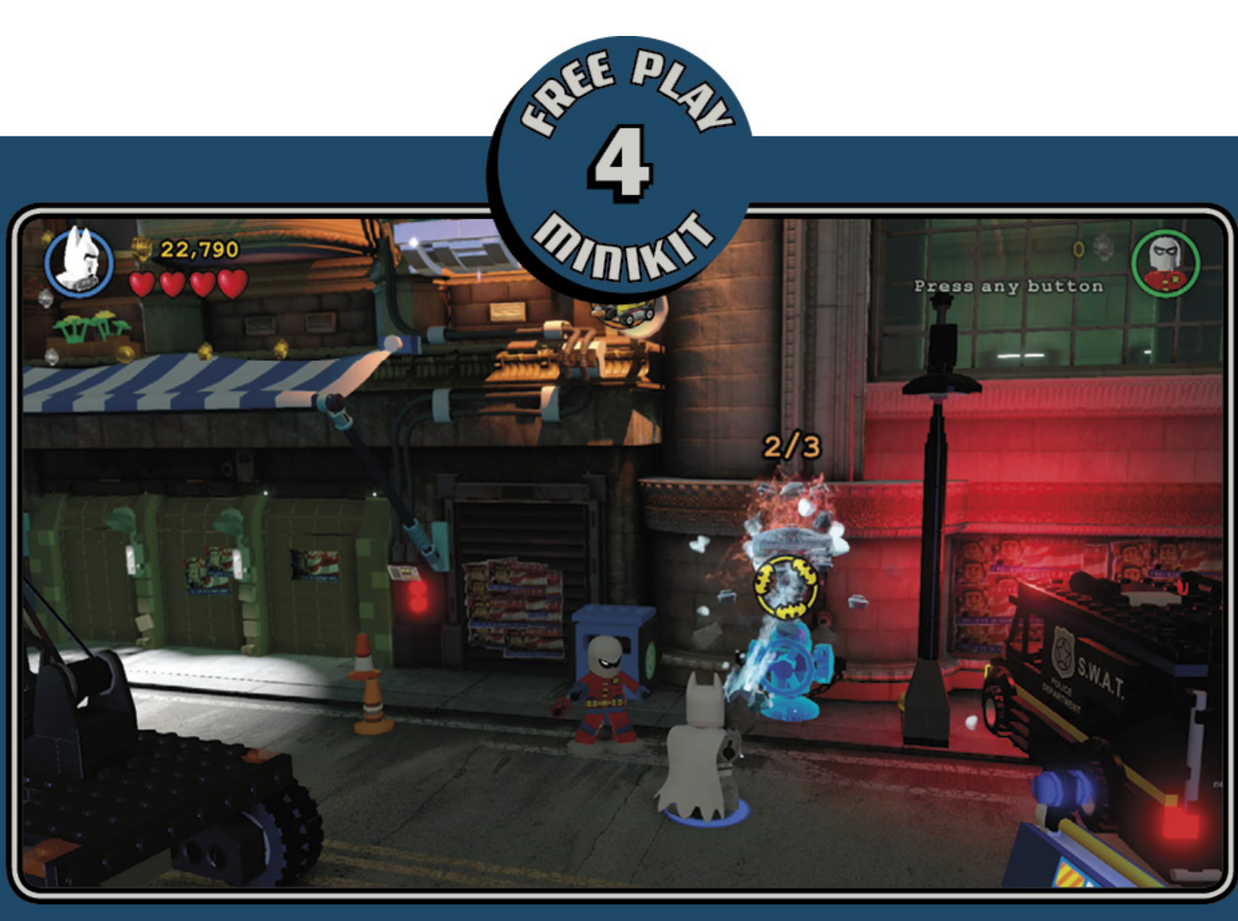


Be sure to collect the Purple Stud that can be found by falling down the manhole!



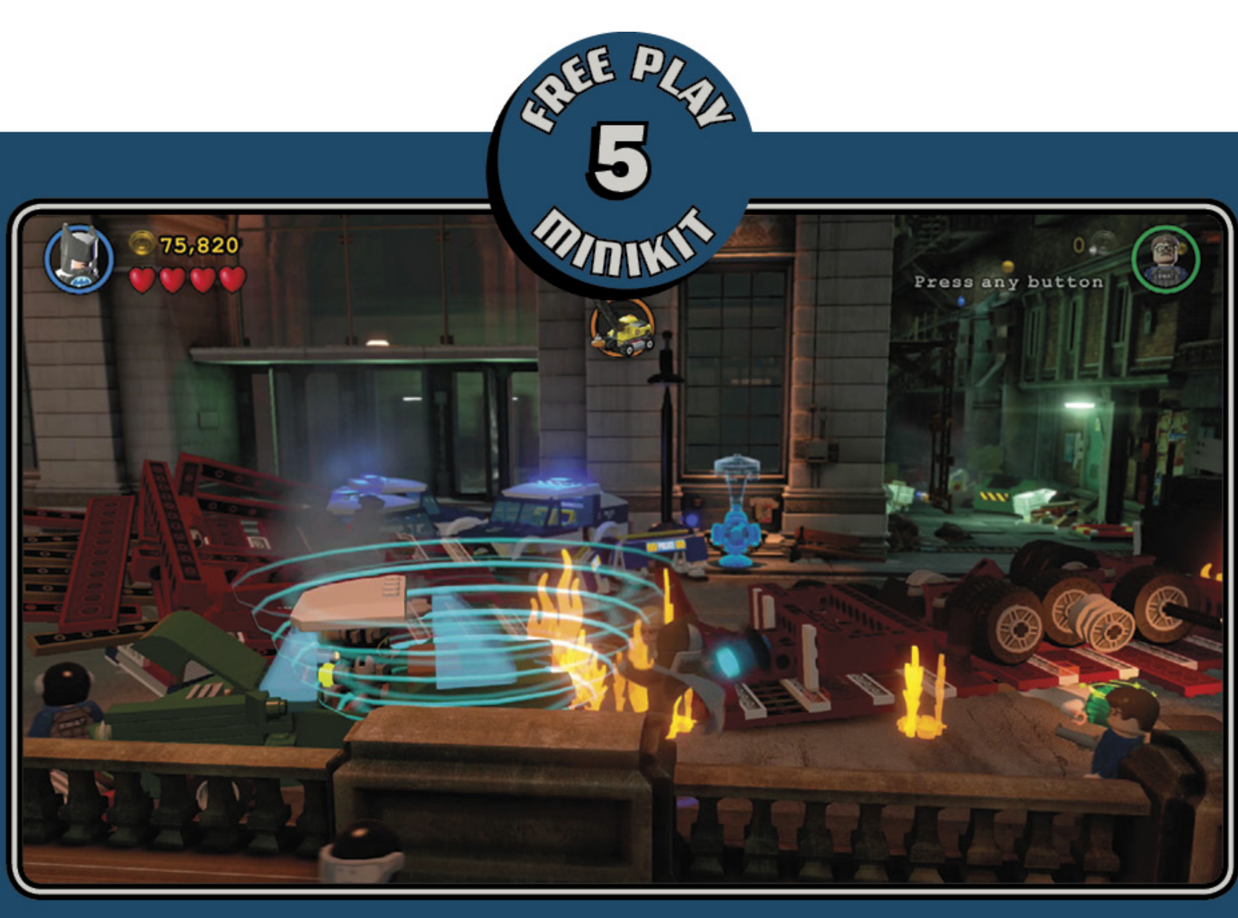
During the this scene Batman flips the Joker Truck, trapping the Clown Prince of Crime beneath its fiery bulk. The scene now switches to Batman and Commissioner Gordon, who are working together to save The Joker so that he may be brought to justice. Begin by smashing the glowing yellow objects in the background and building their bricks into a crane.

FREE PLAY 4 MINIKIT



In Free Play, use a magnetic character (such as Robin in his Magnet Suit) to make three fire hydrants around the area spout out water. Freeze each hydrant's fountain with a steady blast from Batman's Artic Suit afterward to discover studs, and freeze all three hydrant geysers to score a cool Minikit!

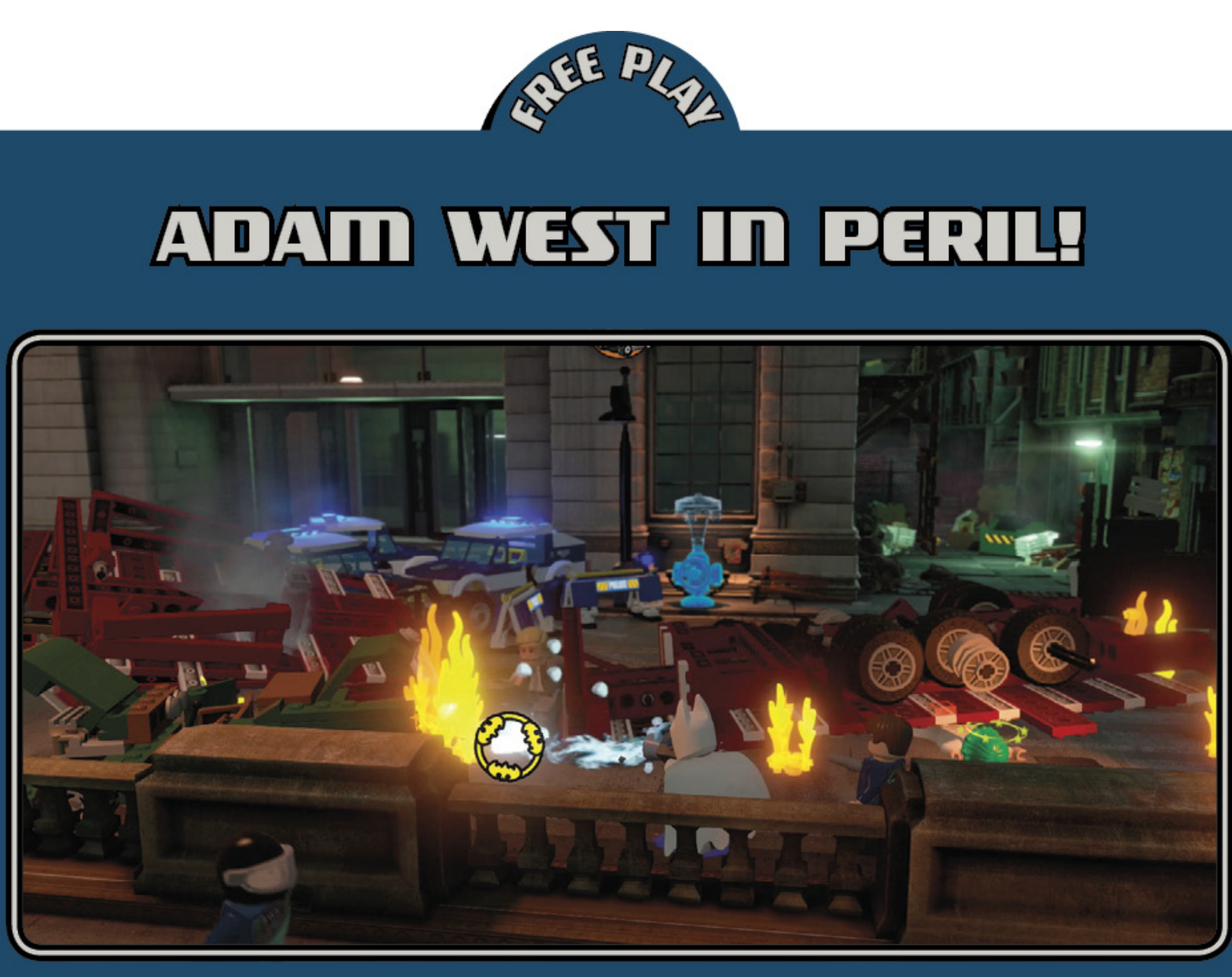
FREE PLAY 5 MINIKIT



Go to the area's left foreground corner to discover a Minikit that's stashed inside a car. Unleash a sonar blast to shatter the car's windows and claim your prize!

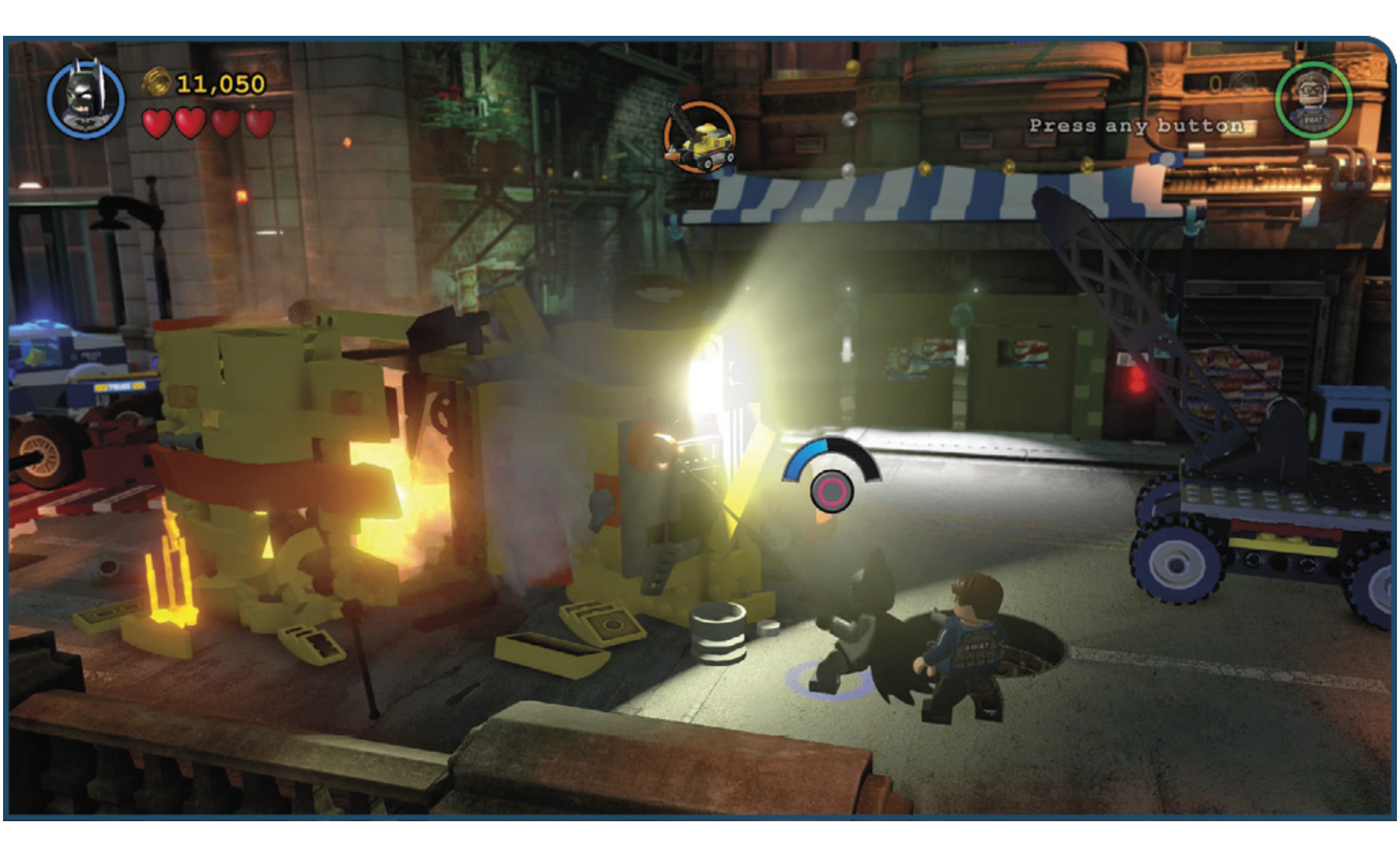
FREE PLAY

ADAM WEST IN PERIL!

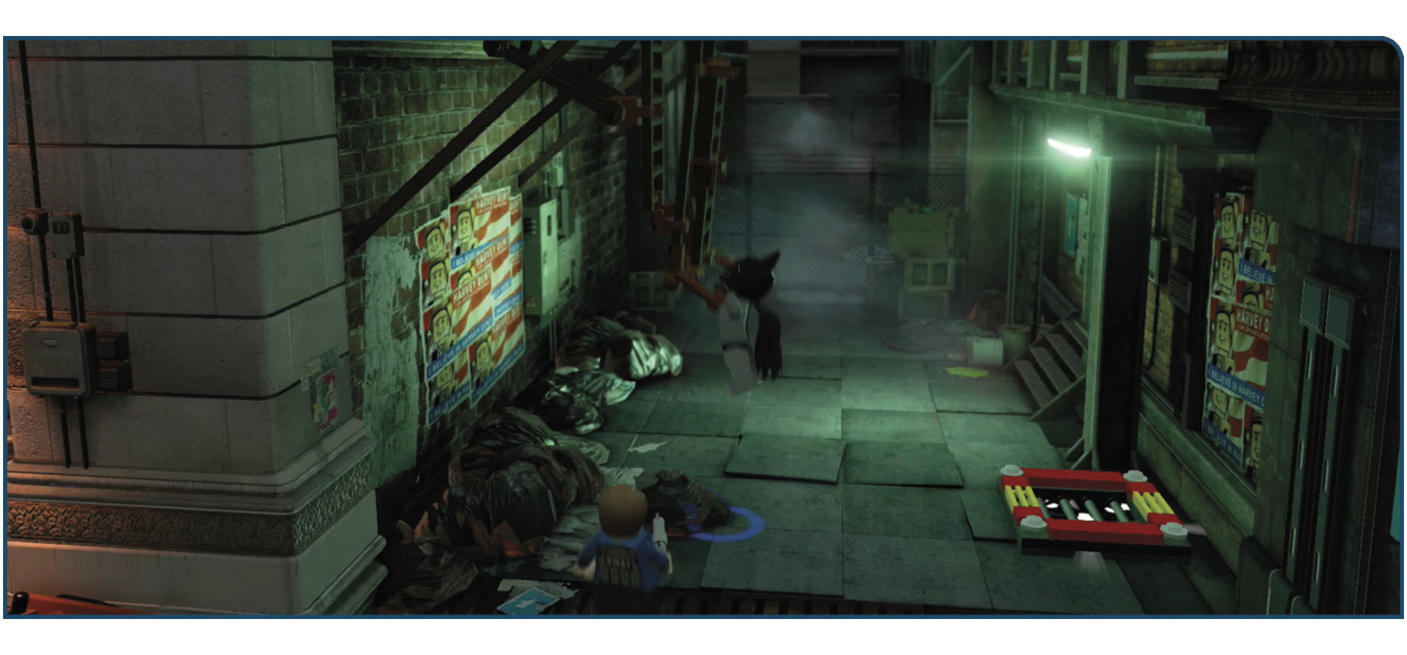


Heads up, crime fighters: Adam West is trapped behind blazing fires on the left side of The Joker's truck! Hose him down with some water, or unleash a good dose of super breath or a freeze cannon, to put out the flames and help a well-done Adam escape!

Mime goons bound up from the nearby sewer after you build the crane. Beat them up and then build the sewer lid's remains into an orange hook that attaches to the front of The Joker's overturned truck. Grapple and pull the hook to rip apart the truck's front end, then build the loose bricks to add more parts to the crane.

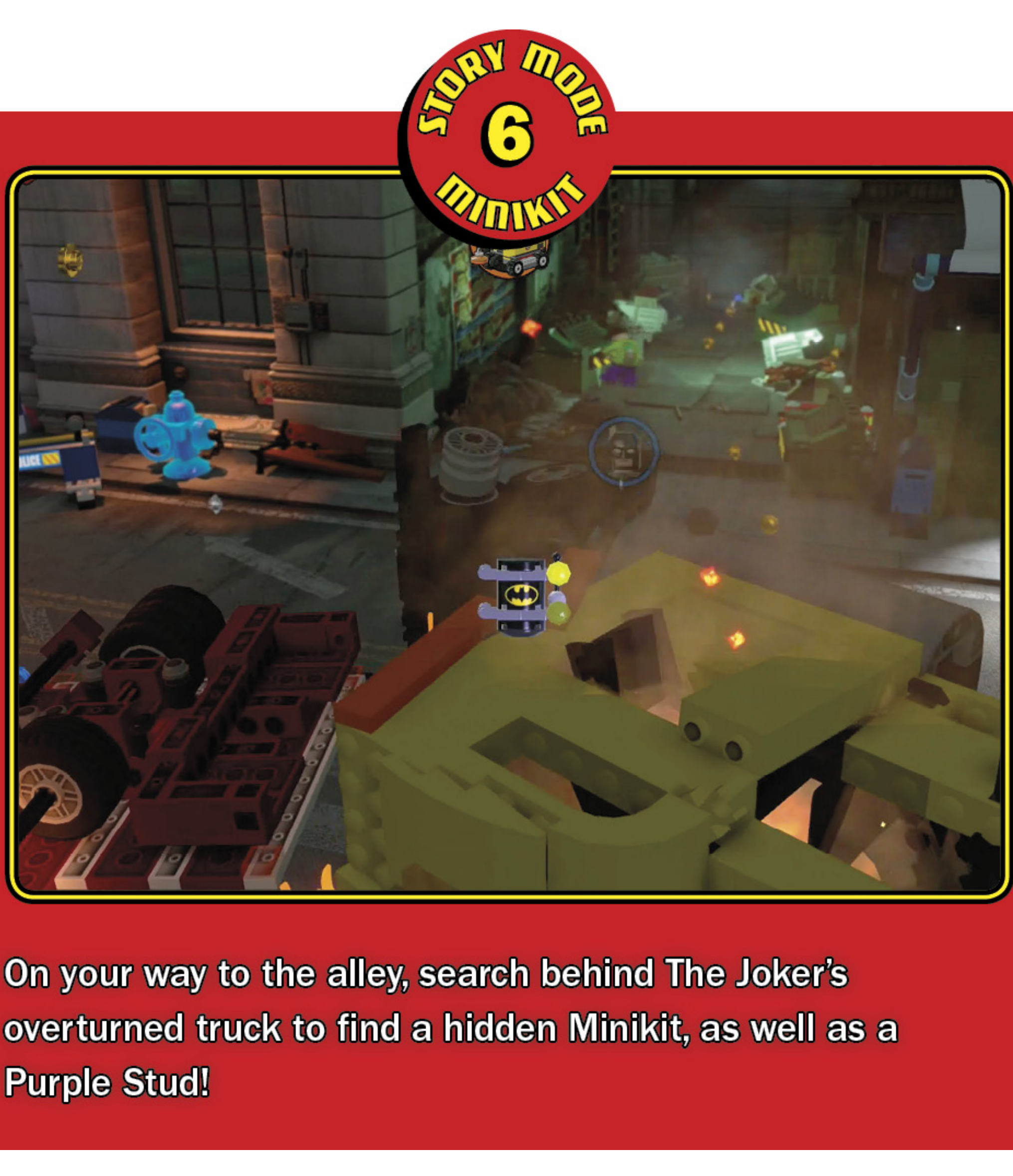


INTO THE ALLEY



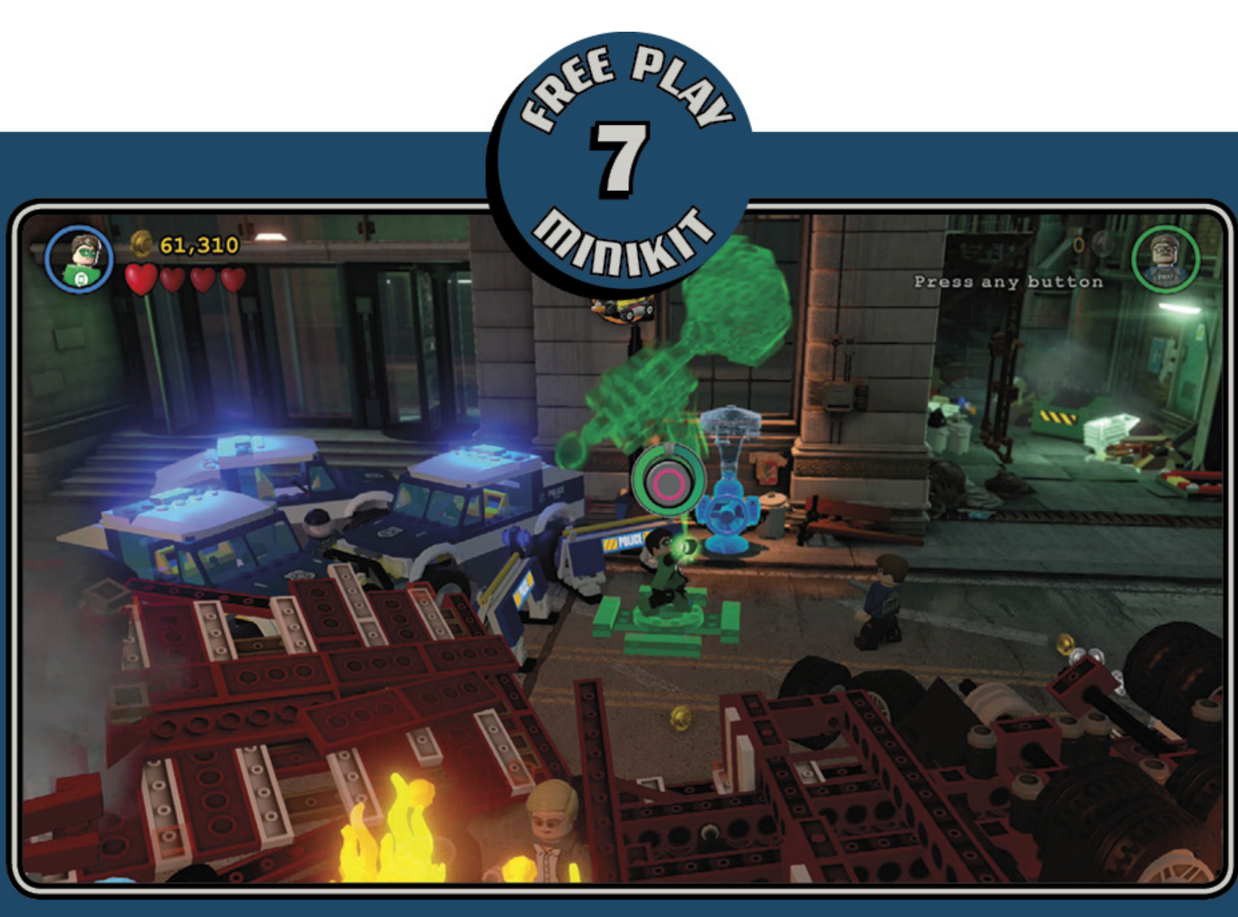
Your crane is taking shape, but more parts are needed before it will work. Beat up the goons that storm you from the background alley, then enter the alley and build the hopping bricks beneath the overhead fire escape ladder into a hand hold. Jump up and grab the hand hold to lower the ladder, then jump onto the ladder and climb up.

STORY MODE 6 MINIKIT



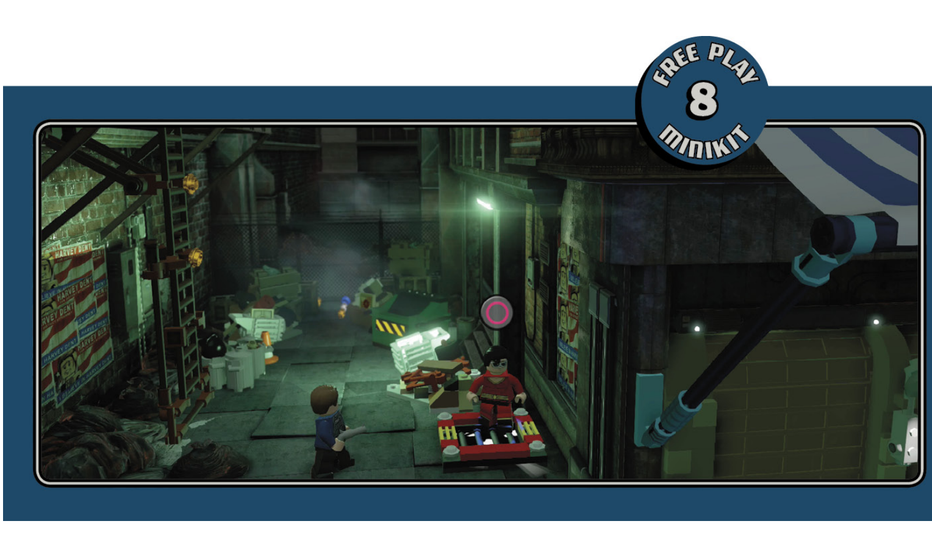
On your way to the alley, search behind The Joker's overturned truck to find a hidden Minikit, as well as a Purple Stud!

FREE PLAY 7 MINIKIT



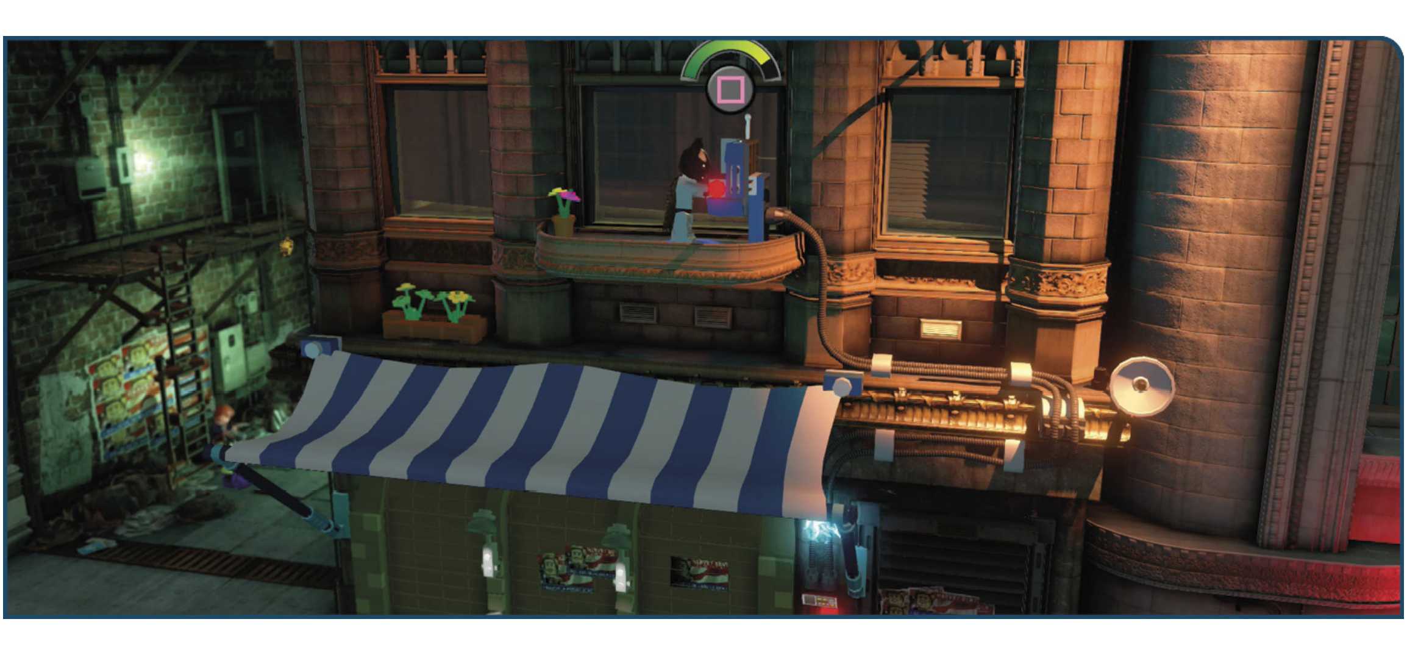
During Free Play, notice that some bricks are on fire at the street's left end. Spray water, or use super breath or a freeze cannon, to put out the fires and cool off the bricks, then build a Lantern pad out of them. Activate the pad with any Lantern character to construct a giant mallet that smashes through the nearby debris, exposing a hidden Minikit!

FREE PLAY 8 MINIKIT



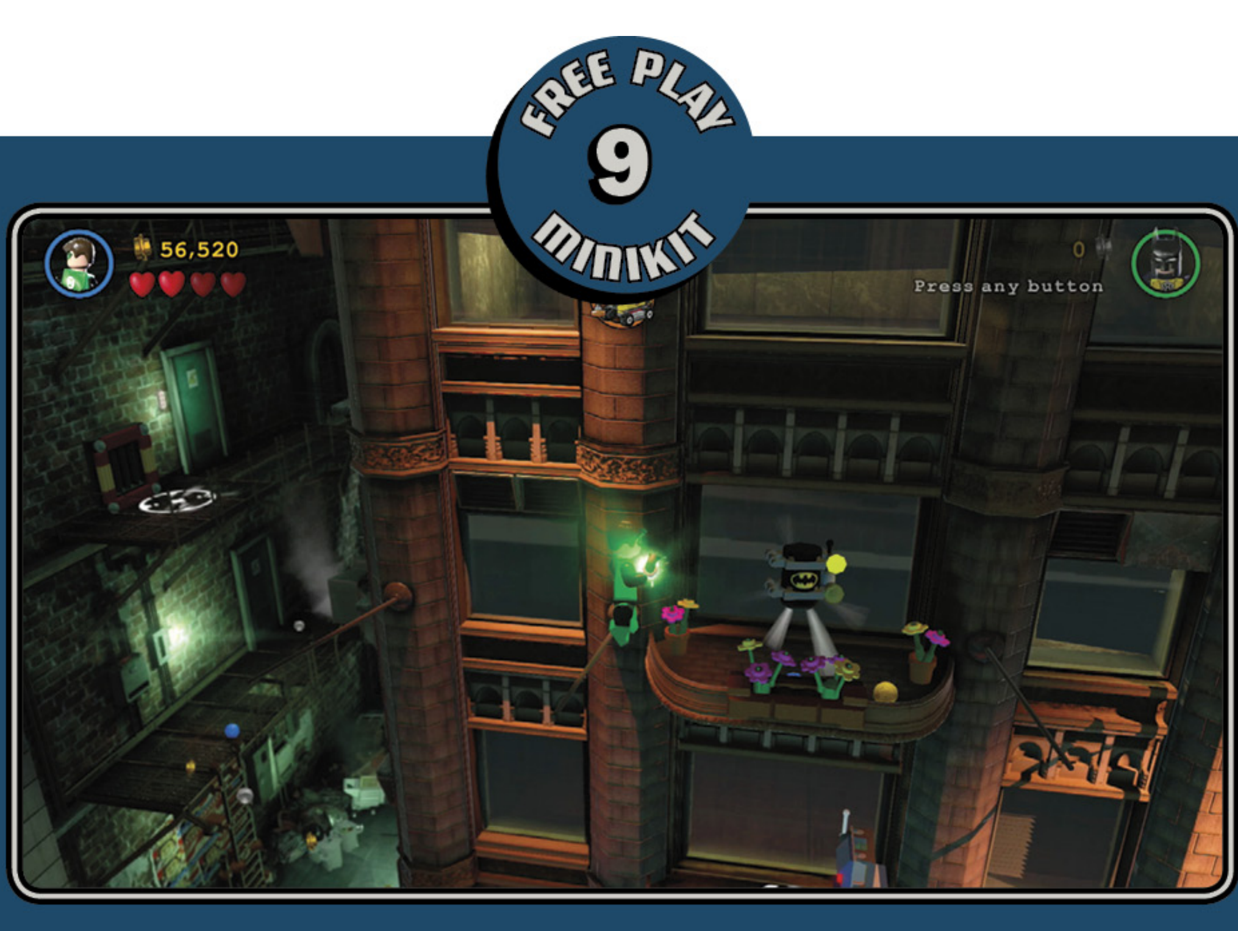
A stretchy hatch lies on the ground just inside the background alley. Send a stretchy character such as Plastic Man or Martian Manhunter through the hatch, and they'll pop out on a high balcony, right near a Minikit!

COMPLETING THE CRANE



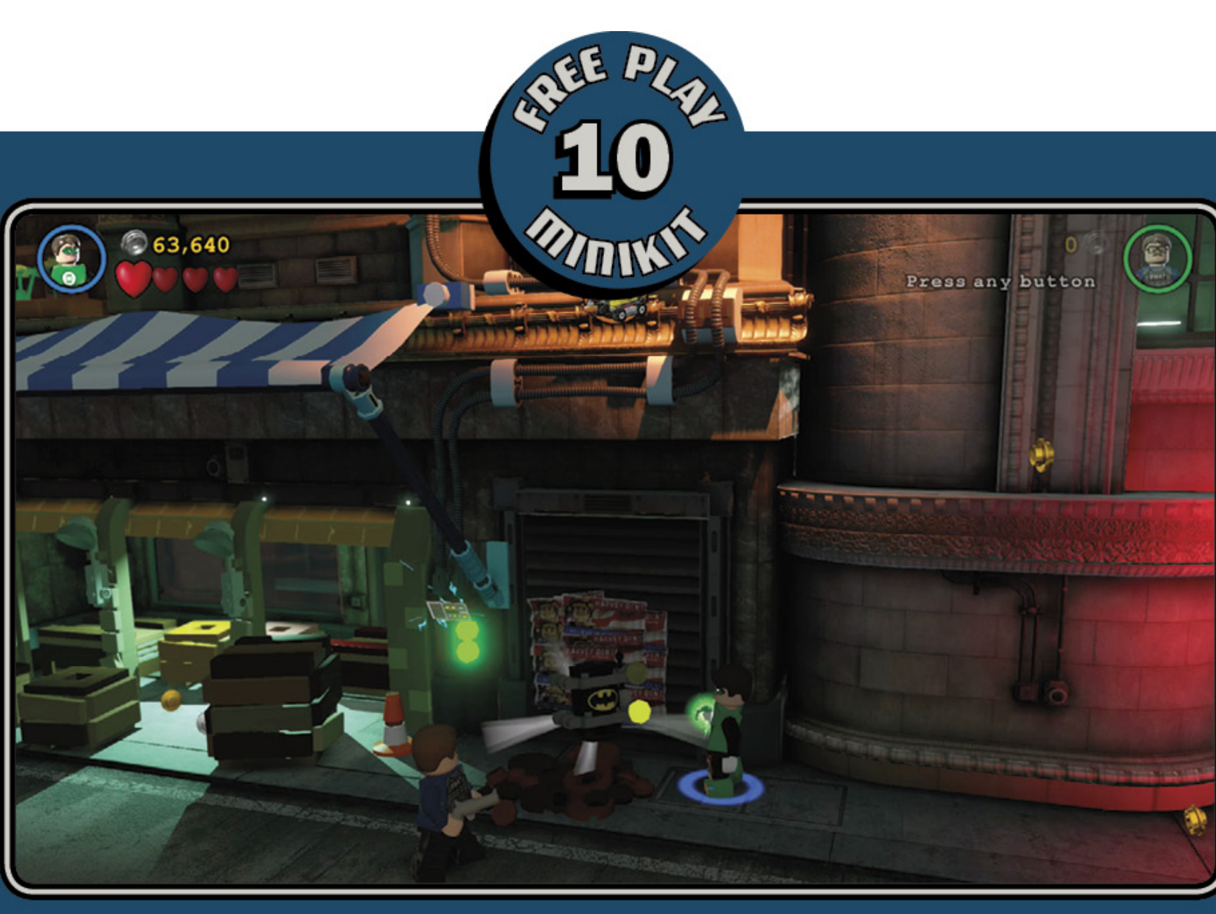
Make a long glide from the top of the fire escape ladder, aiming to reach the blue and white striped awning on the right. Just hold the Jump button to make Batman glide through the air. When you land, you'll discover that the awning is bouncy! Bounce up to the balcony above you and hack the techno panel up there to open the shutter doors below. (The Dark Knight Trilogy version of Batman can hack techno panels.)

FREE PLAY 9 MINIKIT



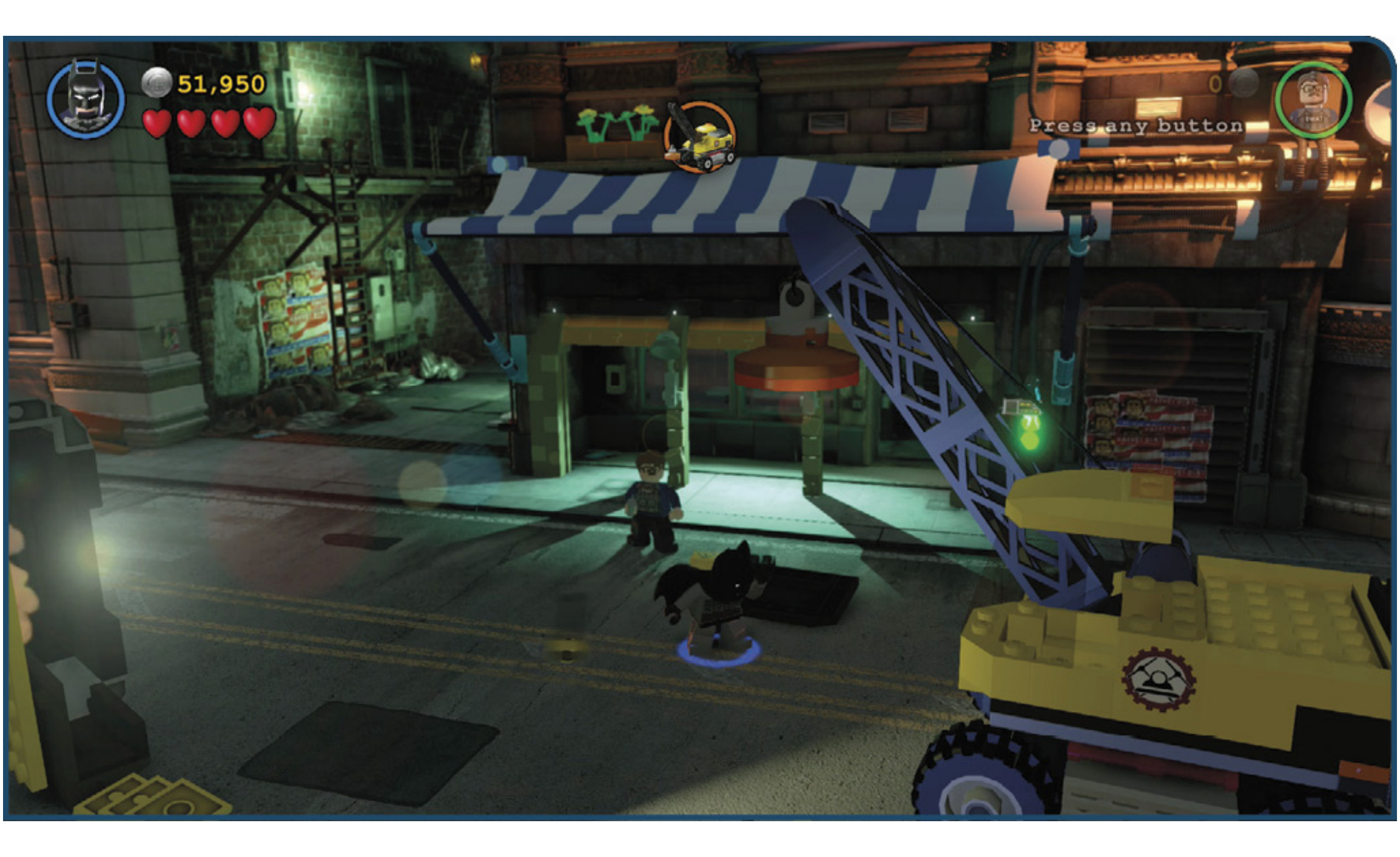
After hacking the techno panel above the awning, change to a Free Play character that can fly, then soar up and claim the Minikit from the balcony above you!

FREE PLAY 10 MINIKIT

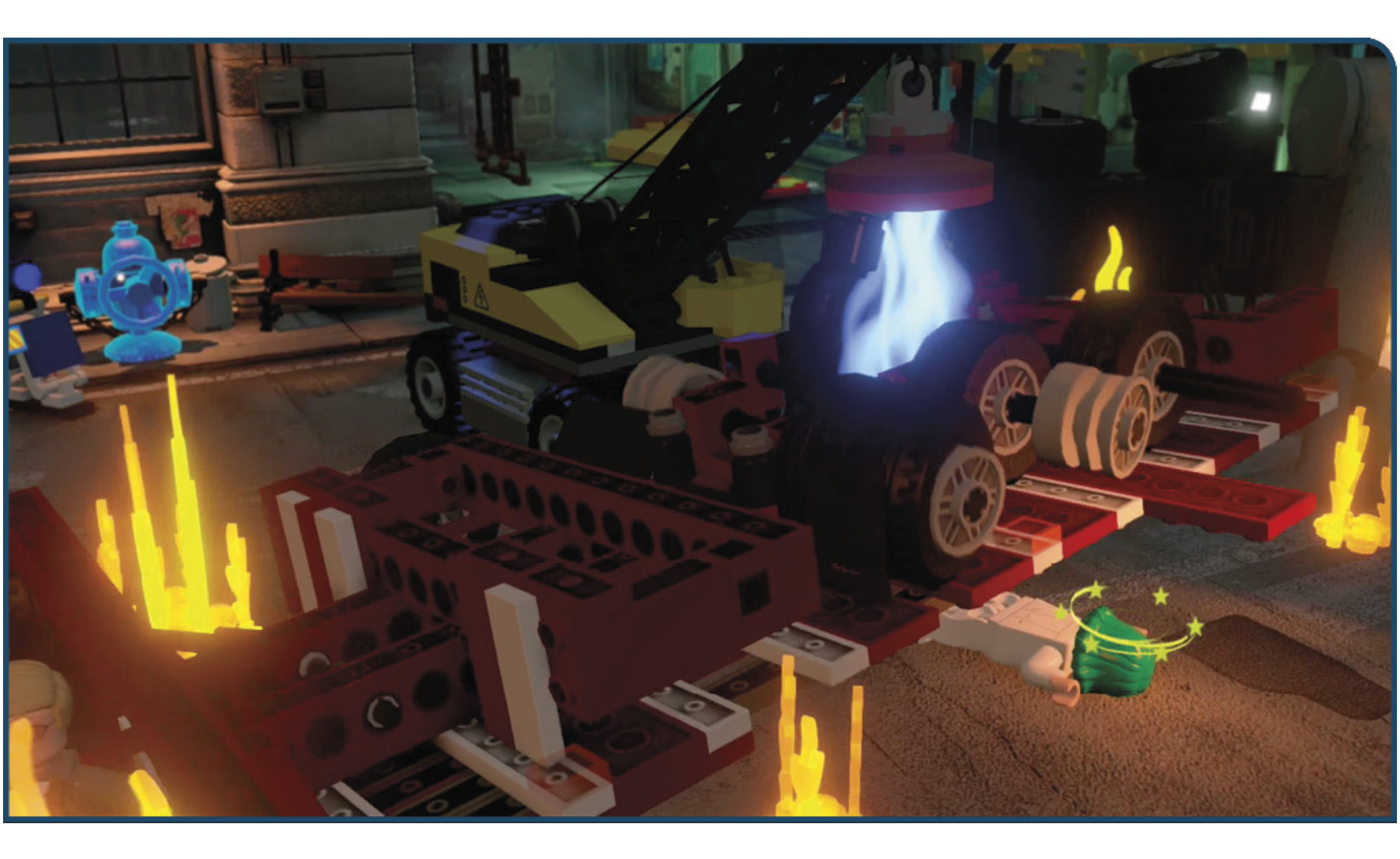


In Free Play, a silver flowerbox appears to the right of the blue and white striped awning. Take aim with an explosive attack and destroy the silver flowerbox to make some dirt drop to the street. Use a Lantern or animal character to dig in the dirt, and you'll unearth this mission's final Minikit!

After hacking the techno panel, drop to the street and smash the crates that have tumbled out from behind the shutters. Build the bricks that you discover to complete the crane. Now you can rescue The Joker!



JOKE'S OVER



Pilot the crane and hold the indicated button to drive over to The Joker's truck. When you arrive, you'll automatically use the crane to hoist up the truck and save The Joker's life. Well done, hero! The Clown Prince of Crime will now face Gotham's good justice.

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DLC Achievements

Man of Steel DLC

Man of Steel DLC

Icon	Acheivement	Notes	Gamerscore	Trophy
	It's not an 'S'	Complete the Man of Steel DLC level.	10	Bronze
	An Ideal to Strive Towards	Obtain all minikits in the Man of Steel DLC level and complete the level.	10	Bronze
	Nice Suit, Son	Attain "True Hero" status in the Man of Steel DLC level and complete the level.	10	Bronze
	I will find him!	Set both Freeplay characters to General Zod and Superman in the Man of Steel DLC level.	10	Bronze
	Krypto Come Home	Play as Krypto in Man of Steel DLC level level.	10	Bronze

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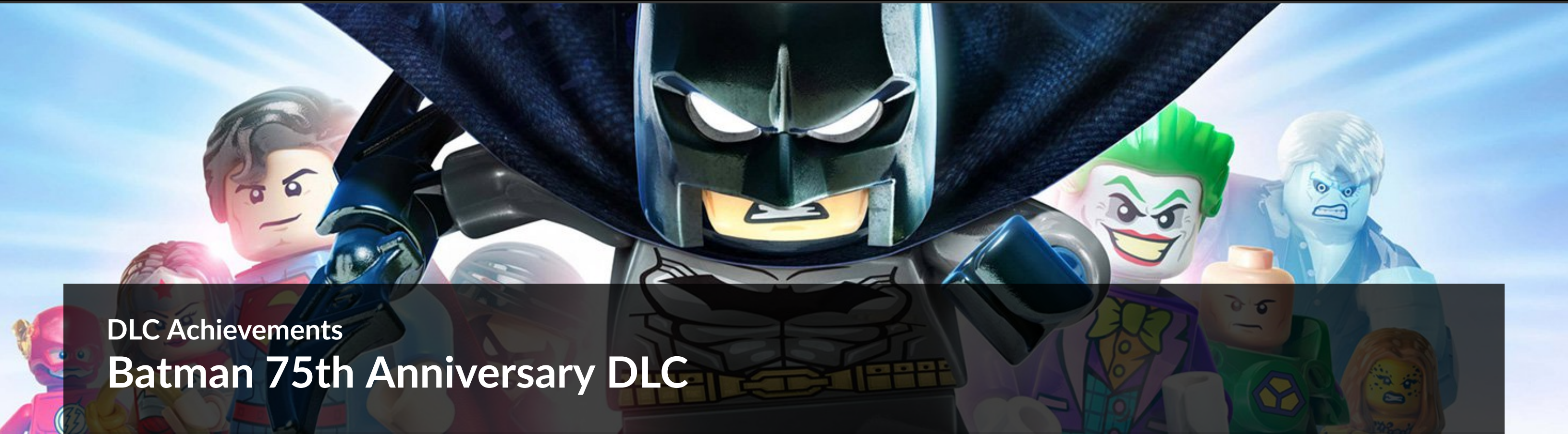

DLC Achievements

Batman 75th Anniversary DLC

Batman 75thAnniversary DLC

Icon	Acheivement	Notes	Gamerscore	Trophy
	Amazing and Unique Adventures	Complete the the Batman 75th Anniversary DLC level.	10	Bronze
	World's Greatest Detective	Obtain all minikits in the Batman 75th Anniversary DLC level and complete the level.	10	Bronze
	The Joker's Back in Town!	Attain "True Hero" status in the Batman 75th Anniversary DLC level and complete the level.	10	Bronze
	Batman Gone Bad	Set both freeplay characters to Batman (Sinestro Corps) and Vampire Batman in the Batman 75th Anniversary DLC level.	10	Bronze
	Bat-Dancer	Complete the dancefloor puzzle as Batman (1966).	10	Bronze

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DLC Achievements

Dark Knight Trilogy DLC

Dark Knight Trilogy DLC

Icon	Acheivement	Notes	Gamerscore	Trophy
	You...You... Complete Me	Complete the Dark Knight Trilogy DLC level.	10	Bronze
	Why So Serious?	Obtain all minikits in the Dark Knight Trilogy DLC level and complete the level.	10	Bronze
	A hero can be anyone	Attain “True Hero” status in the Dark Knight Trilogy DLC level and complete the level.	10	Bronze
	Would you like to see my mask?	Set both freeplay characters to Bane (Dark Knight Rises) and Scarecrow (Batman Begins) in the Dark Knight Trilogy DLC level.	10	Bronze
	It’s Simple...	Defeat Batman (Dark Knight Rises) as the Joker (Nurse).	10	Bronze

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Strategy Guide Credits

LEGO BATMAN 3 BEYOND GOTHAM

Written by Steve Stratton & Paul Bernardo

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Batman created by Bob Kane.

MANAGING EDITOR
Donato Tica

DEVELOPMENT EDITOR
Jennifer Sims

BOOK DESIGNER
Jeff Weissenberger

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Alexander Brooks

Acknowledgments: The authors and the game guide production team would like to thank the following people for their invaluable support: Samuel Delaney, Phillip Ring, Matthew Ellison, Benjamin Harper, Melanie Swartz, Evelyn Icarro, Nikki Lamontagne, Thomas Zellers, Darryl Kelley, and Patrick McCallum.

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EMAIL: support@bluemouth.com.au

ISBN: 978-0-8041-6353-8

Printed in the United States of America

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